

GAME DESIGN DOCUMENT

HEREDITY

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Game Analysis

Game starts with main characters arriving to their new house, but this house is cursed from 1950s. When players accidentally enter 2nd dimension, they try to survive its dangers by solving puzzles when necessary. After they return, they will be facing with a greater danger that is haunting this house, because of the curse. Players will be facing the active chase from this monster to survive the danger.

Mission Statement

The game is a psychological horror with thriller and discomfort, players should expect a game that they will be uncomfortable when the story starts unfolding. Game offers a third person camera; players will usually see more than the characters. Player tries to get out of the 2nd dimension to return to his/her brother.

Genre

Our game is a psychological - survival horror and thriller. We will integrate the relationship of this game genre with our story with game mechanics and environmental designs. For example, the story mentions a creature that shows hallucinations to the players, and we will make these hallucinations scarier and more disturbing depending on our game genre. Rather than using the relationship between the game genre and the game theme linear most of the time, this will sometimes become complicated for the player. Namely, something that is good in real life can be evil in game.

Platforms

We are targeting PC as the main platform for our game, because games can be released on online platforms such as Steam, Epic Games etc. In this way, we can reach more people with cheaper game prices compared to other platforms and we do not have to spend money on CD, physical packaging, and distribution.

Target Audience

Our target group consists of 16-30 year olds who are interested in story-based thriller horror games, 3D and dynamic sound design, making choices that change the story of the game (aka butterfly effect) and psychological horror. These types of players don't give up easily, like solving puzzles and are interested in good stories.

We have conducted research on our analysis report which showed that horror and thriller has a dynamic and royal fan base. This is further backed by the report from The Horror Report by Stephen Follows, British writer, producer and story consultant, which says since 2016 almost 1000 horror movies are being made each year.

Source: [Why we are living in the “golden age” of horror | Virgin Media](#)

Storyline & Character

Character	Description	Characteristics	Misc. Info
Riley Miller	Riley is the main character of the story. The gameplay is mostly focused on her. She is the older sister in the Miller family and the most important character for the story.	Riley is a rebellious young teenager. She has grown up in an emotionally unstable environment and made it her goal to be the rock everyone can rely on. She is tough on the outside but very emotional and fragile about the ones she loves and cares for.	Riley is a really stubborn person. She fixates her mind into each problem too much yet tries to stay cool and calm on the outside. She cares a lot about her family but cannot help to feel ashamed of their family state time to time.
Tom Miller	Tom is Riley's younger brother. He is going to be one of the characters to play as well and he is the youngest of the Miller family.	Tom is a very introverted kid. Although he is really smart, he is not great with people and is bullied at school. He is deeply affected by his father's passing.	Tom is quite depressed but comforted by her sister. He is afraid things would not go back to normal but happy to be with her sister at least.
Martha (Irving) Miller	Martha is the recently widowed mother of the Miller family. She plays an effective but short role in the story	Martha is a very hardworking mom, who is devoted to make life better for her children. She works at multiple jobs and night shifts to do so.	Martha is a worrying person, she fears she is not a good mom, but all her worries fade away once she sees the smile on her children's face.
Tony Miller	Tony is a mysterious character. He is only referenced by small talks within the Miller family where it is vaguely mentioned that he recently committed suicide.	Not much is known about Tony, but we know that he was a good and caring father by the way his kids mourn his absence. He worked as a mortician.	Tony was a very caring father, he tried his best to be supportive to his family, especially Martha, who was constantly having a paranormal crisis.

