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PILLET CREEK

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An Object-Oriented Programming Project

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I. Background of the Study

Pillet Creek is a 2d horror game that immerses players in a dark and suspenseful environment where survival depends on wit and strategy. The game challenges players to navigate through eerie surroundings using only a flashlight, heightening the sense of urgency and fear. With limited visibility and unknown dangers lurking in the shadows, Pillet Creek aims to create a thrilling experience that keeps players on edge.

II. Objectives

1. To provide a thrilling entertainment experience: Immerse players in a suspenseful 2d horror game that delivers excitement and chills.

2. To create an interactive and atmospheric gameplay: Design a dark, immersive environment where players rely solely on a flashlight for navigation and survival.

3. To promote player engagement: Keep players interested with challenging scenarios and a compelling story.

4. To develop quick thinking skills: Encourage players to make decisions under pressure and adapt to limited visibility.

5. To challenge problem-solving abilities: Test players' ability to overcome obstacles in a dark and unpredictable setting.

III. Scope and Delimitation of the Study

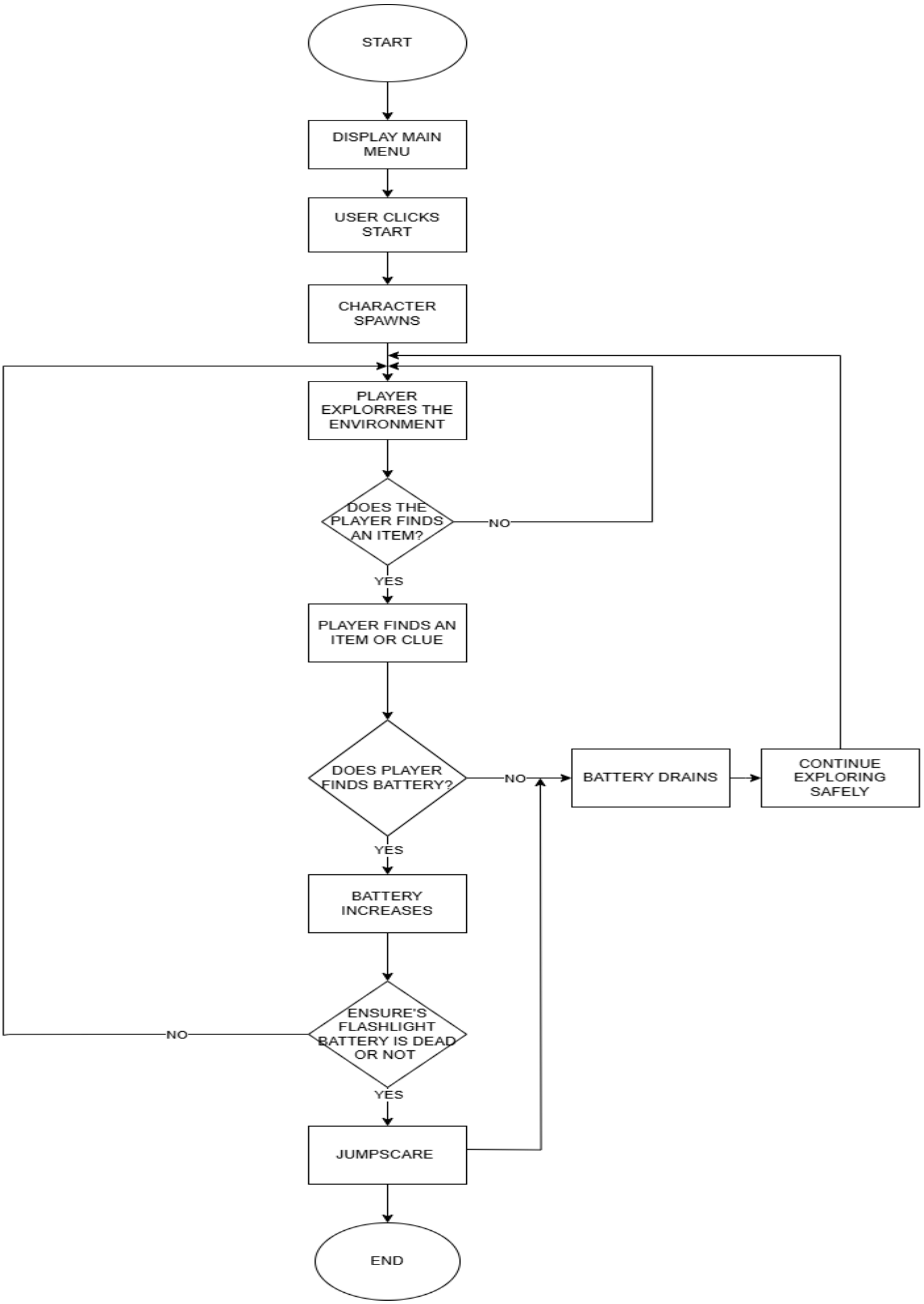
Scope:

