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 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.
- I composed 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.