

Horror Light

Concept

Storyboard

Horror Light is a 3D “horror” game in which you play a character locked in a labyrinth. There are monster in and you have to find the exit before dying. You have no weapon, only a torchlight and sometimes some bonuses you can pick up.

Prototype

What has been done?

- You can walk (WSAD or arrows), run (left shift), jump (spacebar).
- The labyrinth is created randomly.
- I composed a music, (mute with ‘M’).
- Enemies spawn every 3 seconds and move forward and turn at 90 degrees when they hurt a wall.
- The position where you are, a timer and a minimap are displayed.

What has to be done?

- A limitation on running (you get tired).
- The labyrinth won’t have dead end or less.
- The labyrinth needs one exit at least.
- The music won’t be in game (the footstep sound is really important), but in menu.
- The Artificial Intelligence will be more developed (and then really less spawns).
- The position and the minimap won’t be displayed.

What you have to know?

- The prototype is not the main mode of the game (it's the Story Mode). All modes:
 - Story Mode: you are in the labyrinth, a fixed number of enemies are looking for you, and you have a fixed time to reach the exit.
 - Survival Mode: you are in the labyrinth and enemies are spawning over time, and you have to reach the exit at each level (you reach the exit; a new level is generated with enemy spawns reset).
 - Zombie Mode: you are several in the labyrinth, and two monsters try to transform as many as possible people before the time limit or all escaped (you are normal -> you search the exit, you are a monster -> you search normal people).
- All modes are multiplayer and it's highly recommended to play with friends.
- There will be a lot of bonuses for various the gameplay : run faster, jump over the wall, detection mine, rayon X vision, sonar, blind mine, immobilize mine, fake exit, fake clone, second life, mirror keys, minimap, reset labyrinth, destroy walls, create walls, ...
- The normal people and monsters can use bonuses.