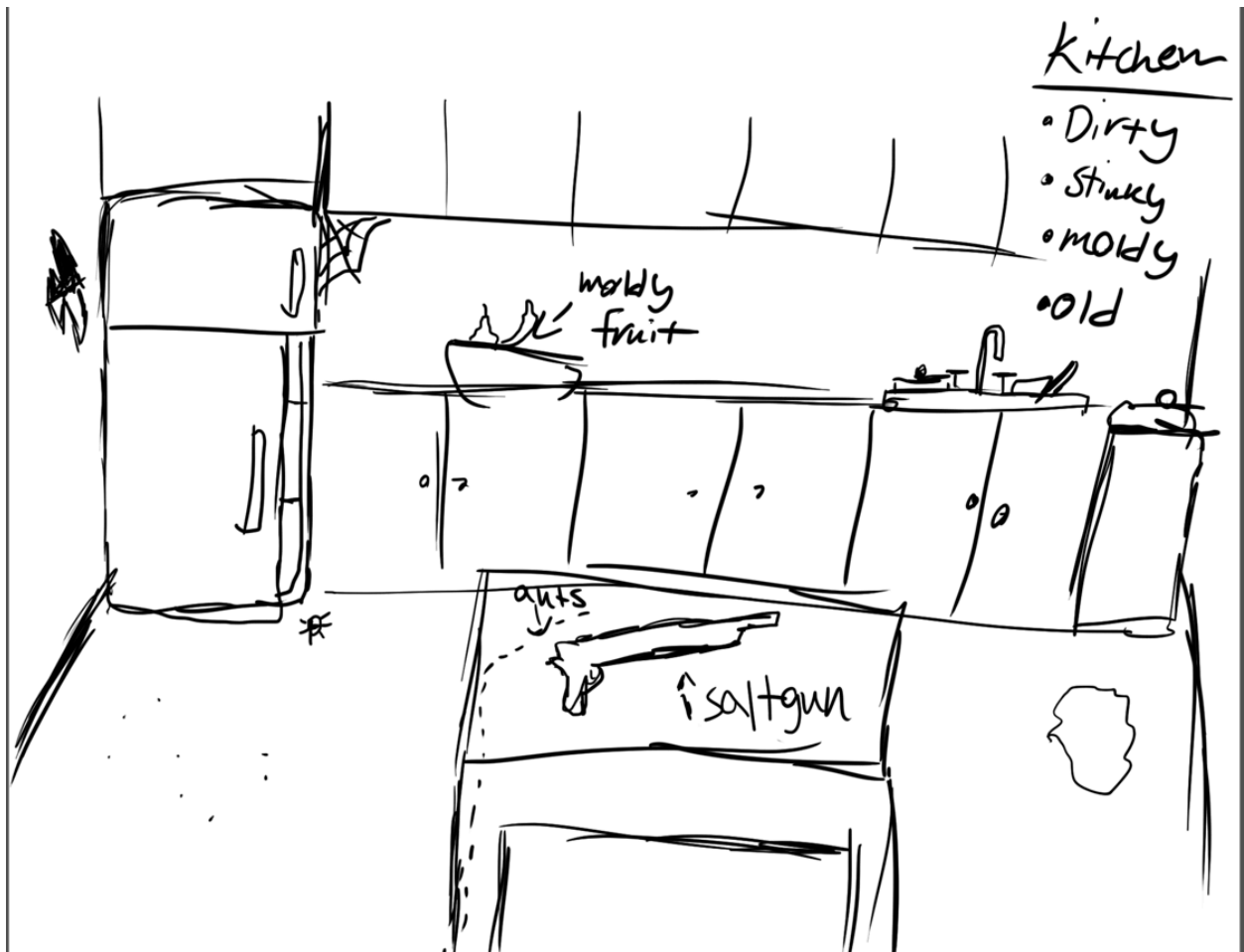
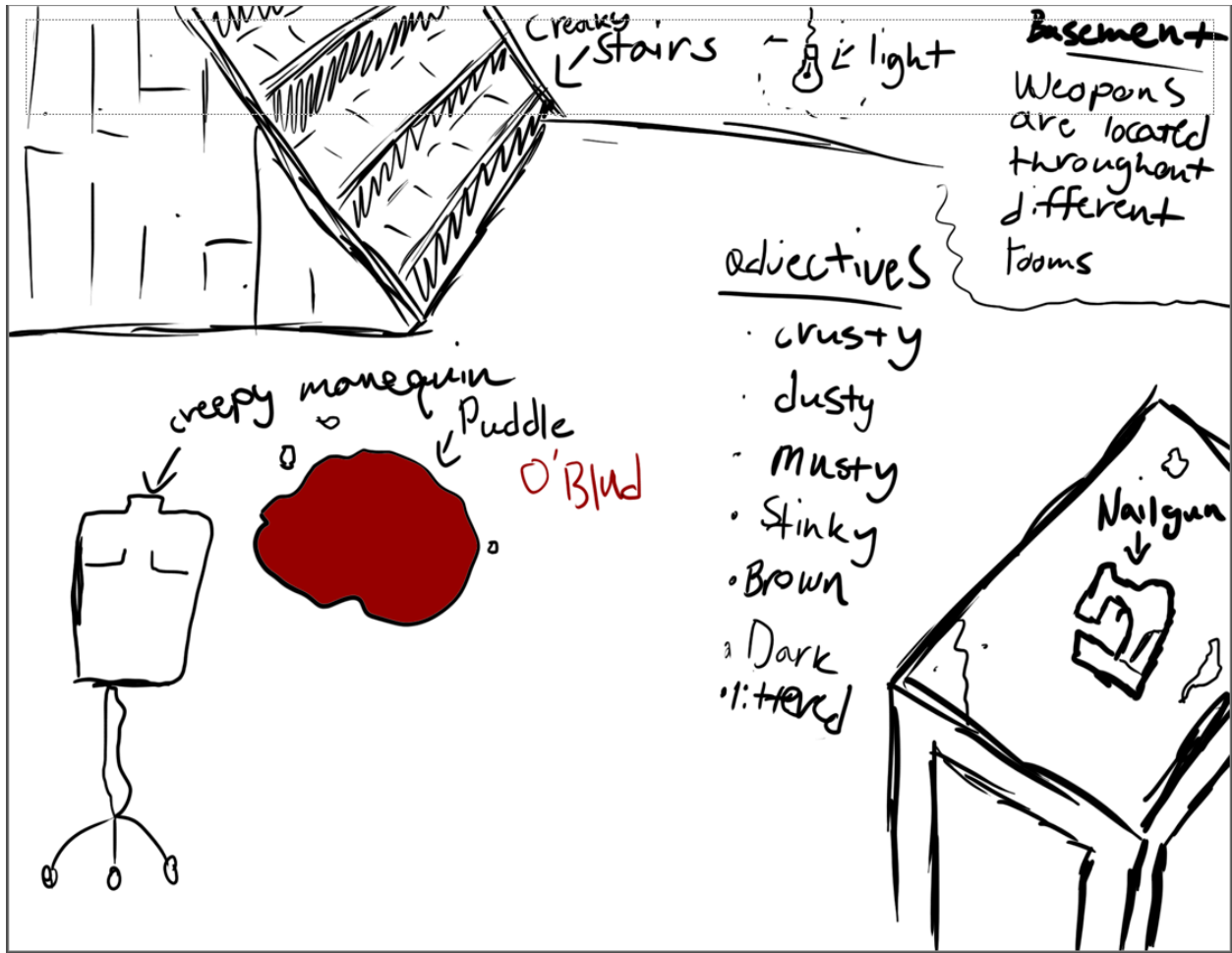


