Creepy Pasta Horror-Lite

Genre: Walking simulator, thriller, horror-lite

Project Summary

Immersive Studios is seeking to capitalise on contemporary creepy-pasta trends in our next project. To do so, we are encouraging our in-house developers to leverage the provided set of first-person systems that we have utilized in our past projects, and channel their creativity into crafting simple walking-simulator prototypes. As part of this endeavour, our studio aims to introduce and popularize the term 'horror-lite' as a distinct subgenre within the realm of horror video games. This subgenre is characterized by an emphasis on atmospheric elements, suspense, and tension, offering a unique and more accessible experience compared to traditional horror games. To ensure the integrity of our projects, developers are encouraged to either devise an entirely original concept or explore an existing intellectual property with a viable copyright license.

IMPORTANT:

*Copyright is a critical consideration in undertaking this project. All projects including **any** unauthorised use of existing intellectual property (as according to copyright licensing requirements) will be automatically disqualified from consideration, and offending developers will have their employment with Immersive Studios immediately terminated.*

Objectives

The games should aim to immerse players through compelling environmental storytelling, emphasising strategically designed moments evoking tension and suspense. A narrative-driven approach should be the focus in designing the overall world experience, alongside creating a captivating atmosphere for players.

Objectively, players should be tasked with locating and reaching a specific point within the environment. The games must integrate both win and loss conditions, as specified in the provided game manager component. These conditions serve as critical benchmarks, shaping the player's journey and contributing to the overall gameplay dynamics. The player's success lies in their ability to locate and reach the designated point, while failure results from succumbing to environmental challenges or events.

Supplied Resources

The "IMST-2024_WalkingSim-HorrorLite" zip folder provides a range of scripts from previous studio projects that can be used to implement the core functionality for pitch projects. You will need to generate or source all other assets such as 3D models, sprites, audio, and any other required assets. *Assets sourced from a third party **must** be published under the CC-0 'public domain' copyright license. The scripts included in the provided zip folder are listed as follows.*:

Provided resource folder: *IMST-2024_WalkingSim-HorrorLite.zip*

- First-person controller package
  - First-person player controller script

  - First-person camera controller script
- First-person interaction package
  - Player interaction script
  - Button interaction script
  - Door interaction script
  - Note interaction script
- Game manager script
- Event trigger script
- GUI handler script

IMPORTANT:

The resources provided by Immersive Studios to developers undertaking this project is the intellectual property of the studio. Any use of the provided resources beyond the permitted context of this project, such as personal use, copying, sharing, or publishing, is strictly unauthorized.

Gameplay

Core Mechanics

First Person Controller (player controller & camera controller)

A first-person controller that governs the player's movement and viewpoint within the game, it is comprised of two individual components. The player controller facilitates first-person movement, and relies on a character controller component to provide the player with navigational abilities and detect collisions. The camera controller relies on a camera component that follows the player controller object. It provides the player with control of the camera, and vertically clamps their view to maintain a seamless perspective.

Player Interaction

This component allows players to interact with specific objects in the environment by looking at them and pressing the designated interaction input. The system executes the interaction logic on the target object, facilitating a dynamic and responsive interaction mechanism.

Button Interaction

A generic button interaction component that relies on a collider component and the interaction system. When a player interacts with it, a set of predefined Unity events on the event object is triggered. This flexibility permits the execution of simple actions on components and calling public methods on scripts.

Note Interaction

A generic note interaction component that relies on a collider, the interaction system, and the GUI system. It enables the placement of notes in the game world for players to read, conveying story elements. Upon interaction, it activates the reading GUI, temporarily disabling the player for an immersive narrative experience.

Door Interaction

Operating in conjunction with collider components and the interaction system, the door interaction system responds to player interaction by opening, unless locked. It also provides a method for locking and unlocking doors.

Game Manager

The game manager serves as the central hub for controlling the game – providing win and loss functions, along with managing the game's quitting functionality.

Event Trigger

Functionally reliant on a trigger-specific collider, the event trigger is a versatile component that activates a set of defined Unity events on the event object when the player collides with it. This mechanism allows for triggering simple component actions and executing public methods on scripts.

GUI Manager

The GUI handler is responsible for managing graphical user interface elements, offering methods such as activating and deactivating the reading panel.

Specifications

Platform

The game is to be developed for desktop computers (PC) that run on the Windows operating system.

Visuals

3D Models

The following gameplay assets will require an appropriately textured 3D model. Where specified, some assets also require appropriate animations. All 3D models must also be appropriately textured.

- The game environment must be set within an enclosed interior, emphasizing a confined and immersive space.
- A dedicated 3D model for note interaction objects is essential. This model will play a crucial role in helping the player identify where note interactions exist within the game world, ensuring an engaging narrative experience.
- Doors within the environment require a distinct 3D model. These models should be animated appropriately to facilitate realistic opening and closing movements, enhancing the overall visual fidelity and interactive nature of the game.
- 3D models for button interactions are also necessary, and must also include an animation that replicates appropriate interaction functionality, contributing to the immersive and interactive aspects of the gameplay.
- A minimum of at least three (3) unique physical props will also need to be included, and should appropriately relate to the context of the overall game and game environment – assisting in conveying the intended narrative and atmosphere.

User-Interface

The user-interface should be constructed so that it maintains a full high-definition resolution (1920x1080) between varying screen sizes. The following assets will be required for the user-interface.

- A unique font for the text that player's read via note interactions in the world.
- A consistent font for any other textual elements that are included within the GUI.

Audio

Audio assets for the following gameplay events will be required. You may also implement any other sound effects relevant to the context of your project, alongside music where relevant.

- Player footsteps (an array of at least *five (5)* unique but thematically consistent footsteps is required).
- On GUI reading panel toggled on and off.
- On door opened and closed (same length as animation).
- On door locked (door interaction rejected).
- On button interaction.
- A minimum of at least three (3) unique sound effects will also need to be included, and should appropriately relate to the context of the overall game and game environment – assisting in conveying the intended narrative and atmosphere.

Control Scheme

Game Mechanic	***Keyboard Mapping***
Move Forward	W
Move Backward	S
Strafe Left	A
Strafe Right	D
Look Around	Mouse
World Interaction	E

Unique Gameplay

The following list details a range of unique optional mechanics/gameplay elements that have not yet been implemented into the project. It is a requirement that you implement ***at least one*** of the following unique gameplay mechanics.

Implementation Level	***Mechanic***	***Description***
Simple	Teleport/portal trigger	A trigger-collider based interaction that upon detecting a player collision, plays an audio cue and instantaneously transports the player to a predetermined location within the game scene. The component must be designed in a way where the target location the player will be teleported to can be independently defined per instance of the component.

Intermediate	Flashlight interaction	A light that is activated by the player pressing the F key, it should follow the camera's view and illuminate the area directly in front of the player – providing directional visibility. To add an element of resource management, the flashlight requires a charge, with the option to replenish it through battery pickups that can be found in the world. Toggling the flashlight on and off must trigger an audio cue, and in addition a UI icon must be displayed exclusively while the flashlight is active, ensuring clear feedback to the player about its status.
Advanced	Sprinting interaction	Introduces an additional layer of mobility to the gameplay by allowing players to temporarily move at an increased speed. Activated by the left shift key, players experience an increased movement speed beyond their regular walking pace *while* sprinting. The mechanic must be stamina-based, meaning players can only sprint when they have sufficient stamina. A stamina bar should be prominently displayed in the HUD, providing real-time updates as stamina depletes during sprinting and gradually recharges when not in use.