

Subject: CHANGE
Treatment Document

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Elevator Pitch

You have woken up in a dark laboratory where experimental biological creatures have escaped their containment and are now hunting you. Sneak and hide through the lab to collect the keycards and escape from the lab before the failed experiments catch you!

Gameplay Overview

The game takes place in a dark, run-down modernistic laboratory that contains monsters. Dangerous monsters have escaped from their containment cells and are now roaming the building. You are a teen test subject who wakes up in one of the lab rooms, and your goal is to escape the lab. Use your supernatural powers to evade the monsters that are hunting you down, and explore the lab to solve puzzles.

Game Narrative

CREEP, otherwise known as the Central Researchers for Experimental Entity Procedures is a secret government organization whose purpose is to break the scientific barrier of genetic research. Regrettably, their recent experiments involving genetic mutation to make the perfect human have only led to monstrous failures. In order to continue their tests, they need to find test subjects that society would forget, prisoners, the homeless, and even orphans. One of these subjects is a young orphan girl who was living on the street.

Subject designation phrase “CHANGE”, is the lab's latest experiment with chameleon DNA. The hope is to give the Subject the ability to camouflage to her environment and be able to see in the dark. While doing experiments on Subject: Change, a power outage occurs allowing for the various Subjects to escape causing havoc to occur through the CREEP lab. While no one is looking, Change breaks out of her test chamber and now has only one chance to escape, dodging other Subjects along the way.

Initial Game Mechanics

- Eye lights
- Crouch/hide under tables and beds
- Distract monsters with random objects that the player can throw
- Hiding in lockers and closets

Expected Art Requirements

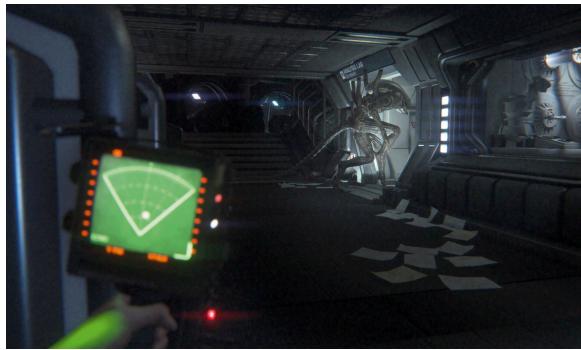
- **Player Model**(test subject), textured and rigged with ~ 10+ animations
- **2 scientist NPCs**, textured and rigged with ~ 2-3 animations
- **2 Enemy monsters**, textured and rigged with ~ 4-5 animations
- **Lab** with interior models and rooms
- **Lab equipment** models (computers, beakers, etc)
- **Key cards** to open doors and escape
- **Lab objects** the player can throw (vials, phones, etc)
- **Eerie ambient soundtrack** that plays throughout the game
- 5 particle effects
 - Sparking electricity from lights
 - Dust drifting in the air
 - Water leak spraying
 - Keycard sparkle to draw player's attention
 - Moth monster floating residue
- **UI Elements**
 - Health indicator

Expected Tech Requirements:

- **Basic Movement** that involves walking, crouching
- **Push button to interact** system for levers and keycard doors
- **Camouflage** ability, which allows the player to blend into the environment and hide from monsters
- **Flashlight eyes** ability, which allows the player to create a spotlight from their eyes
- **Bat Monster AI**, chasing the player, afraid of light, potential for sound based hunting
- **Moth Monster AI**, chasing the player, attracted to light, hunting based on sight
- **Pickups/Collectibles**, keycards to escape the doors, potential things to pick up and throw to make noise
- **25 unique triggerable sfx**
- **Splash/title screen**
- **Credits**

[Link to asset list](#)

Reference Material:



(From: Alien: Isolation)



(From: Dead Space)

