

# Horror Light v3

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 3 modes : Escape (some monsters and humans at start (numbers depending on size labyrinth) -> reach an exit), Survivor (humans at start and monsters appearing with time (time depending on size labyrinth) -> find the maximum of exits) and Infection (more monster than human at start -> if human reach exit, if infected infect other humans)
- The monsters move randomly between the walls.
- The humans and the monster are colored.
- They can chase a target or flee a hunter in running.

### 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 monsters mustn’t pass through themselves.
- Add items.
- Complete the UI: choose size labyrinth, number humans/monster, speed, menu, game over screen.

## 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.