The game prioritizes storytelling, environmental clues, and ambiance over traditional combat mechanics. Players use a flashlight as their primary tool to navigate through dark environments and uncover the story. The game includes features such as atmospheric soundscapes, pixel art visuals, and resource management for the flashlight. The gameplay emphasizes exploration, decision-making, and managing limited resources to progress.

Delimitation:

The game is limited to a linear progression with a predefined narrative. It does not include multiplayer features, game levels, or advanced interaction systems. The game mechanics are intentionally minimalistic, focusing on simplicity and immersion rather than complex controls or mechanics. It is designed specifically for horror enthusiasts who appreciate psychological tension and narrative-driven experiences. The platform support is restricted to desktops, and additional content like expansions or downloadable content (dlc) is not within the scope of this project.

IV.Flowchart

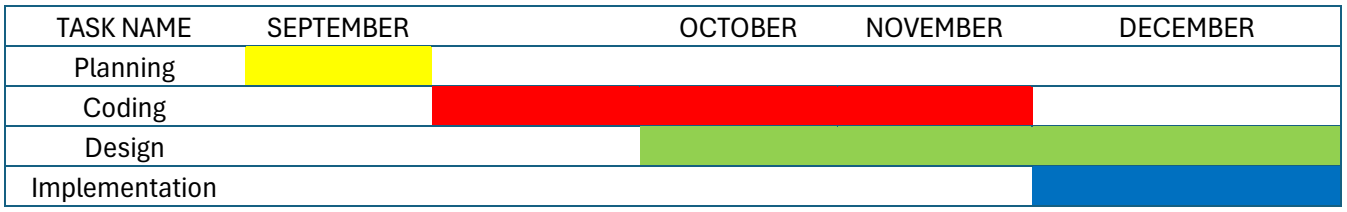


This flowchart represents the gameplay mechanics for Pillet Creek where the player explores an environment, finds items, and manages battery life to avoid jump scares. Here's a detailed description based on the flowchart:

1. Start
   - The game begins.
2. Display Main Menu
   - The main menu is displayed to the user.
3. User Clicks Start
   - The user initiates the game by clicking the start button.
4. Character Spawns
   - The player's character appears in the game environment.
5. Player Explores the Environment
   - The player navigates through the game world, searching for items or clues.
6. Does the Player Find an Item?
   - Decision point:
     - No: The player continues exploring the environment.
     - Yes: The player finds an item or clue.
7. Player Finds an Item or Clue
   - The player acquires an item or discovers a clue in the game.
8. Does Player Find Battery?
   - Decision point:
     - No: The battery drains as the player continues to explore, leading to a potential jump scare.
     - Yes: The player finds a battery.
9. Battery Increases
   - The player's battery life is replenished.

10. Ensure Flashlight Battery is Dead or Not
    - Decision point:
      - Yes: The flashlight battery is dead, leading to a jump scare.
      - No: The player continues to explore safely.
11. Jump Scare
    - A jump scare occurs when the flashlight battery dies.
12. End
    - The game ends.