Joey Irving	Joey is going to be the second character we're going to meet. Sadly, he will die shortly. He is the younger brother of Claire.	Joey is a playful yet anxious kid. He seems to care more about rules and restrictions than her sister from what we see in the beginning sequel of the game.	Joey is such a good-hearted kid. He trusts his sister with his life although this will cost him in the future very heavily.
Claire Irving	Claire is the grandmother of our main character Riley and is also a playable character. The game begins with her as a child, so she is the first character we get to meet and play as	Claire has a daring personality against life, but she is deeply traumatized in her early age which leaves her depressed and suicidal for the rest of her life.	Claire is a fearless kid, perhaps too fearless. But her traumas will hunt her for the rest of her life. And she will not make a great mother in the future because of all the pain she carries with her.
Sarah Irving	Sarah is the great grandmother of our main character. She is only seen in the game during memory sessions within the mansion in her middle-aged years.	Sarah is a typical worrying mom. She wants the best for her kids but is having trouble letting go a little so they could learn life on their own.	Sarah was a very caring mother. Her husband was a very busy man, so she tried to be there for kids during his absence as well.
Clark Irving	Clark is the great grandfather of our main character. He is only seen in the game during memory sessions within the mansion in his middle-aged years.	As opposite to Sarah, Clark is a very relaxed man. Although very caring to his children, he believes they will find things out better when they are on their own and they have each other in the worst case.	Clark was a very successful businessman and had a great mansion built for his family. He loved, trusted, and supported his kids as best as he could even when he wasn't home.
Eugene Chapman	Frank is the childhood lover of Claire from the town where the game takes place. He is slightly obsessed with her romantically.	Frank has a slightly disturbed personality. He is a very good man deep inside but has trouble letting go of the past. He deeply cares for Claire.	Frank's life was built around Claire ever since his childhood. He was the only one to believe Claire and dedicated his life to find out what was in those woods.

The story begins in the woods outside a small Western town in 1950s. The sun has almost sunk, and it is getting darker each minute. Two children are playing under the trees amidst the moonlight and the fog that is creeping up beneath their feet. Beneath the leaves the younger sibling tries to convince his sister to go back, since it is getting late, and they are long past the time their mother was expecting them. But the older sister is headstrong, she feels invincible and long past dictating her life by the words of adults. She convinces her brother to stay a while longer and play a game of hide n seek, her brother's favorite game. The sister begins to count down, while her brother runs away to hide. As the sister searches for her brother, she realizes she might not be alone in the woods, panics and start shouting for him to come out. But she cannot hear anything back from him. She worries something terrible might have happened to him and keeps looking for him the woods, until she sees something that will traumatize her for the rest of her life. The beginning sequel ends here.

Now it is the present day, a car is moving along a small highway, covered by a dense forest from both sides, much like in the beginning sequence. The car belongs to the Miller family. After the sudden death of her husband, Martha and her children had to move out of the city since they can no longer afford to live there. Martha is now a paranoid widow who has lost the love of her life and the father of her beloved children. She is a hardworking mom who always tried the best for her kids, and she will have to try even harder now. At the backseat, Riley and Tom are watching out the window. They both have been through a lot. Tom has always been a kid who cannot adapt to school and get along with his peers. He has always been bullied through his father who was a mortician. Although he did not have the greatest life in the city, Tom is unhappy about moving out, perhaps afraid of change. Riley on the other hand is pleased that they don't have to stay there anymore. She has always been more negligent about life, yet she grew up in such a melancholy that she made it her duty to be rock in the family everyone can rely on when they need it. Although she is quite tough on the outside, she is still a broken and delicate teen inside.

The car eventually pulls in front of an old mansion. This house has been the family estate of Martha in the past, and she inherited it once her mother passed away. Yet the family has never lived here outside the city since the house was very old and needed repairs and maintenance that they could not afford. But also, because Martha did not hear nice stories about this place in her childhood and moving back was the last thing she wanted to do, she didn't even mention much about her family and life here to her kids before. Yet there she was, standing in front of her family legacy that she wanted nothing more than to run away from. She and the children began unpacking things from the car's trunk. Martha hands over a few boxes for Riley to take up to the attic. It can be briefly seen that the boxes contain images and personal belongings of their father, that Martha cannot dare neither to get rid off or look at. Riley walks inside the rotting mansion and takes the boxes to the attic. As she leaves the boxes in the attic, she comes across another set of boxes covered under the dust, it is clear that they have been here for a long time. She moves closer to grab what seems to be like an old piece of local newspaper, with a news about founding an mental asylum in the town due to recent events. When Riley is done reading the newspaper, she sees an amorph figure watching her outside the attic's window, past the street. But before she

