Eddie Gurnee
COSC 592
9-23-14

Slender: The Eight Pages
A Game for Scaring People Senseless (also Computer)

Based on the mythos of the Slender Man, Slender: The Eight Pages creates a brief and terrifying jaunt into a small world inhabited seemingly only by the unnamed (and doomed) protagonist and the H.P. Lovecraft inspired terror known as Slender Man. Throughout the game the user attempts to collect the titular eight pages; pieces of paper with crude drawings related to Slender Man, seemingly etched by his victims. While the user is gathering the eight pages, Slender Man is attempting to capture the user for what could only be assumed to be some eldritch abomination-y nefariousness. As the user progresses throughout the game, Slender Man's efforts increase greatly. The game ether ends when the user manages to get all eight of the pages or if Slender Man kills the user.

Slender: The Eight Pages is first a foremost a game created to terrify the player; The Eight Pages is intended to be played by the same sort of people who can't get enough of scary movies or spend their free time on creepypasta.

Story
The protagonist travels through a sparse forest, searching to gather eight pieces of paper with crude drawings, all the while avoiding interaction with the game's only other character, Slender Man. If the protagonist locks eyes with Slender Man, the protagonist loses some sanity (a limited resource that if all is lost, the game is over). If the protagonist is touched by Slender Man, the player dies and the game is over. If the user manages to get all eight of the pages, the player "wins" and the game is over.

Characters
The only characters the unnamed protagonist (avatar for the user) and Slender Man himself.

Level/environment design
The game takes place in a sparse forest at night time, in the forest there is a collection of bathrooms, a grain silo, a tunnel, some cars, and a few rusty oil tankers. As the game progresses and more pages are gathered the forest becomes less sparse, creating an additional obstacle for the user as well as giving Slender Man more places to hide.

Sound and Music
Throughout the game birds, bugs, and wind over water can be heard. As the user walks leaves crunch under their step, if they're outside, if they're inside the sound of footfalls on tile are heard; when the protagonist is running those steps increase. All interactions with Slender Man create unique sounds: when he first is near a dull humming is heard, when he gets closer a pulsing (not unlike a heartbeat) starts, if Slender Man is viewed on the screen the sound of static is played, and as he sucks away the protagonist's sanity a high pitch scream is heard.

User Interface, Game Controls
The user interacts with the game through the mouse and the keyboard, directly controlling the protagonists actions. As a first person perspective horror game, the user can only see what the protagonist is able to see; even less so, as the user is limited by being only able to see what the protagonist's flashlight lights up. As the game progresses the flashlight loses batteries, causing the user to be able to see less. To cover distances quickly the user is able to sprint but if the protagonist is sprinting while close to Slender Man, the protagonist's max stamina decreases; i.e. the more they run, the less they can run.