

PROJECT 3

DATT 3300

NAME = USAMA QURESHI

STUDENT # = 212497103

Story

The inspiration of the story was taken from the horror tale THE FALL OF THE HOUSE OF USHER by Edgar Allan Poe. During a dull, dark and soundless autumn night a man is visiting his old friend in his friend's melancholy house of usher. His friend was sick from last few years and he(player) hasn't come to visit him from last 5 years.

When he reaches the house, he feels that whole house encompasses an insufferable gloom and darkness. He knocks the door but hears no response from inside. After knocking twice, he jumps in from an open window into the house and keeps walking towards his friend's room.

He keeps calling for someone but soon realizes the whole house is empty. When he reaches in his room, he finds his friend's deceased body.

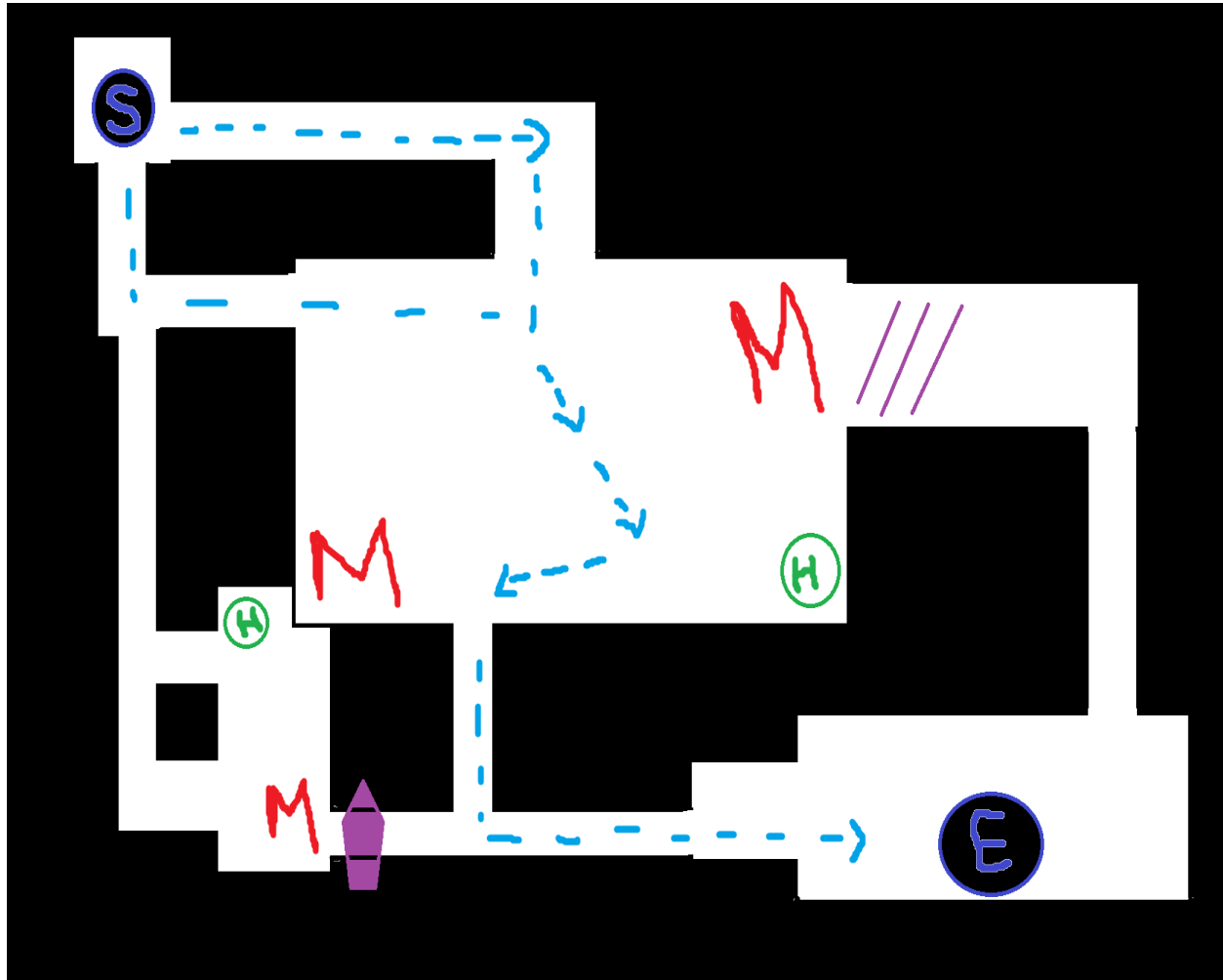
After a little inspection it was clear his friend was dead for a while. But suddenly he hears someone walking outside the room. The absence of light due to night time has covered everything in horror. So, he shouts for help in fear, but nothing will come for his assistance in this haunted house.

Gameplay

Player must find his way out avoiding any evil spirits in the way, getting caught with one will decrease the health of the player, but few health packs can be found in different locations of the house to increase the health.

There is only one successful way out with no monsters as obstacles. The player must achieve this task in specific amount of time otherwise the game will end.

Map



Unity 3D simulation:

