|  |  |
| --- | --- |
|  | SPARDELL |
|  |  |
| 12/12/2016 | More Fun on the inside |
|  | It started out as a headache. An everyday pain. But then there was blood. Pulled into your mind, you must destroy the source or be killed by the pain |

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# Version history

# Detailed Game Description

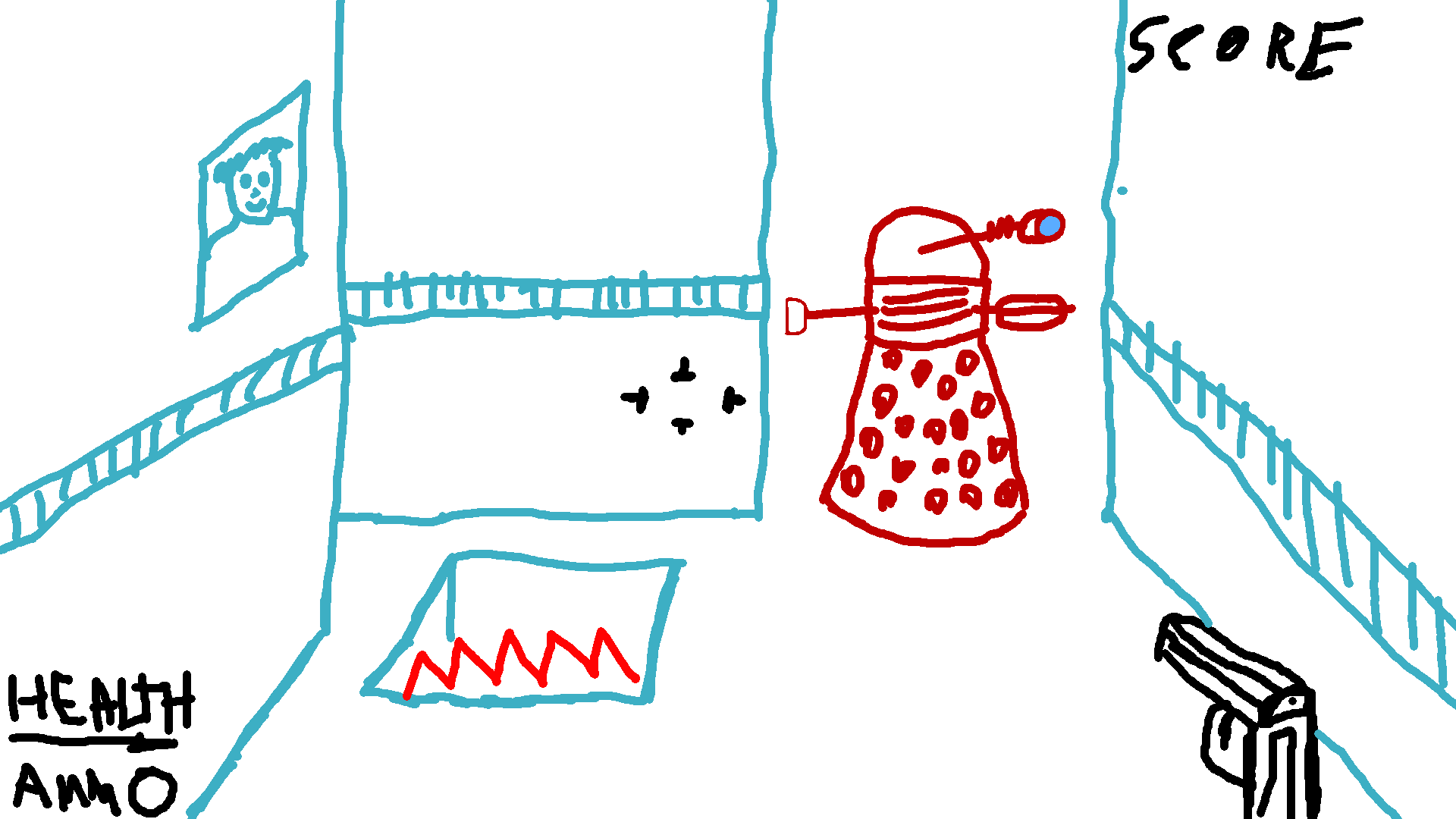
First Person Shooter, with an art style inspired by horror properties like HellRaiser and Painkiller. The player will navigate three levels with shared mechanics, but with different objectives in each one. Each level is designed differently in order to provide greater variety of challenge. The story setting up the game is that the player character awakes in what they recognize as their work office, but heavily distorted and bereft of humans, being instead populated with what they can only call demons. The player escapes the office into a parking lot, where they must find their car in order to try and escape. Finally, the player must confront an unnaturally darkened apartment building floor, grown labyrinthine and incredibly dangerous, to finally find a way out of their plight.

# Controls

The player will use the standard WASD + mouse player controls.

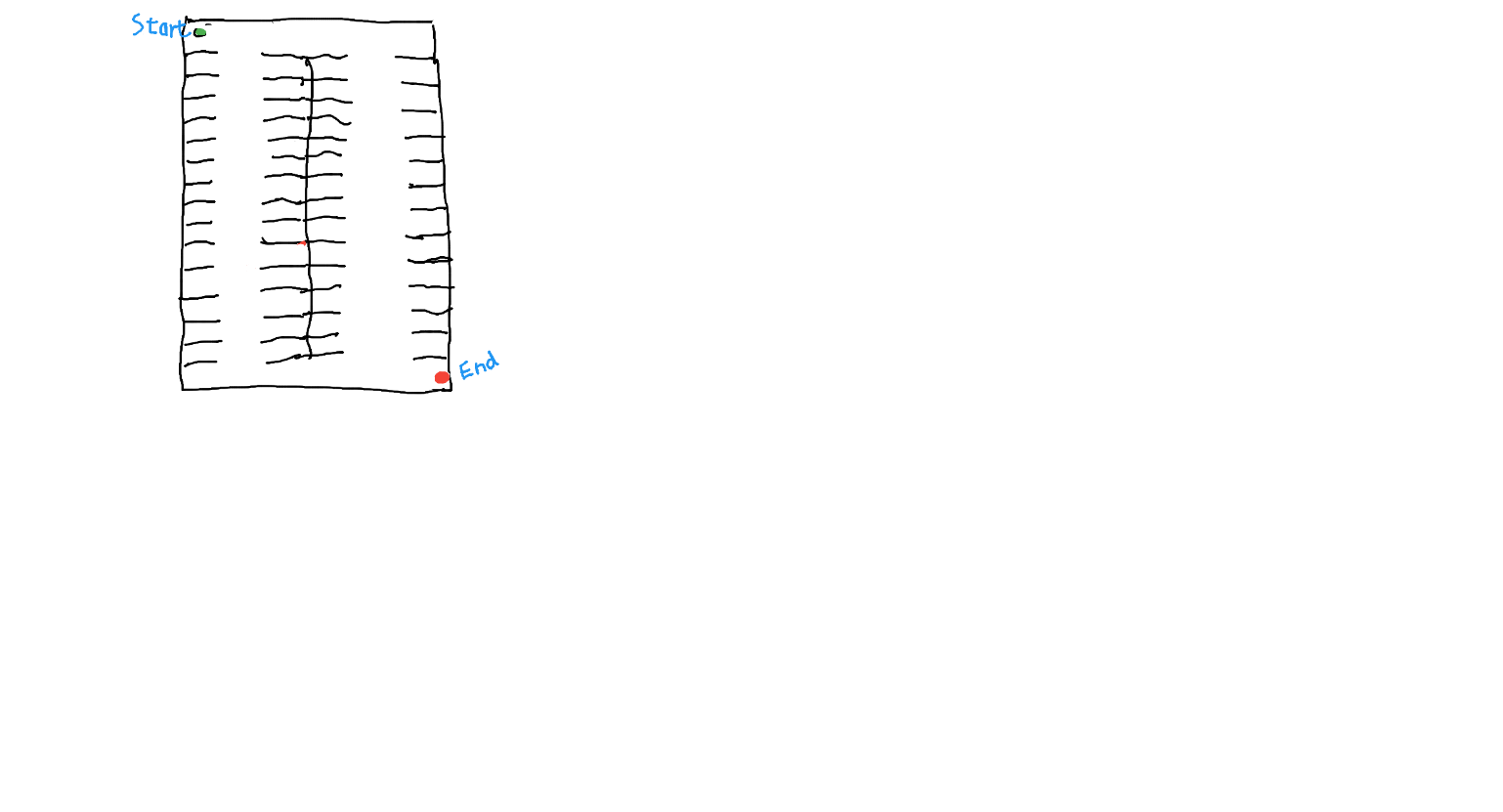
# Interface Sketch

## Level 1