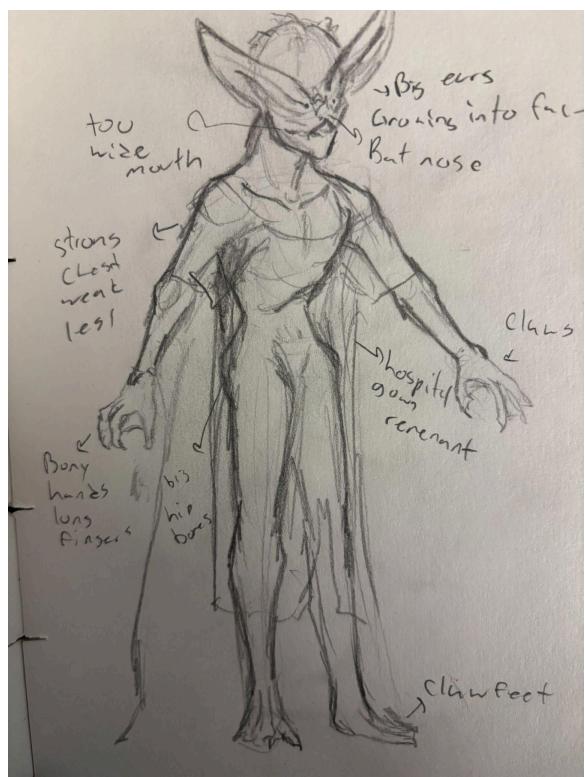
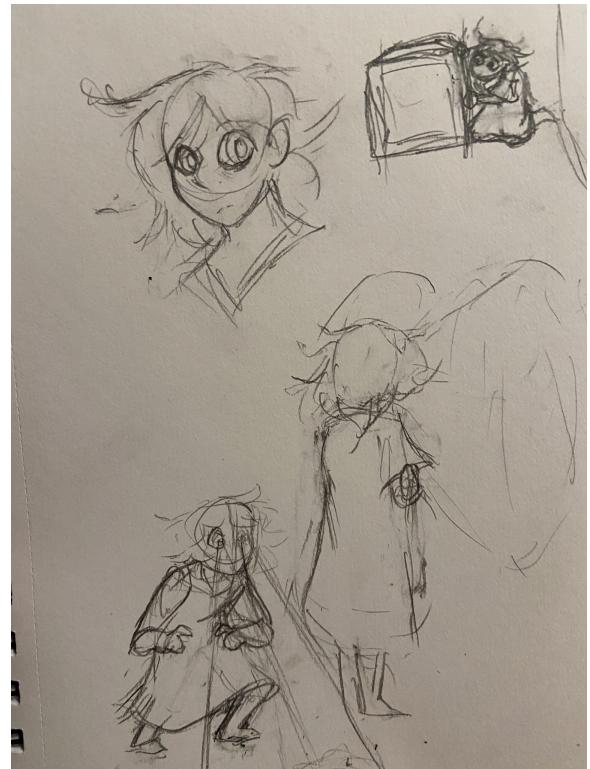
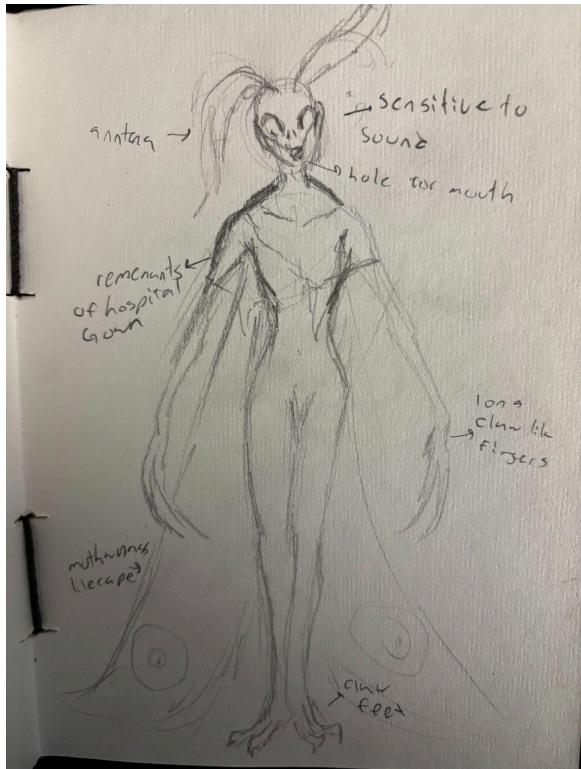


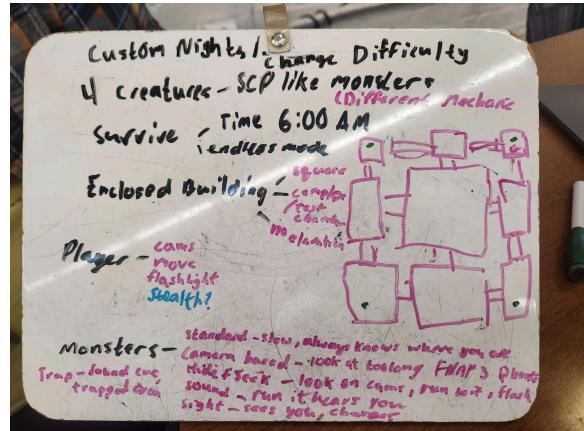
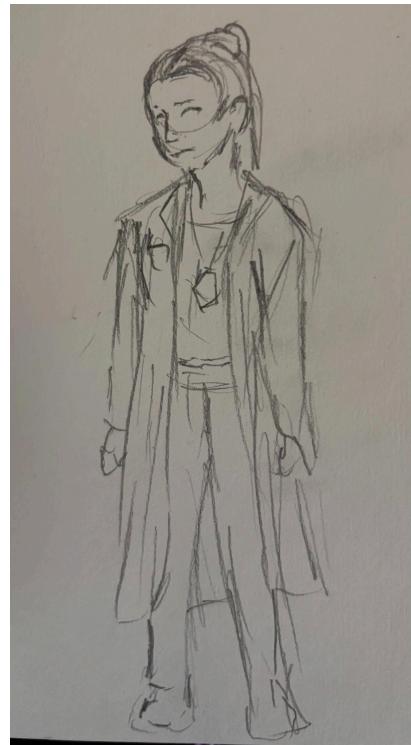
(From: "SCP: Secret Laboratory")

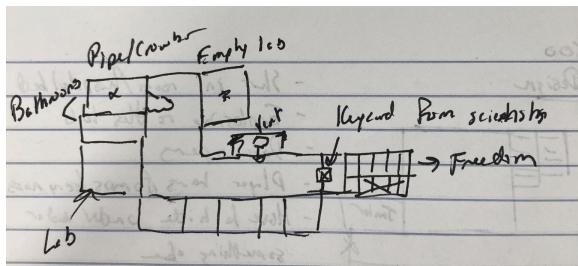


(From: "Little Nightmares")

Concept Art:







Sequence for game

- Walk up, hide from monster
- Exit, notice stairs are blocked
- Finds lab room w/ trapped scientists w/ key
- Need something to open door (key or ...)

