*High Level Concept/Design*

**Game Name**

Hallowed Decay

**Team Name**

4 Silahsorler

**Team Members**

Sevval Cagan: 3D Art, Cinematics, UI Design, Documentation, Illustration

Selinay Can: 3D Art, Cinematics, UI Design, Audio Design, Animation

Alp Hasan Secil: Programmer, Animation, Storywriter, Project Manager

Furkan Yıldız: Programmer, Level Designer, Game Designer

**Concept**

**3D First-Person, Narrative-Driven, Choice-Based, Psychological Horror, Puzzle**

**Genre(s)**

Horror

**Storyline**

Blake the Sinner… Blake, the damned.  
His story begins with the gruesome imagery of a serial killer dancing with death, cutting through life as if it were nothing. One fateful night, after flawlessly executing his plan and leaving his victim’s home without a trace, Blake walks into the dark streets, unaware that his life is about to change forever.

As he strides along the desolate highway, the blinding headlights of a speeding motorcycle rush toward him. In that split second before impact, a stranger pulls him away. For a moment, Blake sees the silhouette of his long-lost brother, a vision that shakes him to his core.

Something inside him shifts. For the first time in years, he feels compelled to do something selfless. With the money he wins from a slot machine, he makes a donation that ends up saving the lives of many children. But the turmoil within him lingers. Seeking solace, he walks toward an abandoned church behind a graveyard.

Just as he steps inside to pray, a shadowed figure emerges from the darkness and stabs him.

Hours later, Blake awakens—without a single wound. Yet, the world around him is not the same. It is darker, eerily silent. The graveyard is now a cage, and he cannot leave. The only path left is forward—deeper into the decaying church.

Can Blake resist the decay and uncover the truth?  
Or will the weight of his sins consume him entirely?

**Theme(s)**

Psychological and Supernatural Horror

Sin and Redemption

Mystery and Suspense

Gothic and Dark Fantasy

**Visual & Audio Style**

**Art Style**

* **A mix of comic-style vector drawings and sculpted 3D assets.**
* Hand-painted textures will be created using **Blender, Krita, and Procreate.**
* The church will feature **gothic architecture, massive stained-glass windows, towering stone columns, and dust-covered relics of the past.**
* **Animations should have smooth transitions** while maintaining a **sense of realism** to enhance immersion.

**Lighting**

* **Early game:** Dim, cold lighting with a hazy atmosphere.
* **Key locations:** Enhanced by vibrant **stained-glass light projections**.
* **Chase sequences:** Drastic lighting shifts, shadow play, and dramatic effects will increase intensity.

**Color Palette**

* **Main tones:** Cool shades – **blue, purple, and gray.**
* **Contrasts:** Red, yellow, and orange **reflections from stained-glass windows**.
* **Chase sequences:** Darker environments and unsettling shadows heighten the sense of danger.

**Character Design**

* **Player Character:** A mystical entity that has taken a humanoid form but is not fully human.
* **Enemies:** Shadowy beings, formless figures, silent monks, and entities that **react dynamically to light.**

**Music & Sound Effects**

* **Music:**
  + A dynamic **ambient soundtrack** that evolves as the game progresses.
  + **Gothic choirs, echoing church organs, and distant reverberations** enhance the mystical tone.
* **Sound Effects:**
  + Echoing footsteps, whispering voices, and wind howls add depth.
  + Chase sequences will **intensify with rapid beats, breathing effects, and tension-building audio cues.**

**Setting & Atmosphere**

* **Environment:** The game takes place in a **decaying, gothic church** that has resisted time but is slowly falling apart. This space carries traces of the past, creating a **haunting yet mesmerizing** setting.
* **Emotions to Evoke:**
  + The player should feel a sense of **isolation**, yet also perceive the guidance of an unseen force.
  + The **spirit of the location** should create a deep, immersive experience.
  + **Solving puzzles should bring moments of peace**, while **chase sequences should evoke panic and adrenaline rushes.**

**Engagement Mechanics**

* **Puzzles & Exploration:** The player must constantly search for clues and uncover the church’s secrets.
* **Chase Sequences:** Tension should rise gradually, leading to timed-action moments.
* **Story Immersion:** The player should feel connected to the protagonist’s transformation and be eager to reach the climax of the story.

**Game Engine**

* Unreal Engine

**Coding Language**

* Blueprint

**Target Platform**

* PC (Windows)

**Core Game Features**

**\*\*AI & Enemy Behavior**

* Chase AI will adapt to player movements and surroundings.

**\*\*Lighting & Environmental Interactions**

* Shadows play a major role in gameplay.
* Environmental decay effects occur over time.

**\*\*Player Movement & Interaction**

* First-Person Movement: Standard WASD controls for walking. Shift for running.
* Collision Detection: Smooth interaction with environment objects.

**Object Interaction**

* "E" to Grab: Pick up and hold objects (physics-based interaction).
* Dynamic Object Placement: Certain objects can be placed in specific slots.

**Mini Puzzles & Logic Gates**

* Key & Lock System: Find keys to unlock specific doors.
* Symbol & Pattern Recognition: Solve visual or logical puzzles.
* Lever & Mechanism Activation: Pull levers or align objects to trigger events.

**Week 1:** Core Mechanics & Environmental Interaction

Player Movement: Implement WASD movement, sprinting (Shift), jumping, and crouching.

Designer: Start modeling 3D assets and monsters, as well as creating 2D illustrations.

Collision Detection: Ensure smooth interaction between the player and the environment.

Basic Interaction System: Enable players to pick up and drop objects using the “E” key.

Lock & Key Mechanism: Develop a basic system for unlocking doors with keys.

**Week 2:** AI & Enemy Behavior

Basic AI Chase System: Implement an enemy that detects and follows the player.

Designer: Complete 3D assets and 2D illustrations

Hiding Mechanic: Allow the player to hide in designated areas to evade the enemy.

AI Awareness System: Introduce mechanics where AI reacts to player noise, visibility, and shadows.

Initial Chase Sequences: Implement first versions of chase scenarios.

**Week 3:** Puzzles & Environmental Dynamics

Puzzle Mechanics: Develop logic-based puzzles, including symbol and pattern recognition.

Environmental Changes: Implement progressive decay effects and dynamic lighting.

Designer: Finish modeling 3D monsters and start their animations

Mechanical Interactions: Enable lever pulls, button presses, and door mechanics.

Visual & Sound Effects: Integrate dynamic sound and visual effects based on player actions.

**Week 4:** Optimization & Testing

Performance Optimization: Improve FPS, refine Blueprints, and optimize asset usage.

Designer: Complete animations, create in-game music, and design the UI.

Bug Fixing & Testing: Conduct debugging and playtesting to ensure a smooth experience.

Game Flow Adjustments: Ensure the story and gameplay elements align properly.

Final Adjustments: Review UI/UX, fine-tune animations, and polish interactions.