

Someone Else's Shoes (Working Title)

(Walking Simulator Capstone Game)

In this game the player will get an intimate look at the lives of four high school girls by exploring a boarding school dormitory and discovering their unique living space and possessions.

Core interactions:

- Walking/crouch & crouch walking
- Interacting with objects (like Gone Home/Tacoma)
 - Pick up with left mouse button click
 - Hold right mouse button and move mouse to view on all sides of 3D modeled object

Game references:

- Gone Home
- Tacoma
- Life is Strange
- A Normal Lost Phone

All gameplay takes place in this area

Player can explore rooms in any order.

Camera: First person, no character model (maybe mirrors though?)

Lighting: Dim mood lighting in hallway, lights off in rooms but player can turn on lights with switches

