For my project this term I plan to create an FPS game that incorporates horror and action elements together. Similar to other FPS horror games like Amnesia or Slenderman, it will have slow paced gameplay with lots of tension. The differences from these popular titles that will make it unique will be that it will include more ways to defend yourself from enemies, such as guns and melee weapons. The levels will be open and allow for players to explore and collect items that can help them, such as armor or weapons. The goal of each level will simply be to reach the end, which will require players to find the end and avoid being killed by any monsters.