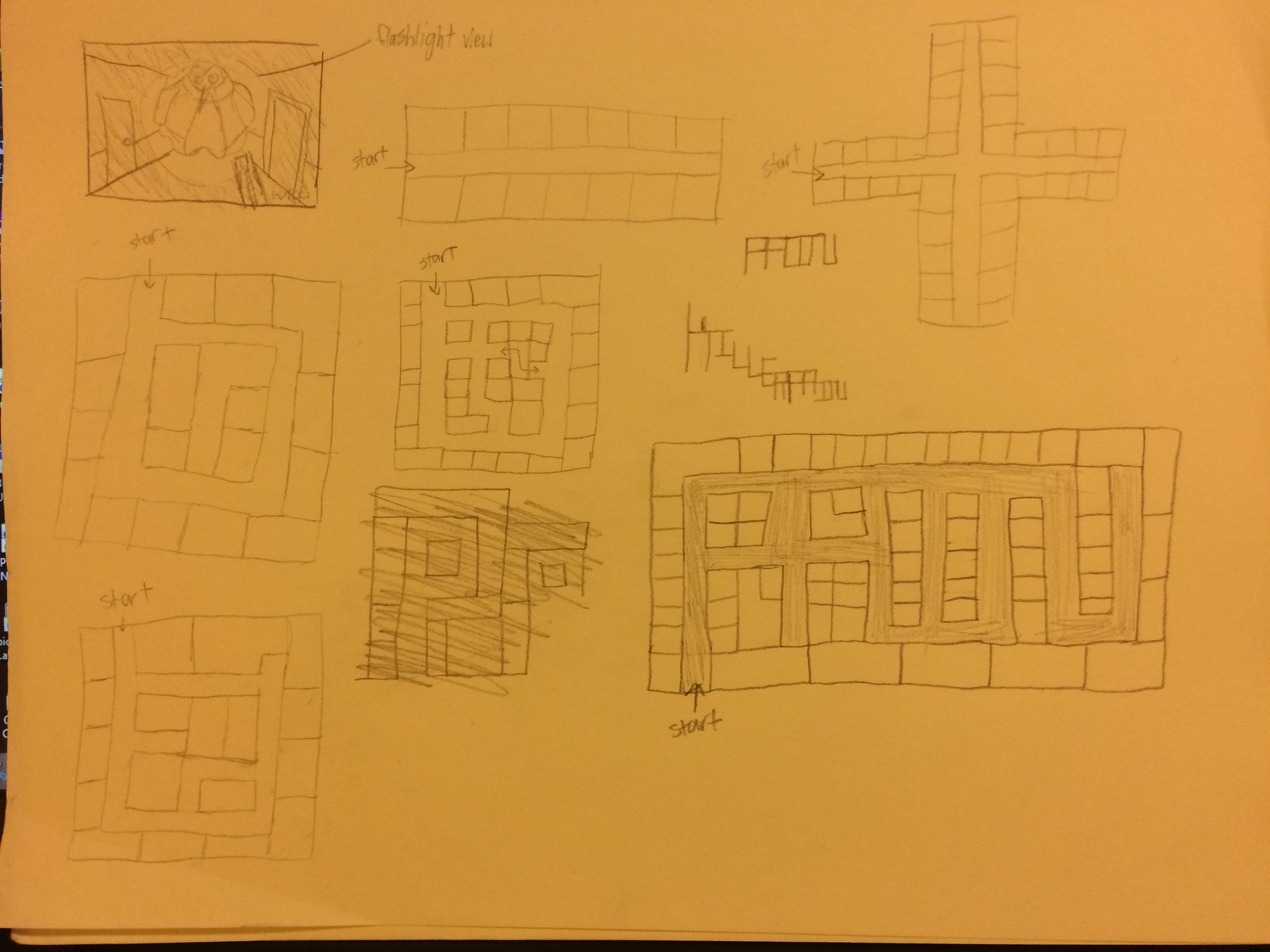
For level one our intentions were to use the first level that Aaron and Pedro made and twist it to the visual style of our new game.

