ASYLUM PROJECT PROGRAMMING FEATURES
A TEAM EPIC PRODUCTION

Environment Interaction:
- ❏ Open/Close Doors
- ❏ Traversing Stairs
- ❏ Combat vs. Non-Combat
    - ❏ Puzzle Based?
- ❏ Pick Up Objects
    - ❏ Pills
    - ❏ Medical Notepads
    - ❏ Audio Logs
    - ❏ Weapons (?)
    - ❏ Collectibles / Keep Sakes
    - ❏ Keys / Key Cards
- ❏ Interaction with NPC's
    - ❏ Conversations
    - ❏ Battle (?)
    - ❏ Item Pick Up / Item Exchange
- ❏ Level switching

Player Features:
- ❏ Stats
    - ❏ Health
    - ❏ Horror Meter
- ❏ Inventory
    - ❏ Size
    - ❏ Collectible Items
- ❏ Pause/Review Screen
- ❏ Walk / Run / Idle / "Freak Out" / Sit to Stand / Stand to Sit / Etc...

Horror Meter:
- ❏ Items that will decrease meter
    - ❏ Keep Sakes
    - ❏ Calming Items (pills, bed/room, etc…)
- ❏ Proximity to Jinn (NPC's) or other horrific elements will increase meter
    - ❏ Severity of increase will vary
- ❏ A full meter will cause the player to lose the game (the Jinn takes control)

Camera:
- ❏ First Person
    - ❏ Mouse Movement for Looking around?

- ❏ Strafe?
- ❏ Third Person
    - ❏ Third Person - Camera follow dist
    - ❏ Third Person - Camera position
    - ❏ Third Person - Camera follow orientation (always pointing "up")

Controls:
- ❏ WSAD ?
- ❏ Arrow Keys ?
- ❏ Controller ?

Story Elements:
- ❏ Text
    - ❏ Newspapers
    - ❏ Medical Documents / Charts
    - ❏ Personnel Documents
- ❏ Audio
    - ❏ Voice Logs/Recordings
    - ❏ Radio/TV