The theme of our game is a haunted house. We decided to change our game a little since the last document. We are no longer implementing puzzles but fully first person shooter. We've expanded the levels for the player to move around more. The premise remains the same- An older man returns to his run down home where his family was murdered to reveal the mysteries behind their deaths. He is attacked by several unfriendly ghosts but the more he advances through the house, the more secrets are discovered. As he moves through the rooms, different weapons are found to combat these evil ghosts. The player starts in the foyer of the house, moving to the kitchen, living room, and office before advancing to the next level- the basement. (where the tragedy occurred).









Design decision for living room level 1- We opted to remove most of the furniture that may not be up against walls so that the player can move freely throughout but not have the luxury of hiding behind many objects.

Design decision for living room level 2- Some of the rooms have smaller doorways so that the player should eliminate all enemies before trying to advance to those rooms without getting trapped.

Design decision for living room level 3- Added (unnecessary) room(s) to encourage the player to explore more of the map (perhaps to find easter eggs?)

Design decision for basement level 1- Moved nail gun weapon to a deeper part of the level to challenge the player to search the basement and find it.

Design decision for basement level 2- Positioning basement objects (ex:mannequin) so the player may think there's more enemies and/or add spookiness

Design decision for basement level 3- Unfinished basement style with open support beams and concrete flooring for a more “cold” feeling environment.

Hallie Contributions: Completed living room level, design document, mood boards, and youtube uploads.

Nathan Contributions: Completed basement level, progress reports, sketches, and github setup.

Team Contributions: Equal work of game design, properties, and layouts. Equal work of creative decision making on sketches, mood boards, and game theme/story.