No More Room

Dark and dingy horror game never ending maze that will be more of an environment rather than a game. The player will get scared of just the environment alone. No puzzles, not much to do apart from walk around and try find a way out. Little does the player know, there is no way out.

Walls will be hedges. Will have a stress meter in the bottom left of player screen. Must control it and keep it low by moving the camera of the player slowly. Stress gets too high and player passes out and after 5 seconds they spawn in a different part of the map. Monster hunts player down. If found, player passes out and respawns after 5 seconds. Only noise will be footsteps and eerie background noise. Misty within the level. Monster pathfinding will always find its way to the front of the player. Game will tell player and make out to escape as the goal but there won’t be any goal.

A maze with black lines

AI-generated content may be incorrect.