

**Narrative** - Character falls into a coma, but the player is navigating the maze/ escape room concept like a laqueous escape. Begins with him waking up after a loud impact on the floor. He starts looking around. The red represents the actual maze he navigates.

### Level Design

- Is a maze building the player navigates to access their memories of what happened in the car accident
- for this assignment is just 3 levels for the building (lower, middle and upper)

### Character Study and Environmental Design

- Write a character study on the FPC and the environment that reflects his mental state.

## Game Concept Overview

Developers: Babalo Duma, Noluthando Zwane and Nathan Roman

Platforms: PC

Software USed: Unity 3D version 6000.53.f1 LTS

### Title:

\*The Long Drive Home

### Premise:

You play as

**Eliot**, a young man who falls into a coma after a traumatic car crash. His subconscious manifests as a haunting, ever-shifting maze filled with mirrors, fragmented memories, and lurking nightmares. To wake up, Eliot must piece together the truth of the accident, confront personal demons, and navigate through psychological horrors that blend reality with illusion.

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# Narrative & Level Design

## 1. Prologue: The Crash

- **Opening scene:** A blurred, frantic drive at night, flashes of headlights, and the sudden impact of a crash. We wakes up in his room in the dark and has to slowly figure out the maze and its secrets to discover what happened to him and the other people he affected.
- **Transition:** Eliot awakens in a surreal, dark corridor lined with shattered mirrors, unsure of where or who he is.

## 2. The Mirror Maze

- **Core Setting:**
  - The environment is a labyrinthine horror of his home/ his mind, mixed with distorted city streets, all interconnected by corridors lined with mirrors.
  - Mirrors sometimes reflect reality, sometimes show disturbing alternate scenes (e.g., blood, shadowy figures, or suppressed memories).
  - Certain mirrors act as portals, allowing Eliot to step through into different memories or twisted versions of reality.

## 3. Memory Fragments & Easter Eggs

- **Scattered throughout the maze:**
  - Items from Eliot's life (a music box, a broken watch, a photograph) provide clues to the story and act as collectible easter eggs.
  - Hidden rooms reference classic psychological horror games and films (e.g., a room resembling the apartment from *Cry of Fear*, or a symbolic car key).
  - Some mirrors reveal hidden messages or codes when viewed from particular angles.

## 4. The Truth Unfolds

- Each "act" of the maze brings Eliot closer to the truth: guilt, loss, and suppressed trauma surrounding the accident.
- As Eliot uncovers more about his life and the crash, the world grows more distorted and hostile.

# Mechanics

## 1. First Person Controller

- **Movement:** Smooth, slightly weighted to create a sense of unease. Occasional camera shakes to simulate anxiety or dizziness.
- **Interact:** **E** to interact with objects, mirrors, or clues.

## 2. Mirror Mechanics

- **Reflections:** Not all mirrors show the player's true self; some display monsters, memories, or alternate realities.
- **Portal System:** Some mirrors can be walked through, transporting the player to new sections or hidden rooms.
- **Puzzle Elements:** Aligning mirrors or using shards to unlock doors or reveal secrets.

## 3. Combat System

- **Shooting Combat:**
  - Improve weapons: pipe, broken glass, chair leg in the beginning he has a gun and a makeshift torch to use as weapons.
  - Simple attack/block system with stamina and shooting mechanics
  - Enemies: Manifestations of guilt, faceless humanoids, and shadowy figures.
- **Fighting Possibilities:**
  - Stealth: Avoid certain enemies by hiding or manipulating mirrors.
  - Limited resources: Melee weapons break; few healing items (like adrenaline syringes, referencing medical themes).

## 4. Psychological Effects

- **Sanity Meter:**
  - Distorted visuals, audio hallucinations, and controller vibration as sanity decreases.
  - Certain actions (looking too long into some mirrors, failing puzzles, getting hit) lower sanity.

## 5. Progression

- **Unlocking Memories:**
  - As Eliot uncovers key items or solves major puzzles, he "remembers" crucial facts, which reshape the maze and open new areas.
  - Major memories are short, interactive flashbacks (e.g., driving the car, arguing with someone, etc.).
  - Contains possible childhood puzzles and games that he needs to solve to progress into the next level of the game.

## Visual & Audio Style

- **Visuals:**
  - Gritty, desaturated tones punctuated with harsh lighting from mirrors, reminiscent of *Cry of Fear*.
  - Frequent use of reflections, distortion, and shadowy movement in the periphery.
- **Audio:**

- Distant echoes, heartbeats, muffled voices.
- Sudden audio cues for jump scares (breaking glass, screeching tires).
- Subtle environmental storytelling through sound design.

## Possible Easter Eggs

- **Hidden Reflection:** Stand in front of a certain mirror for 60 seconds to see the protagonist's real, wounded face.
- **Cry of Fear Homage:** A hidden room with a pixelated chainsaw weapon.
- **Silent Hill Reference:** A radio that emits static when danger is near.
- **Secret Ending:** Collect all memory fragments for a true ending revealing the complete story of the crash.

Repository Link: [boobles-iguess/Group-25-TheLongDriveHome: revising github fundamentals](https://github.com/boobles-iguess/Group-25-TheLongDriveHome)