Whispers of the Forgotten

Group F15
Vinisha, Marcos,
Peter, Anish

What Is The Game

We created a 2D horror escape room game where the player must escape a house which has three rooms. The player is helped by a loyal dog who barks when the kidnapper is nearby. The rooms each have increasing levels of difficulty and different objectives.

CORE MECHANICS:

- Move with WASD
- Hide in hiding spots
- Pick up a key in room 1 to escape door to room 2

How it relates to Togetherness

You escape the house "TOGETHER" with your dog Elias. He warns you if the kidnapper is nearby.

Unique Features

- Kidnapper who chases you in room 2 and with increased speed and decreased radius in room 3
- NPC Dog who barks when the kidnapper is near
- Dark rooms with a flickering spotlight on player
- Inventory Panel which shows if you have picked up the key
- Objective Panel which tells you what to do next
- Hiding Spots in room 2 and room 3 to hide from the kidnapper.
- Hiding Spot Panel which tells you if you are hidden or if you have left the hiding spot.

Development Highlights

CHALLENGES WE SOLVED:

Initially, we had talked of a 3D game. We realized that we needed more time to make that happen and switched to a 2D game last minute.

Light masking and global light using URP

Hiding spot with panel which shows if you have hidden or not

Developing Npc

COOL MOMENTS:

The dog barked perfectly when the kidnapper was near.

The room setup looked great!

Inventory:

But don't get caught...

GAME OVER

You're free it hid

Objective: Escape room & evade kidnapper

Visual Showcase

Thank you

Group F15