could react to it, she is alarmed by her mother calling her from downstairs. She walks out of the attic and toward the stairs to get down, but realizes one of the doors are unlocked. She decides to take a look inside in what appears to be a girl's bedroom but called back again by her mother. She rushes downstairs to her mother and her brother. Martha takes them in front of her, tells them that she needs to be back in the city to work on a night shift for some extra money and that she will be back in the morning. Riley is focused more on who was watching them past the street rather than what Martha is telling them. She scans the trees, but it seems like whoever was there, has left. Martha warns Riley to listen more carefully, and it is a serious topic. Tom leaves unhappily, and Riley looks at her knowing there will be more to hear. Martha pulls her closer and tells her that Tom is doing unwell since they lost their father, Riley stops her as if she is resenting about the event; "Since he left us..." she says. Martha continuous without getting hang up, it is clear she cannot face what has happened, perhaps the father has committed suicide? She is about to leave but wishes to leave with a light heart. She realizes she might have been a little rough on Riley and not as supportive as she might have been. She pulls her closer and takes off her necklace. She shows it to Riley and lends into her hands. "My mother gave this to me when I was feeling down like you, take it, it will protect you and make things better." Riley looks at the cross at the end of the necklace, she is not religious like her mother but understands that Martha had a rough life, and it makes sense that she needed something to refuge under, which was the god in her case. Riley takes the necklace and gently nods in sincerity. Even though she does not care much about it, this is clearly important for her mother and perhaps keeping it is a comfort for her if not for herself. Martha leaves afterwards with a happier smile on her face.

Sometime later, we see the sibling's watching TV and briefly have a hearth to hearth talk about their personal struggles and the passing of their father. Here it is also implicitly mentioned that their father might have committed suicide and their mothers' constant nightmares and seizures might have been one of the reasons. But they are interrupted by a loud noise coming from the kitchen. Riley tells Tom to wait here and starts searching for the source of the sound. As she walks withing the lonely old mansion and reaches the kitchen, she sees one of the windows to be broken. While complaining how old and rusty the house is, she blames it on the wind shutting the window hard and breaking the glass. But while she thinks about all that, the power goes off, leaving her in the dark under the moonlight coming through the window. Tom shouts from the living room and starts panicking. Riley again blames it on the old house and the harsh weather outside as she talks to herself. She shouts back "Ugh...I'll fix it stay put.". She walks towards the door leading to the basement and navigates down the creepy stairs downwards with her phone flashlight. Once she comes near the fuses, she sees that some cables are cut and possibly sabotaged. At this moment, the door leading upstairs is shut closed and locked from behind, she is stuck inside. She shouts for her brother but cannot get an answer back. In a hopeless state, Riley begins searching her surroundings in panic and distress. She realizes that at a certain place within the room, her necklace begins to glow strangely. She struggles to move some stuff away to see the wall clearly and realizes sort of tunnel leading out. She squeezes herself inside and follows it thoroughly.

The tunnel she found brings Riley to the living room and leaves her deeply confused. The house feels as if the same but everywhere is strangely lit, and everything seems to be out of order. Even though she considers herself a brave and not easy to scare, Riley finds herself afraid and clueless. She begins inspecting where she is and tries to make sense of it all. Walks towards the end of the room where she sees two abstract human figures, made out of a shadow and smoke like dynamic material. She soon figures that it is some sort of a memory from the house, where a woman warns a little girl to look after her brother and do not be late to come home. Riley is fascinated by what she sees and tries to make herself seen by the figures, but they do not respond back. Riley's whole attention is taken away but soon she realizes she might not be alone here. Her necklace shines stronger and stronger as she hears noises and sees things in the living room. Finally, she sees a shadow like figure move really fast, she realizes whatever that is, unlike the other figures, can see her and it is coming closer. She starts running away to upstairs in a panic. She finds herself in a wide hallway and runs behind a random door she comes across. She shuts the door behind her and knocks over a cabinet to further fortify the door.

