Horror Light v2

Done, Modified, Add, since last version

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 torchlight and sometimes some bonuses you can pick up.

Prototype

What has been done?

- You can walk (WSAD or arrows), run (left shift), and jump (spacebar).
- The labyrinth is created randomly without dead-end and with exit.
- I composed music, (mute with 'M').
- The position where you are, a timer and a minimap are optional (keys 'O' and 'L').
- There are 2 modes : Escape (4 monsters to find 1 exit) and Survivor (15 monsters spawning 1 by 1 every 10s to find the maximum of exits)
- The monsters move randomly between the wall.

What has to be done?

- A limitation on running (you get tired).
- 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) : it has to chase and flee
- The monsters mustn't pass through themselves.
- Humans AI and the last mode Infection (Human become monster when touched by monster)

What you have to know?

- The prototype is not the main mode of the game (it's the Story Mode). All modes:
  - ➢ Escape 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.
  - ➢ Survivor 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).
  - ➢ Infection Mode: you are several in the labyrinth and the monsters try to transform as many as possible people before the time limit or all escaped.
- 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, invisibility, mirror keys, minimap, reset labyrinth, destroy walls, create walls, …
- The normal people and monsters can use bonuses.