

Horror Events

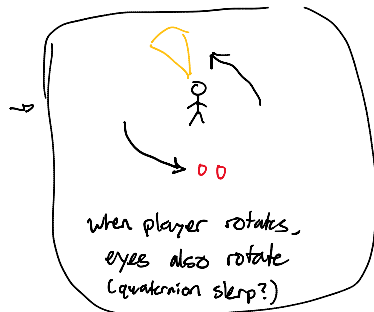
Wednesday, August 24, 2022 4:06 PM

#1

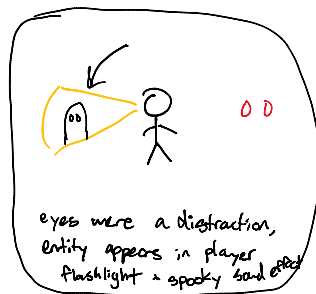
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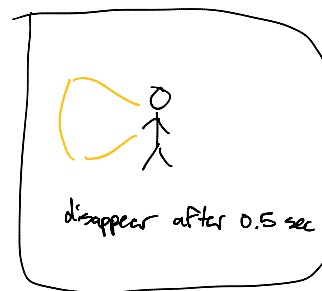
player has eyes following them



when player rotates, eyes also rotate (quaternion sleep?)



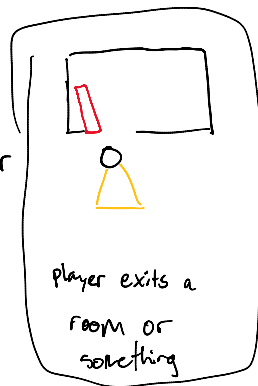
eyes were a distraction, entity appears in player flashlight + spooky sound effect



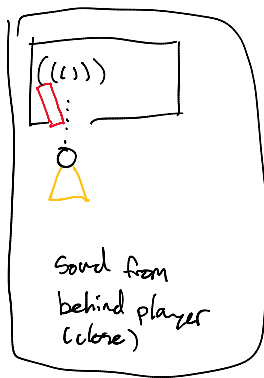
disappear after 0.5 sec

#2

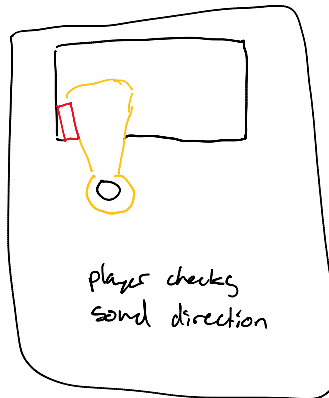
0 = player



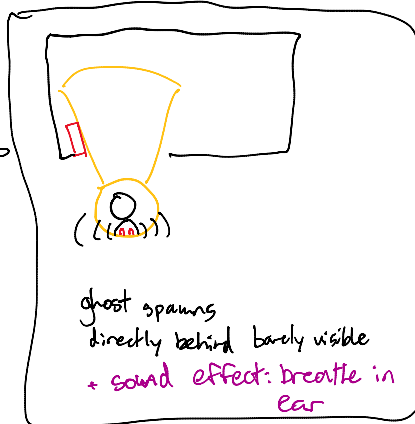
player exits a room or something



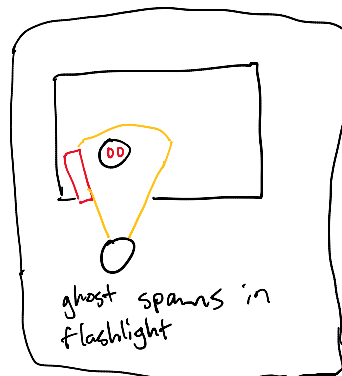
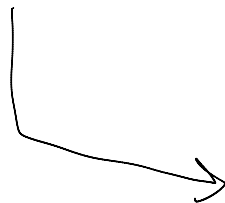
sound from behind player (close)



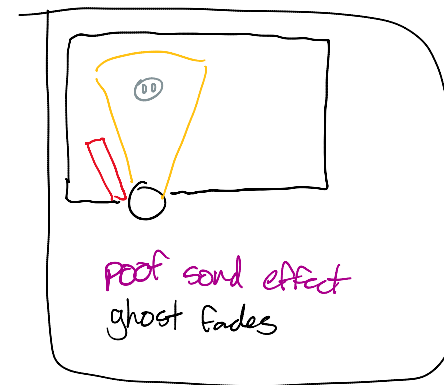
player checks sound direction



ghost spawns directly behind barely visible + sound effect: breathe in ear



ghost spawns in flashlight



poof sound effect ghost fades