

SLUMBER Proposal:

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General Description

“Slumber” is a first-person, multiplayer survival horror game. In it, one player takes control of a person locked in a state of “sleep paralysis” while a second player controls various scary events that happen around the room.

In order to enhance an element of tension, the “locked-in” player must look around the room to collect small “collectibles,” points of lights around the room. Failing to collect these will cause visual distortions, a darkened screen, and will eventually lead to the locked-in player getting a “game over.”

Players and Objectives

In order to “win,” the locked-in player must survive until a clock in the room goes all the way around the clock face. The second player will try to time events and enemy spawns to make the locked-in player lose, either by not collecting enough lights, or looking at the enemies too long.

The second player can control startling / spooky effects around the room - they will have limited resources to “spend” on spooky events, and will be able to do more “extreme” events as the game progresses, culminating with an enemy (probably “Slenderman”) spawning. If the first player looks at too many spooky things, they will lose health and eventually get a “game over.”

Environment

The whole environment of the game will be one room, which will allow us to focus on making this room look as realistic as possible. Elliot Fiske will be providing the models and textures for the game using Maya and Photoshop.

Animations

Different animations will be used for “scary” effects, ranging from doors slamming, books flying off shelves, and finally the enemies and their movements. The enemies’ movement will likely not be typical character animations, but rather non-standard things like tentacles moving, distorting limbs, etc.

Graphics Technology Assignments

Noah Harper - Shadows, Lighting

Allen Wong - Camera Movement, Environment (Prop placement, objects etc.)

Kyle Lozier - Collision Detection and Physics

Elliot Fiske - Level Editor, Texturing

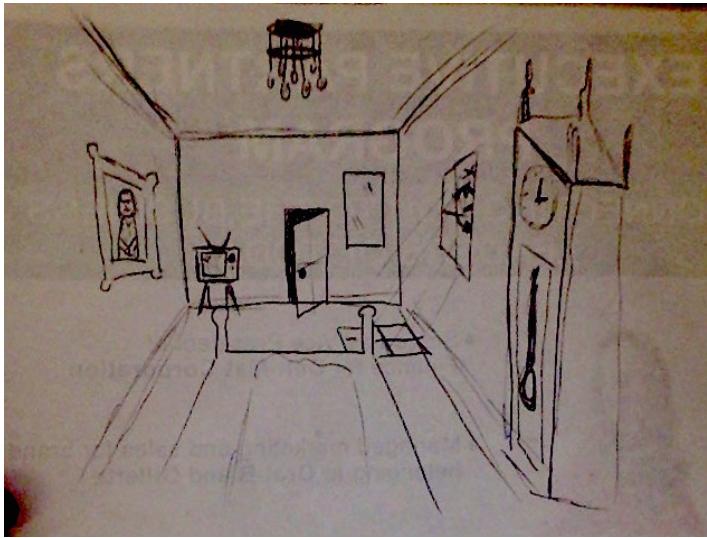
Edgard Arroliga - View Frustum Culling, Shader Effects

“One Cool Thing”

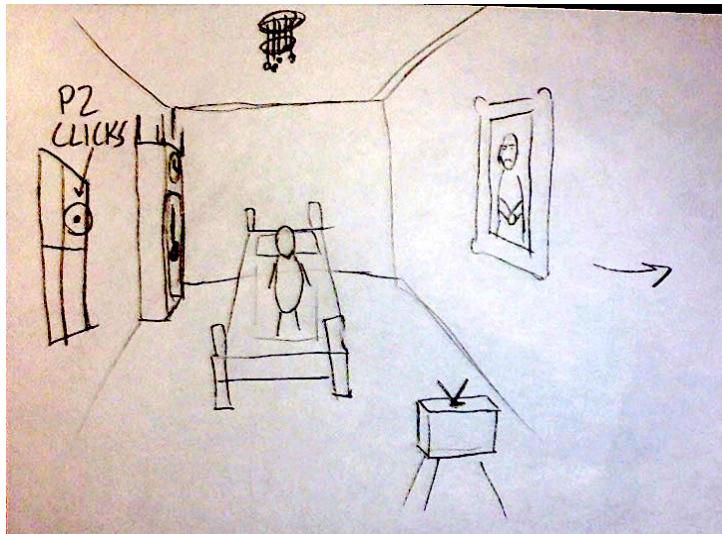
The main focus of this project will be to get a single environment to look as realistic as possible. To this end, we will be using a variety of graphics techniques, such as ambient occlusion, realtime shadows and lighting, HD textures, and anti-aliasing.

STORYBOARDS:

Player 1 (**Paralyzed**) Perspective:



Player 2 (**Ghost**) Perspective:



Project Timeline:

1st Check-in:

Basic camera controls, single light source, basic shadows, basic networking demo. MODELS: bed, walls and clock (no textures). Basic FBO shaders.

2nd Check-in:

Finished camera controls, multiple light sources / light types with shadows, basic “Player 2” window layout. MODELS: window, TV, chandelier, mirror, painting (basic / preliminary textures). Continuing FBO shaders.

3rd Check-in:

Anti-aliasing, basic audio, “Player 2” window clickable and can send events to “Player 1.” MODELS: All finished including enemies, correctly textured. Finished FBO shaders.

4th Check-in:

Ambient occlusion, completed audio, all “scary” events scripted and complete. Other finishing touches.

Concept Art:

Among the Sleep:



Amnesia:

