HORROR GAME

F-RAKE

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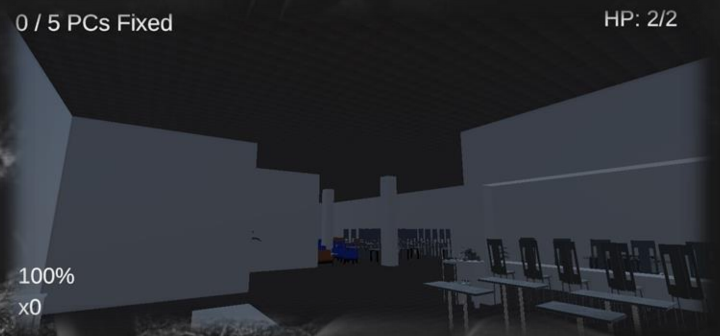


INTRODUCTION

F-rake is a horror game set in a haunted university where players must fix PCs to escape.

Motivation: Passion for immersive horror and sound design.

Why horror? It challenges atmosphere building and logic.

Existing games: Inspired by titles like Outlast, Dead by Daylight.

AIM

01

HUMAN VS MONSTER

You are trapped inside the University with the monster and must escape as a human

02

GOAL OBJECTIVE

Fix all 5 PCs, the elevator and get out

03

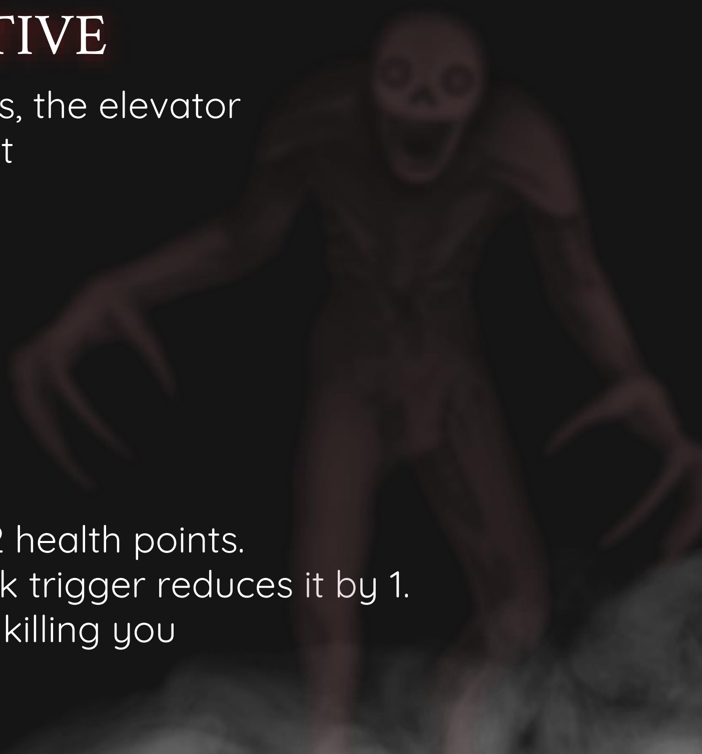
MONSTER INTERACTIONS

The monster gets triggered on how loud you are (most common cases are from sprinting)

04

GAME OVER

You have 2 health points.
Each attack trigger reduces it by 1.
Eventually killing you



GAME CONTROLS / KEYBINDS

Movement :

W – Move Forward

A – Move Left

S – Move Backward

D – Move Right

Flashlight :

F – Toggle Flashlight

R – Reload Flashlight Battery

R – Minigame of fixing computer

R – Minigame of fixing engine for the elavator

Interactions :

E – Interact (Open Doors, Pick Up Tools, Fix PCs)

Game Menu :

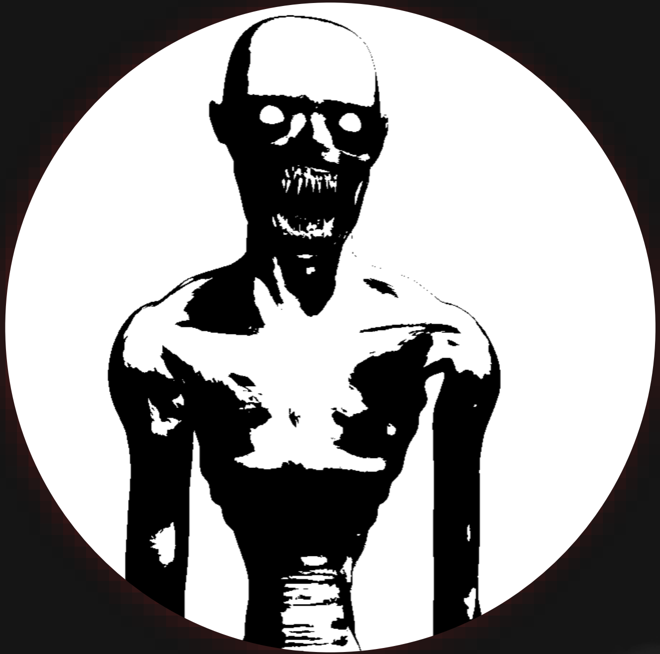
ESC – Pause the Game

WHAT WAS OUR PROJECT PLAN?

