DEAD FREIGHT

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Dead Freight is a 3D horror game developed in Unity as a year-long final project for *Girls in the Game* mentoring program by *CD Projekt Red*.

What is it about

You are a marine worker trapped on an abandoned cargo ship.
The containers here form a maze.

Your goal

- Find and repair 3 broken lamps.
- Each repaired lamp creates a safe zone
- By fixing all three secret exit will open

How it works

To fix a lamp, survive a mini-game:
- Turn toward the electrical box to make progress
- Or face the monster to hold it off
- Light is your only weapon
Avoid the monster that lurks in the darkness
Its only weakness is light.

Monster AI

DEFAULT

Patrol → Chase

Chase → Search (👁 lost sight)

Chase → Jumpscare (☠)

+ Teleport

+ Retreat 🔦

The Monster: Dynamic AI Behavior
The creature reacts to your actions and environment:
- **Patrol** – Roams the unlit parts of the maze
- **Chase** – Detects the player and rushes forward
- **Search** – Loses sight and moves to the player's last known position
- **Jumpscare** – Catches the player and triggers a cutscene
- **Teleport** – Keeps the monster near the player to maintain pressure
- **Retreat** – When hit by light, it hides behind the nearest container

A short gameplay video showcasing minigame and the secret exit

Dead Freight | Short Gameplay Video

Electrical box [Press E]

The Monster: Fixing lamps Mini-Game
The creatures behaviour changes when you enter the mini-game Mode:
- **Choose path -** while the player has to sit in one spot and fix the lamp, the monster will choose one of the four paths to get to the player
- **Retreat** – When hit by light, it teleports and goes to a Choose-path state
- **Jumpscare** – Catches the player and triggers a cutscene
- **Lamp fixed -** the monster will flee from the area that was lighted

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