## Level 2



This was our initial version of our level 2 because we wanted to have a flat level where we used the same enemies from the previous level. We later decided to change things up by having cars be the enemies for level 2.

## Level 3



This is the interface sketch of the third level. The bottom right includes the full level design.

# Screen Descriptions

## Menu Scene



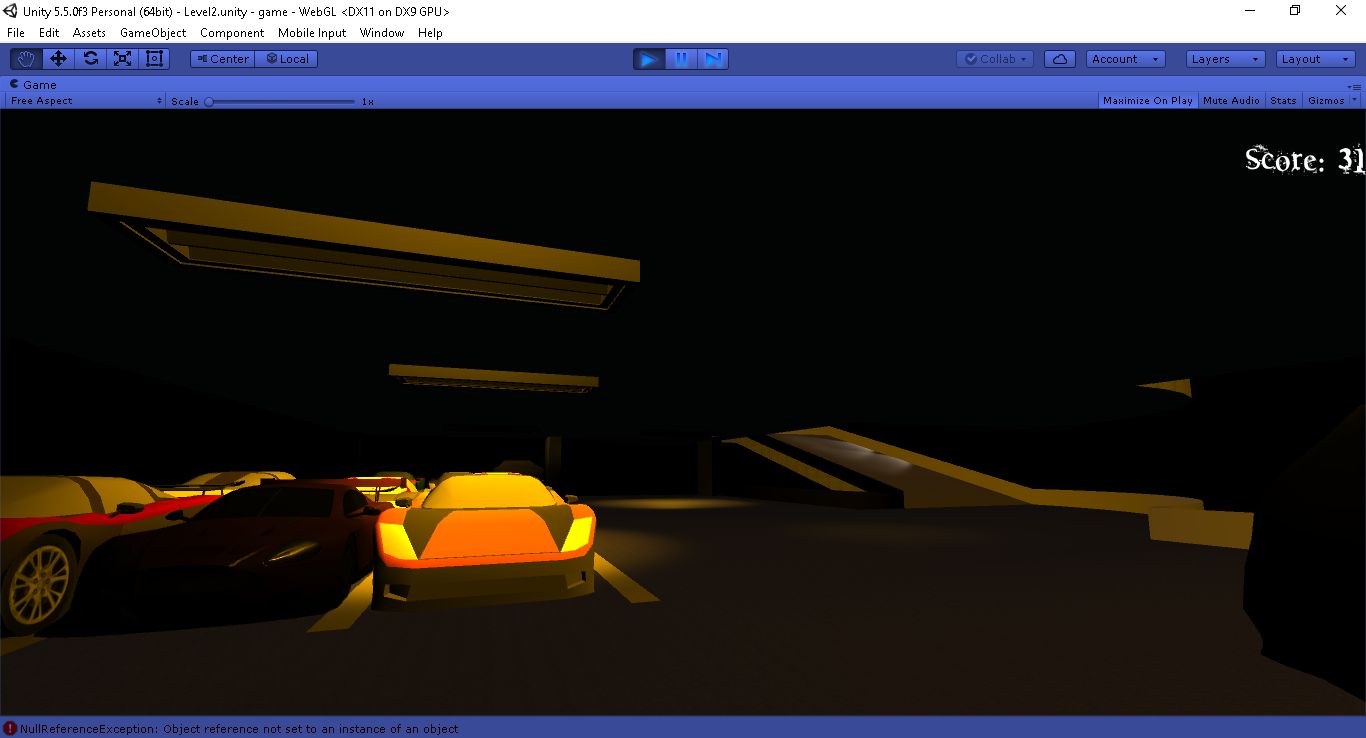
This is the menu scene. It allows the player to either start the game right away to view a how to play. Alternative the player can exit the game.