V. Gantt Chart

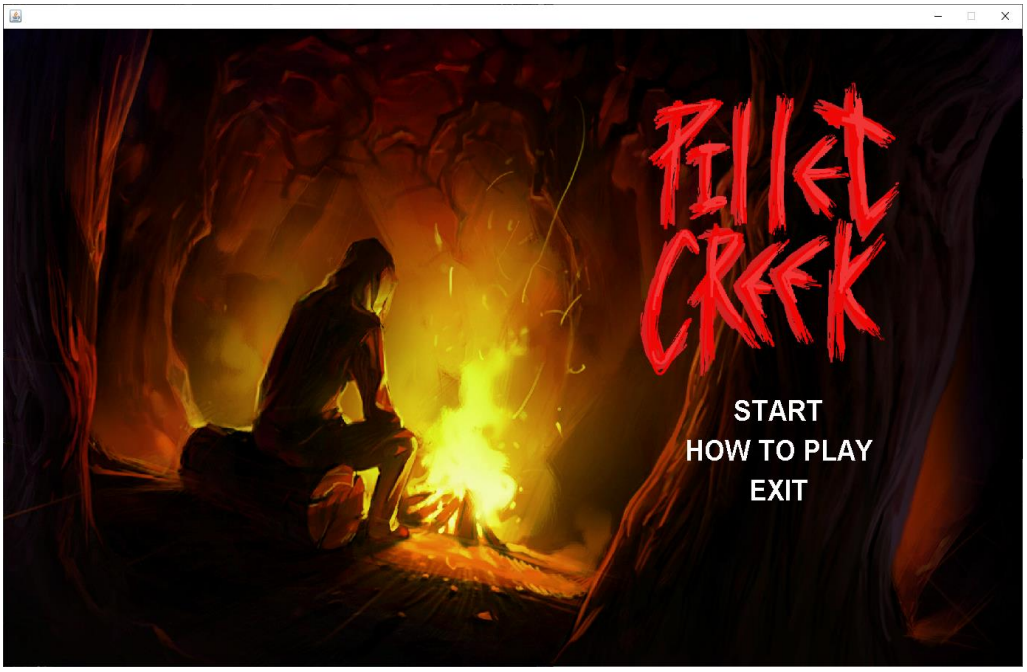


This Gantt chart outlines the timeline for four main tasks: Planning, Coding, Design, and Implementation, spread across the months of September, October, November, and December. Each task is represented by a colored bar that shows its duration within the overall project timeline.

Task Breakdown

1. **Planning**
   - **Duration**: The entire month of September.
   - **Color**: Yellow.
   - **Description**: This phase likely involves setting objectives, defining project scope, and preparing necessary documentation. All preparation activities are concentrated in September.
2. **Coding**
   - **Duration**: October to November.
   - **Color**: Red.
   - **Description**: This phase spans two months, focusing on writing and testing the code. It overlaps with the Design phase, indicating possible parallel activities.
3. **Design**
   - **Duration**: October to December.
   - **Color**: Green.
   - **Description**: The design phase overlaps with both the Coding and Implementation phases, highlighting continuous design refinement or development of user interfaces and experiences alongside coding and implementation efforts.
4. **Implementation**
   - **Duration**: December.
   - **Color**: Blue.
   - **Description**: The final phase is dedicated to implementing the project, which may involve deployment, user training, and final adjustments. This phase concludes the project within December.

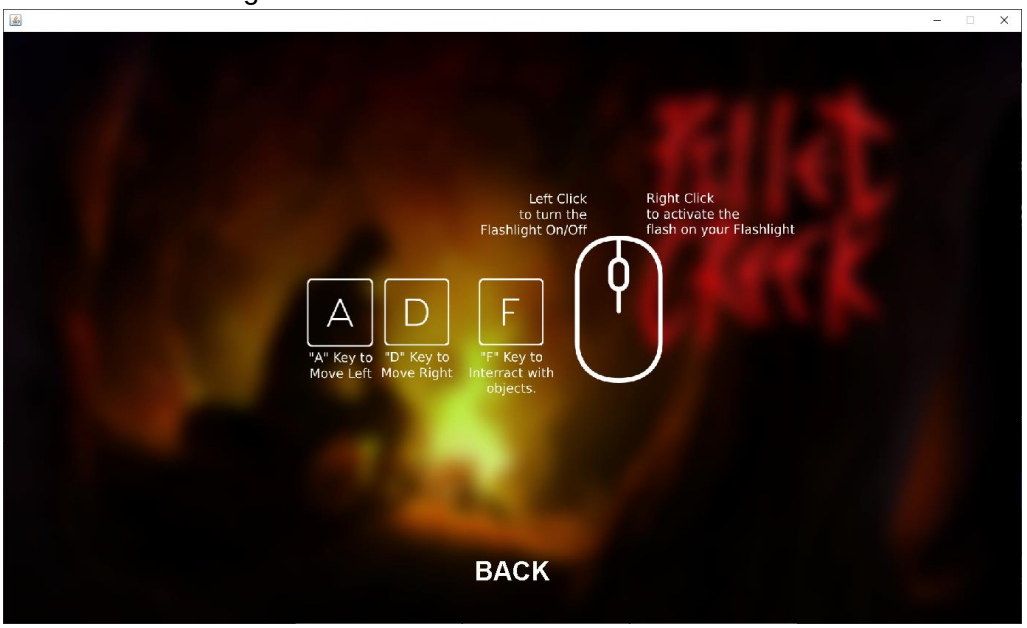
VI. System Design



Main Menu :

