Something in the closet

# Concept

The player plays as a young boy adjusting to a new house. Throughout the night the player will investigate the room and find things around the room alluding to something of a darker nature being present in the room. The user must react to the monster emerging and find safety in the bed. Getting caught by the monster will cause a bad ending.

# Rules

* User is bound to the room.
* User must not be spotted by the monster.
* Monster can notice the player by sight only.
* Monster’s emergence from the closet is triggered by events.
* User can seek safety below the bed covers.

# Requirements

## Gameplay:

* Player controls.
* AI navigation.
* AI sight.
* Player interaction.
* Monster event trigger.
* Player ability to enter and leave the bed.
* Player ability to move beneath the covers.
* Cinematic events.

## UI:

* Player interaction highlight.
* Moving beneath bed HUD.
* Slight HUD warning when enemy is emerging.
* Quality options.
* Main menu.
* Pause Menu.

## Art:

* Player (Model/Texture/Rigging)
* Monster (Model/ Texture/Rigging)
* Mother (Model/Texture/Rigging)
* Text font.
* Bedroom assets (models/textures)
* Hud warning effect.

## Audio:

* Main menu music.
* Room ambience
* Player noises
* Mother noises
* Monster noises.
* Player interaction SFX
* Opening door SFX

# Resources

Font:

Music: <http://www.bensound.com/royalty-free-music>

Textures: <http://www.textures.com/>

# Resources

* Implement monster triggers based on interaction events.
  + Now that base functionality is present, swap over to C++ classes.
* Main menu.
* Pause menu.
* Implement player HUD.
* User being able to move under the covers and peak.
* Cinematic implementation.
* Game over state implementation.
* Update models and art.