

# Whispers of the Forgotten



A Horror Escape Room Puzzle  
Group F15

# What Went Right

- **Innovative Concept:** Horror escape room game with unique elements like npc dog and hiding spots.
- **Creepy Ambience:** Implemented 2D lighting and sound effects (bark, torch, flickering lights) to set the mood.
- **Player NPC Interaction** - The dog's reactions added a meaningful interactive layer.
- **Improved Unity Skills:** Gained valuable experience using NavMesh, 2D Lighting, Sprite Slicing, and animations.
- **Quick Adaptation:** Initially, aimed to do a 3D game but realized that we did not have enough time, so we switched to a 2D game.

# What Went Wrong

- **Team Coordination Issues:** Our schedules did not align well, which caused delays and uneven workload.
- **Scope Creep:** Changed the game from 3D to 2D last minute as we realized that was out of our scope and we wanted to create a fun interactive game.
- **Time Crunch:** End-stage debugging and polish were rushed due to poor time management.
- **Tech Stack Learning Curve:** Experimenting with features like AI Navigation last minute was stressful.
- **Asset/Tool Issues:** Problems with missing light types, animation setup, and misconfigured UI delayed implementation.

**Thank you**

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