

- Topic

- Well-defined goal and scope of the project

The goal of my project is to design and develop a single-player narrative-driven horror game that explores psychological and societal themes. My game will tackle an unsettling topic and use both its environment and interactive elements to structure and push forward its core message. The goal is to use a sensitive subject and horror elements to convey a message to the audience.

- Size and complexity

- Single-Player experience
- Short to mid-length gameplay (estimated 30-60 minutes)
- Narrative-driven horror
- 3D Visuals

Overall high complexity, as I will be tackling this project alone and incorporating full-stack engineering alongside learning a lot of new material to meet my goal.

- Motivation/Justification for choosing the project

I'm inspired by the horror game *Mouthwashing* by the indie game studio Wrong Organ. They utilized horror elements to deliver a message rather than scare people, which is a major inspiration for the direction of my project.

- Abstract

This project aims to develop a horror game that blends psychological horror with thought-provoking themes. Utilizing a narrative approach will deliver a compelling horror experience that goes beyond just entertainment. The final product will be playable demonstrating the goal of my design.

- End product

A functional horror game (playable on PC), and a final presentation showcasing gameplay, development process, and thematic analysis.

- Schedule/Timeline

- Break project into tasks
- Show duration of tasks
- Show resources required by tasks (including budget)

Schedule may vary as I'm unsure of when our final project is due.

Pre-Production (Week 1)

- Research and finalize the game concept
- Develop a game design document (story, mechanics, aesthetic)
- Select tools & game engine

Narrative Development (Week 2)

- Create and finalize Narrative

Prototype Development (Week 3 - 4)

- Build basic movement and interaction mechanics
- Implement placeholder assets for level design
- Develop core horror mechanics (e.g., tension-building elements)

Asset Creation & Refinement (Weeks 5 - 10)

- Design environments, characters, and UI elements
- Implement sound design and music
- Refine animations and visual effects

Playtesting & Iteration (Week 11)

- Conduct internal and external playtesting
- Gather feedback and iterate on mechanics and storytelling
- Fix bugs

Finalization & Presentation (Week 12)

- Polish visuals and sound design
- Record gameplay footage for the presentation
- Prepare presentation materials

Resources Required by Tasks

- **Game Engine:** Unity
- **Art Tools:** Photoshop, Figma, Blender (for assets)
- **Sound Tools:** Audacity (for sound design)
- **Testing:** Access to testers for feedback (Friends)
- **Budget:** Free tools where possible
- Team
 - Names of team members: Fernando Villasenor

- Responsibilities of each team member
 - Full-Stack Software Engineering
 - 3D Modeling
 - UI Design
 - Level Design
 - Graphic Design
 - Sound/Audio Design