Timeline:

- Week 1: Planning & Research
- Week 2: AI & Sound Design
- Week 3-5: Level & Asset Design
- Week 6-7: Final Touches & Testing

- Fallback: If multiplayer failed, a working single-player mode was prioritized.



WHAT WAS THE BIGGEST CHALLENGE?

Was it the sound design?
Probably — audio makes or breaks immersion.

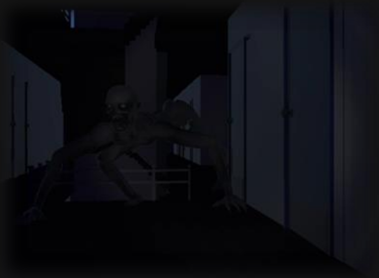
Was it the coding C#?
Definitely. Debugging AI behaviour was intense.

Was it the modeling?
Not really — thanks to our 3D artist's great work.

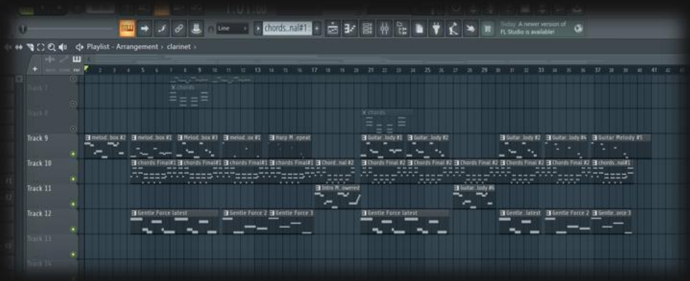
Or Maybe...
The biggest challenge was bringing all of our work together into one polished experience.

SO WHAT WERE THE RESULTS?

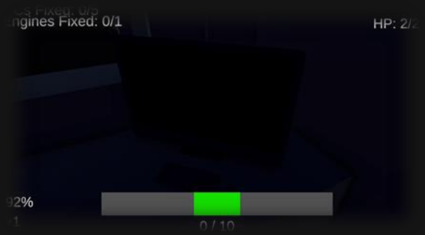
Monster encounter:



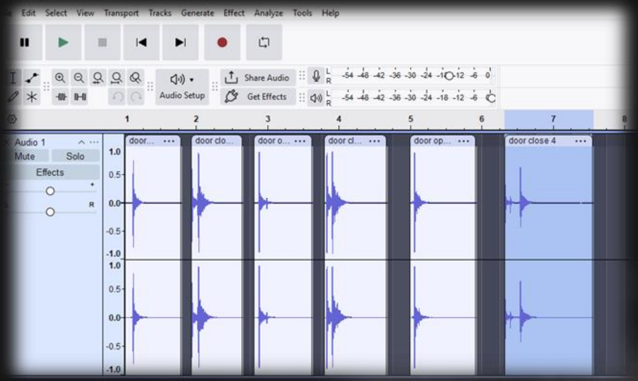
A Soundtrack:



Fixing PCs:



Adjusting Sounds :



WHAT WERE THE COMPUTER SCIENCE ASPECTS?

Language: C#

Engine: Unity

Used NavMesh for pathfinding

AI listens for player movement

3D sound placement

UI elements with UnityCanvas

Error handling: “Monster AI doesn’t crash when player disappears”

Version control: GitHub

A TWO AND A HALF MINUTE
VIDEO DEMONSTRATION

What will the video include :

- A .exe of the game in single player
- UI
- Functioning Sounds
- Roaming around the University
- Searching for tools and parts
- Opening doors
- Closing doors
- Sensing the monster
- Encountering the monster
- Escaping from the monster
- Fixing PCs
- End Credits of the game

(This video was edited to present all work made)

A CONCLUSION

- Immersive experience success
- Faced many bugs and logic errors during development🛠️ Around 75% of the issues were fixed
- AI was hard but rewarding.
- Learned sound layering and teamwork.
- Weakness: Monster could still get stuck, flashlight buggy, sounds not playing on correct time or are overwritten.
- Future improvement: Add multiplayer or more dynamic sound behaviour.

OUR TEAM

VLADIMIROS ORFANOV

Lead Programmer

KONSTANTINOS MICHAIL

3D Model Artist

ANDREAS PARASKEVA

Sound Designer

ELEUTHERIOS ILIA

Map and Level Artist

CHARALAMBOS THEODOSIDIS

UI / UX Designer

THANKS!

DO YOU HAVE ANY QUESTIONS?