## Level 1



The first level start off the player in an office when she notices that something is not right. The player must get a certain score to progress to the next level.

## Level 2



Now the player is in level 2. The score will go down as a function of time.

## Level 3



Level 3 includes a big maze of rooms and corridors

# Levels

The first level takes place in a ruined, oddly proportioned office. Second level is a parking garage. Third level is a labyrinthine apartment building.

# Characters

Player character – Ageless-Faceless-Female-Culturally-Ambiguous-Adventure-Person. That is all we know about Alyx.

# Enemies

Demon – dark, shadowy forms with glowing red eyes, intent on nothing but the misery of their erstwhile victim.

# Weapons

Shotgun – a double-barreled shotgun that somehow does not require reloading.

# Scoring

## Level 1

Player gets points for enemies killed, a bonus for accuracy, a bonus for time, and a bonus for not taking damage.

## Level 2

Time bonus. The players score will go down as time goes on.

## Level 3

Same as Level 1, points for kills

# Sound Index

|  |  |  |
| --- | --- | --- |
| Name | File | Source |
| Scary background music | scary background music.mp3 | http://soundbible.com/ |
| Shotgun sound | shotgun-old\_school-RA\_The\_Sun\_God-1129942741.wav | https://www.freesound.org/ |
| Shotgun reload | shotgun-reload-spas\_12-RA\_The\_Sun\_God-429646006.mp3 | https://www.freesound.org/ |
| Explosion | Explosion.wav | www.freesound.org/ |
| GunStuck | GunStuck-SoundBible.com.mp3 | SoundBible.com |
| Menu Sound | A Sunset Is Just A Sunset - Remix.mp3 | http://www.freeplaymusic.com/ |
| CallingHome | CallingHome.mp3 | http://soundbible.com/ |
| Car Door lock | Car Door lock.mp3 | http://soundbible.com/ |
| Car Door open and clsoe | Car Door open and clsoe.mp3 | http://soundbible.com/ |
| Car\_start | Car\_start.mp3 | http://soundbible.com/ |
| scary background music | scary background music.mp3 | http://soundbible.com/ |
| Sit | Sit.mp3 | http://soundbible.com/ |

# Art / Multimedia Index

|  |  |  |
| --- | --- | --- |
| Name | Image | Source |
| Dementor |  | Custom credit to Ashely |
| Shotgun | C:\Users\Pedro\AppData\Local\Microsoft\Windows\INetCacheContent.Word\Render.png | <http://www.blendswap.com/blends/view/64935>  Released under  Creative Commons Attribution 3.0 |
| Chain |  | Custom credit to Ashely |
| Cars |  | All cars from the <https://www.assetstore.unity3d.com/en/> |
|  |  |  |

# bonus

## Project Management:

