

## Game Development – 06 Task Performance

**Game Title:** The Horror behind Curiosity

**Concept:** A 2D side-scrolling stealth horror game where a curious student, investigating rumors about an abandoned school, finds themselves locked inside and hunted by a mysterious entity. Their curiosity has led them into a trap, and now they must survive.

1. **Gameplay** - The game is a 2D side-scrolling stealth game. The player controls a curious student who breaks into an old, abandoned school at night to see if the local ghost stories are true. Shortly after entering, the main door slams shut and locks, trapping them inside.
  - The player cannot fight the entity that roams the halls. The player must use stealth to avoid being seen, hiding in lockers or behind furniture. Running and knocking over objects will create noise, which attracts the entity.
  - The player has a flashlight with limited batteries. The light is necessary to see in dark areas and find items. However, the light also makes the player easily visible to the entity. Batteries are a scarce resource that must be found throughout the school.
  - The player interacts with the environment to find keys, read notes, and solve simple puzzles (e.g., finding a key code for a locked door, moving a box to reach a vent). The main goal is to find the three Master Key Fragments to unlock the main exit.

### 2. Rules:

- The player must explore the school to find and collect Three (3) Master Key Fragments.
- The "Stalker" (the entity) cannot be damaged. It can only be avoided.
- If the Stalker catches the player, the player is sent back to the last checkpoint (e.g., the last classroom they entered).

- The flashlight consumes batteries when used. If the batteries run out, the player is left in the dark.
- New batteries can be found in desks and drawers to recharge the flashlight.
- The Stalker is drawn to noise (like running) and the player's flashlight beam.

### 3. Victory and Loss Conditions

- **Victory Condition:** The player successfully gathers all three Master Key Fragments, combines them at the main entrance, and unlocks the door to escape the school.
- **Loss Condition:** There is no permanent "loss" state. Being caught by the Stalker simply resets the player to the last checkpoint, encouraging them to try a different stealth approach.

### 4. Interactivity Modes

- **Primary Mode (Escape):** The main single-player game. This mode focuses on exploration, simple puzzle-solving, and stealth-based survival.

### 5. Challenges

- **Enemy AI:** The Stalker patrols the main hallways. It is drawn to sound and light. If it sees or hears the player, it will give chase for a short time.
- **Resource Scarcity:** The player must choose when to use the flashlight. Using it makes it easier to find key fragments but also easier for the Stalker to find them.
- **Navigation Puzzles:** The player must navigate the school, finding classroom keys to unlock new areas. Some areas are blocked, requiring the player to find an alternate route (like a ventilation shaft).

### 6. Structure

- **Objectives:** The main objective is to "Escape the School." This is broken down into smaller objectives: 1. Find a flashlight. 2. Find the three Master Key Fragments. 3. Unlock the main exit.
- **Flow:** The game uses a "gated" level design. The player starts in one wing and must find a key or item (like a crowbar) to access the next area (e.g., the

library, the science wing), ensuring they explore each section before moving on.

- **Duration:** A single, complete session is designed to last approximately 20-30 minutes. This is a manageable scope for a student project. Checkpoints are frequent (e.g., entering new key areas) to respect the player's time.
- **Availability:** The school is a single, large level broken into three main "zones" or sub-levels (e.g., West Wing, East Wing, Main Hall). Each zone contains one of the Master Key Fragments.
- **Relationship:** The "levels" (zones) are all connected within the same building. Finding a key fragment in one zone might provide a note or clue leading to the next zone.
- **Progression:** The game's difficulty increases slightly as it progresses.
  - **Fragment 1:** The Stalker is introduced and patrols slowly.
  - **Fragment 2:** The Stalker patrols a bit faster, and batteries are harder to find.
  - **Fragment 3:** The Stalker is more sensitive to sound, and the final area has more open spaces with less cover.