PABAYAAN

Overview

Pabayaan is a single player, first-person narrative exploration game for PC.

Objective

The player must explore their environment, using notes from other prisoners and other clues to discover the nature of the labyrinth and solve minor puzzles by interacting with specific objects and collecting inventory items to escape.

Gameplay

The player character is controlled with standard mouse and keyboard controls. The first-person character controller can look freely, walk, run, and jump. The player can interact with designated objects by moving near them, looking at them and pressing an interact button.

Some items are added to the player's inventory upon interaction, facilitating minor lock and key type puzzles. The player has an inventory menu that tracks collected inventory objects and displays description text for each object.

Player Character

The player character is a prisoner lost in a labyrinth with no knowledge of their whereabouts or circumstances. No physical details are shared about the player character, allowing players to role play and make their own assumptions about the character's demographic.
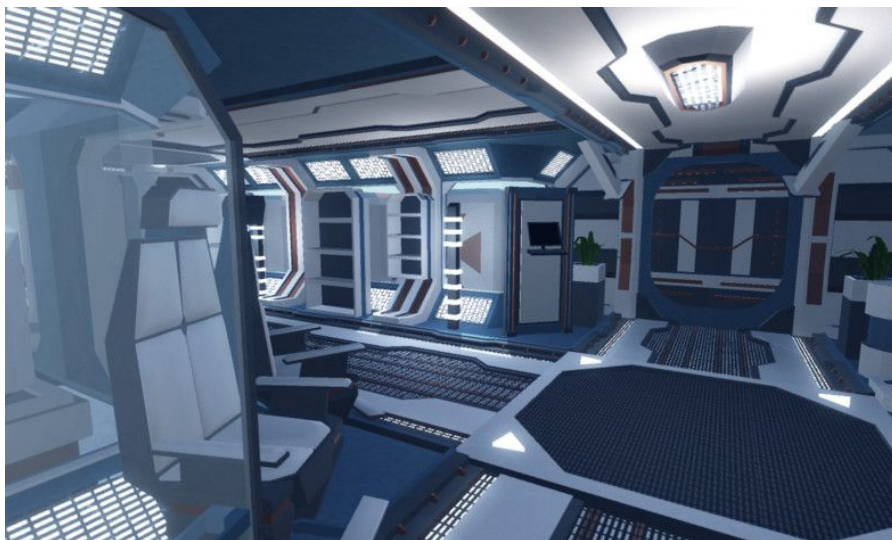
Setting

Based on Greek mythology and Filipino folklore, the game takes place in a labyrinth called *Kreteuhan*. Due to the nature of the surroundings, the player does not know s/he is in a labyrinth at first. Walls of trees and rocks encapsulate, guide and deceive the player.

Art from the ["Lost Lands" asset pack](#) on the Unity Asset Store

After escaping the labyrinth, the player awakens in a futuristic space station as it is revealed that the labyrinth is actually a virtual reality construct used to subdue prisoners.

Art from the ["Sci-Fi Styled Modular Pack" asset pack](#) on the Unity Asset Store