This image shows the game's main menu interface for Pillet Creek. The background features a person sitting near a glowing campfire in a dark forest setting, establishing the game's eerie and atmospheric theme. The menu options available are:

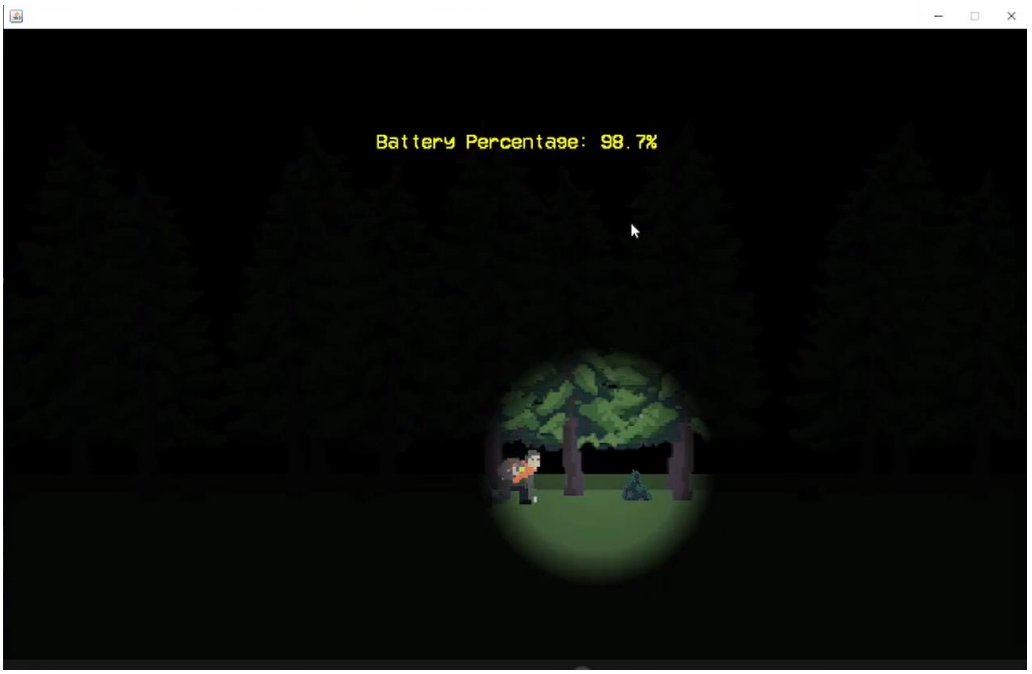
- Start: Begin the game.
- How to Play: View the game's controls and mechanics.
- Exit: Close the game.



How to Play :

This image displays the game's instructions or controls. It includes clear button mappings and mouse actions for navigating and interacting within the game:

- A Key: Move Left.
- D Key: Move Right.
- F Key: Interact with objects.
- Left Click: Turn the flashlight on/off.
- Right Click: Activate the flashlight's flash.



Gameplay View :

This image showcases the in-game environment of Pillet Creek. The screen features a dark forest with a spotlight effect simulating the flashlight's beam.

VII. Conclusion

Pillet creek delivers a suspenseful and engaging 2d horror experience, combining minimalistic mechanics with an immersive atmosphere. Its focus on resource management, exploration, and psychological tension highlights the creativity of indie horror games. While there are limitations, the game effectively achieves its goal of creating a thrilling and memorable experience for players.

VIII. Recommendation

• **Enhance atmospheric elements:** Further develop soundscapes and visual cues to deepen immersion and tension.

• **Conduct user testing:** Gather feedback from players to identify areas for improvement and ensure a polished final product.

• **Focus on narrative clarity:** Strengthen the storytelling elements to maintain player engagement throughout the game.

• **Plan future scalability:** Consider potential updates, such as additional features, game levels, or expanded storylines, to sustain interest post-release.