

Project Shining

Zoe Rowbotham, Ryan Manning, Liam David, Liam
Neale, Ryan Freeman

Game Overview

- Top-down 2d adventure game
- Play as a boy running from an evil axe
- your goal to escape the house by completing all the floors
- Each floor will have a different reality which means different enemies
- Utilise the items in the game to survive e.g. health up, damage up, speed up



Map Layout

- Random room generation
 - A set of specific rooms to pick from
 - Different designs from past and present
- Features:
 - Collectible items
 - Secret passages, items etc
 - Enemies
 - Spooky things like moving doors, triggered by movement and ghosts
- Can see room and exits
 - Similar to Binding of Isaac



The Player

- You are a boy trying to escape the hotel and get away from the psycho killer axe man!
- Using WASD you will navigate around the hotel
- There will be a number of power ups the player can pick up throughout, including HP up, power up, speed up
- You have the shine so you can see various scary enemies!
- Using the spacebar, you can throw objects at the enemies to kill



Enemies

- There will be a number of enemies which will attempt to stop you throughout the game
- Some levels will contain different variants of a select number of standard enemies
- These enemies are;
- The axe wielding psycho!
 - He will follow you between levels trying to attack you
- The demons!
 - Demons will throw items within each room at you, keeping their distance
- The Poltergeists
 - Ghosts will possess various objects around you, potentially blocking your path



Links to The Shining

- Different Versions of reality in different rooms
 - Inspiration taken from the theme present in the film
- Enemies based from the film
 - Inspiration taken from the different threats in the film
- The rooms will be based off the hotel
 - Inspiration taken from the hotel in the film
- There will be puzzles in the game
 - Inspiration for these will be based from the film(Hedge Maze)



Questions?