

Home in the dark

Platform: Microsoft Windows

Genre: Horror




Mode: Single-player


Language: English, Russian

Story Synopsis



Your name is Tom, you are 10 years old boy who has a lot of hobbies. Yet your favorite one is playing video games. This evening your parents went shopping, asking you to behave yourself. You are not that naughty, but you simply cannot let such an opportunity pass you by – so you decide to enjoy your computer time as much as you can. Suddenly, in the middle of the game, all the lights go out. You discover yourself alone in the dark full of strange noises. When the first shock ends, you remember mom's words: "That's okay, sweetie. Let's come to the front door and turn it back on". It makes your goal clear: you have to find the fuse box and restore the lighting. The only problem is that you do not know who can be hiding in the shadows...

Gameplay

Your main target is to make your way through three levels of the lightless house to find the fuse box . Each level ends with stairs  – you move on to the next level by reaching it. Your visibility is limited to the small area around you, as far as your eyes can see in the dark. It means that you cannot see the whole level – only several walls  around you.

There is a number of monsters on each level. Once a monster  spots you, it will start chasing you. If it catches you, you will have to start the level over again. You can avoid being caught by running away from monsters until they lose you.

You cannot fight monsters with your bare hands, but you can use weapons to scare them away or even kill them. Currently, there are two weapons available:

- **Candle** . Slightly increases visibility range around you. Can be thrown at monsters to kill them. Disappears after being thrown.
- **Flashlight** . Significantly increases visibility range in front of you. Makes monsters freeze while the beam of light is focused on them.

You get one of the weapons as a reward after completing a level.

Controls

- **W** = Move Up
- **A** = Move Left
- **S** = Move Down
- **D** = Move Right
- **Right Mouse Button** (*when holding the candle*) = Aim
- **Left Mouse Button** (*when aiming*) = Throw the candle

What's next?

1. Switch to Unreal Engine 4
2. Create a Main Menu
3. Change layouts for Level 2 and Level 3
4. Disable player to see through walls
5. Implement new pathfinding algorithm for monsters
6. Make all weapons optional, scatter them across the levels (explore/solve simple puzzles to get them) and introduce new types of weapons
7. Introduce new types of monsters (one of them is Witch: she shouts, revealing her location, and then rapidly moves towards you – hide behind the wall to avoid)
8. Change weapons behavior: throwing a candle turns monster into a burning corpse that serves as a static light source; a flashlight requires batteries to recharge
9. Change character models

Technology Stack

1. Clickteam Fusion 2.5
2. Adobe Photoshop CC 2018