

Bloodsap Forest

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Overview

The Elevator Pitch

Bloodsap Forest is a first-person survival horror game where you're trapped in a foggy dark forest, hunted by a relentless creature. With no weapons and only a flashlight, your goal is to collect scattered pages that reveal the path to escape. Every page anticipates danger, forcing you to rely on stealth, sound awareness, and sheer nerve.

It's a minimalist, atmospheric experience inspired by PS2-era horror, perfect for players who crave suspense, nostalgic aesthetics, and a horror challenge.

Synopsis

The player explores a dark forest while being pursued by a mysterious creature. The objective is to find and collect hidden pages scattered throughout the environment. These pages gradually reveal clues that help the player find a way to escape. As the player progresses, the threat becomes more intense, creating a growing sense of urgency and fear. The gameplay focuses on exploration, stealth, and survival. Players navigate in first-person view, using a flashlight to illuminate their surroundings. The creature reacts to movement and sound, so players must be cautious and strategic in their actions. There are no weapons or combat mechanics; instead, the challenge lies in avoiding detection and making smart decisions under pressure. Each page collected brings the player closer to escape, but also increases the difficulty and tension. Visually, the game features a shadowy, atmospheric forest with minimal lighting and eerie sound effects. The goal is to evoke feelings of isolation, suspense, and vulnerability. The environment is designed to be immersive and disorienting. The sound design plays a key role in building tension, using ambient noise and sudden audio cues to signal danger. Overall, the game offers a suspenseful experience that emphasizes fear, exploration, and survival. Its simple mechanics and haunting atmosphere create a compelling journey through a hostile and mysterious world.

Influences

- Slender
 - Video Game
 - The main objective of this game is very similar to that of this game (strong inspiration). You are in a dark forest to collect eight pages. All while the slender man is trying to hunt you down.
- Leave Me Alone!
 - Video Game
 - Inspiration from this game would be the aesthetics. The aesthetic of this game gives off a PS2 horror game, with low-quality and texture renderings and an almost pixelated world.
- Wendigo
 - Literature
 - A mythical creature in Native American folklore. They are said to live in forests and have a “relentless hunger for human flesh.”
- Squirrel Stapler
 - Video game
 - The main objective of this game is to collect a certain number of squirrels each day while traversing a surreal low-poly forest.

Targeted Platform

Windows, Mac

Target Audience

Gamers who are looking for a challenge and/or are looking for a short and simple horror game.

Gameplay and Formal Elements

Player Interaction Patterns and Modes

Player Interaction Pattern

1 player game, where an enemy entity is constantly following the player. The player can interact with their environment and collect certain items, but can't do anything to the entity.

Player Modes

- Survival
 - The player aims to survive being hunted by the creature

Objectives

- Collect the pages
 - Explore the environment to discover the 5-6 pages necessary to beat the game

Procedures/Actions

WASD to move the character around

Move the mouse to look around

E to interact with pages when they are found

F to turn on/off the flashlight

Objects/Entities

- Houses/cabins across the map for the player to explore
- Watchtower for the player to explore
- Trees to make up the forest
- An enemy entity that chases/follows the player around, trying to stop them from achieving the objective
- Tasks for the player to do or things to collect to get closer to the objective
- The world/environment in which the player exists

Rules

The world is generally a normal one. A forest with buildings and obstacles inside, the world won't be too large, but it is free roam inside the borders. The player can move and jump around the world, and is able to push/move some objects in the environment. As for the entity, the player is unable to hurt or eliminate the enemy. The player has access to only a flashlight for visibility.

Resources

The player can interact with the environment, such as pushing boxes to reach certain collectibles. The player is also equipped with a flashlight to help with visibility when exploring the map.

Scoring/Winning Conditions

Once the player collects all the available collectibles while avoiding the entity, the player has won the game. Dying from the entity resets the amount of collectibles collected.

Levels

One level, where the world is scattered with collectibles that the player has to collect, and one enemy entity is constantly hunting the player down.

Dramatic Elements

Character

Player Characters

- Player character
 - The player has found themselves lost in the forest, trapped within its walls with the enemy creature (first-person perspective)
- Etc.

Nonplayer Characters (NPCs)

- Unknown Entity
 - An enemy entity that emerges from the dark to hunt down the player. The entity will be constantly chasing the player.

Story

Complete Story

The player is lost within the eerie woods after their car breaks down. The player must explore the woods to uncover hidden pages to escape from the creature that is chasing them. The player is only equipped with a flashlight and no other way out other than the pages.

Premise/Backstory

The character is driving late at night, and suddenly the car breaks down. The character is forced to enter a foggy and mysterious forest in seek of assistance. The character must venture into the forest and explore.

Game World

Overview

Eerie dark forest in the middle of the fog of the night. Forest will contain things such as campsites, cabins, watchtowers, warehouses, and abandoned train tracks.

Detailed Description

Dark, gloomy forest in rural midwestern USA, nobody else around other than the player and the creature, no weapons, magic, or science. There is a society outside of the forest, but in the forest, there are only unknown aspects; although there are signs of civilization, the player won't meet any people.

Media(Assets)

Environment Art

- ForestGround
- ForestBuildings

Character Art/Sprites

- SurvivalistCharacter
- MonsterSprite
- NPC

Sound

- ForestAmbience
- MonsterPresence
- Footsteps
- DoorSounds
- ObjectSounds

Animation

- FlashLightAnimation
- BasicMotionAnimation
- OpeningDoorAnimation
- EntityMovementAnimation
- AttackAnimation

Project Scope

Given the time frame of the project, we will keep the number of collectibles to a respectful amount of five or six. The world itself will be a medium-sized forest that fits a handful of buildings and paths. The size of the world and the amount of explorable structures will be limited. The difficulty of the game will also be limited to one primary mode.

Abbreviated Technical Spec

Major Tasks

- Finding free-use assets from the Unity store that we can use.
- Designing the world for our game.
- Creating scripts for the player and NPC behavior.
- Implementing the game rules and objective
- Testing the game for bugs

Timeline

Week 1-2 | Researching for free-use assets to use in the game. Starting the game outline and importing the assets as well. Integrating Git into Unity and starting collaboration

Week 2-4 | Designing the structure layout of the game. Beginning with writing behavioral/movement scripts.

Week 4-6 | Implementing and designing the game rules and objectives of the game. These are things such as creating the collectibles, creating tasks for the players, and making the mechanics and dynamics of the game.

Week 6-8 | Working on the aesthetics of the game and giving the game the horror aspects.

Week 8-10 | Testing the game for bugs, having a minimum viable product. Being able to play the game.

Last Week's | Finalizing ideas and finishing the game for deployment.

Risks

Risk	Mitigation/Prevention
Poor communication	Scheduled meetings, documentation and a shared communication platform
Time Management	Assign deadlines and track progress.
Lack of Knowledge with the tool/framework	Self-teaching, practicing with Unity demos, assigning tasks based on strengths, and maintaining documentation for knowledge sharing.
Performance	Test performance on multiple devices
Internet Access	Documenting offline, using different connections
Financial Limitation	Seeking out free-use assets for the game