The story then moves on to the little brother and what he has been up to in the meanwhile. While he was alone in the living room, he hears noises and eventually realizes there is someone else in the house. A creepy looking old man is wandering in the house with a flashlight, this was the same man Riley saw from the attic before. Tom fears and hides behind the sofa. He could hear his sister shouting in the background, but he cannot respond back as it would make his location obvious to the old man. He keeps on sneaking up behind objects and walls which eventually leads him to the outside door. He runs out of the house and aims for the small cabin in the garden in turmoil. He gets in and shuts the door behind him. Once he feels safer, he begins to look around and sees an old generator, "This could bring the power back!" he thinks to himself. He tries to run it but one of the handles breaks lose out of rust. He then keeps looking around and starts collecting objects out of the cabinet. Tom is a smart kid, perhaps not with people but with tools and numbers. He manages to tape a few objects together he founds in the cabinet and creates a handle for the old generator. He comes across a certain wardrobe while searching through the junks but fails to open and lets it go. Feeling a little safer and smarter he plugs the handmade handle he crafted and tries running the generator once more. The generator makes a loud noise, but it finally works, the lights in the house get turned on, so does the one poorly connected lightbulb in the ceiling of the cabin. Once the lightbulb lights up, we see the old man standing like a creep behind Tom and the scene ends.

Story switches to Riley's point of view ones again. She is panting and listening through the door. Once she feels safer and makes sure whatever that was chasing her is gone. She begins inspecting the room she is in for an alternative way out. The room seems to be a study room and she triggers another story as she walks by the study desk. Two figures appear again, the same woman from the previous memory walks in and asks the other; "Clark, have you seen the kids? Are they back yet? Ugh I told Claire not to be this late! She always does this and leaves me worried!". The other figure who seems to be the husband, tries to calm her down. "Honey don't worry they can take care of themselves!". The dialogue between the two is interrupted by a loud pounding sound from door leading out in the downstairs, the man behind the door introduces himself as a cop while urgently

pounding the rough wooden door. After the memory sequence is over, Riley notices a lever next to the table. It seems like it would barely work but tries her chance. The lever pulls down another set of stairs that goes up into the attic. Riley climbs up not sure if it is safe or not but it is the only idea she has. She is welcomed by dark, grotesque ambience, with only a handful of strange light coming in from the window(s). There is a desk in the middle, for some reason Riley feels the urge to move towards it. After a few steps in there is a strange sensation, and eyes of various sizes appear all around the room, looking directly into her behind the curtain of darkness. Riley keeps moving toward the desk and sees a picture frame on it. There is a happy family in the picture. As she puts the frame back in place, Riley suddenly finds herself in the wide backyard. She is no longer in the house and can see it from outside. The sky is so strange, and the outside is far different than what she saw before. She hears another memory; a kid is calling her to play in the woods. He calls her "Claire". "C'mon Claire let's go!". "Claire? Grandma Claire?!" she talks to herself. Clueless on what to do, Riley follows him inside the woods as she cannot go back to the house. She runs after the kid between the trees, shouting behind him "Wait! Slow down!". Eventually he turns a corner and Riley loses him. We find ourselves in an open field, much like the one in the beginning. She starts searching for where the kid went just like Claire did in the beginning and comes across a traumatizing murder scene. She stands in front of the body not able to move and her necklace begins to glow like never before. She turns around and sees a disfigured being rising behind the trees with a diseased and unnatural body, and the worst part is it is looking directly at her. She starts running in panic between the bushes and leaves. She stumbles upon rocks and trees but manages to dodge all and find a hiding spot. She takes a deep breath trying to calm herself but once she looks between the rocks she is sneaking behind from, she can see the creature looking for. She is panting in fear looking for a way out and that's when she sees a tunnel in a distance, much like the one she came to this place from. Steadily and quietly, Riley makes her way to the tunnel and sneaks through it. She ends up in front off the mansion, this time from the reality that she knows.

Riley rushes in from the main door and finds Tom and the old man sitting on the stairs that lead up. She asks what is going on and who this man is, she is both terrified and confused. The man calmly stands up and while Tom is trying to calm her down, he explains who he is. His name is Eugene, and he lived in this town his whole life, he is also a childhood friend of Claire. After what happened in the woods that night, everyone thought that Claire has killed her brother. Even though she told them what actually happened a dozen times, no one has believed her (including her own family) except for one person, Eugene. He was madly in love with Claire all his life and was the only one to truly believe something unnatural has happened that night like Claire said. He devoted his entire life for this and looked through the woods. Claire would often have nightmares and see the creature, as if it was still out there and connected to her somehow. Claire's family eventually moved out of the town which was the only thing that reduced the nights Claire woke up screaming, the nightmares continued for many more years, but it was never as horrible as the ones she had in that mansion. After Claire and her family has left the town, they lost touch with Eugene, but he never forgot her or what happened. He got obsessed and decided to follow the trail, which led him to the mansion. He knew something was out there but never found out where it was nesting and how did it disappear. He spent years in the empty mansion and its surroundings looking for a clue. But something interesting happened, some people moved

back in. He saw the necklace and recognized it; it was the same necklace Claire wore that night and gave to her daughter which was now on Riley's neck. The necklace was cursed, and it glowed once the creature was near, Eugene had come back to lock away the kids for their safety, but it was during this time when the creature lured Riley into its nest. Since the curse was now transferred to Riley, she was the next victim of the creature. Although it is too much to comprehend at once, Riley believes him after all she has seen. She wishes to get rid of the necklace, but Eugene tells her, it is no use. At least she would know when it is near if she has kept it. They decide that they have to get away, far away as possible but the necklace begins to glow, just as strongly as before. "Too late, it knows we're here..." says Eugene. They quickly get back on their feet with panic. The creature begins pounding on the door loudly and they start running towards the living room. Eugene pulls out a gun and looks directly at Riley. "Go! Hide! I'll try to stall it!". The kids run out of the house and find themselves in the backyard. Tom shows Riley that there is a cabin that they can hide. They go into hiding but the creature follows them shortly. It bangs on the walls and pounds at the door. Eventually the poundings push the cabinet that Tom was unable to open previously to the floor. The cabinet breaks and a hunting shotgun is seen beneath the broken pieces. Riley quickly grabs the gun and tries aiming towards where she thinks the creature is. As the creature gives up on the walls and the door, it decides to try the windows. Riley sees it and shoots the creature multiple times, as it tries entering through the different windows. At some point the creature is weakened and backs down. Thinking this is their chance, Riley tosses away the gun and runs back to the house with Tom. Tom reminds her about the phone upstairs, in the study room which their mother has mentioned before. They run inside the house and rush upstairs to use the phone, but the door is locked. Riley starts hitting the handle in hopes of breaking it. The lights start to flicker and eventually die out. But all of a sudden, they hear a comforting sound downstairs. Keys turning the lock, and the sound of a light switch. A warm bright color raises from downstairs, and a familiar voice is heard. "Kids I'm home! Where are you?". Riley is comforted but confused, she stays silent. Tom on the other hand jumps in to say "Mom! Mom we're here!" out of distress. "Is everything okay? Are you hurt?". "No!" Tom shouts, "Please come upstairs!". They hear her soft steps creaking the old wooden steps. Despite the comfort Riley realizes something is wrong. "Wait!" she says. "She said she won't be back until the morning!". Following her realization, the steps in the stairs fasten up eventually creating an unnaturally fast sound, the warm light in the downstairs goes off. And the creature rushes up from the stairs towards the screen. A scream by the children is cut short and the scene shuts down to pitch black. We do not know what happened, the story ends open ended.

Character Models and Moodboards



Riley Miller



Tom Miller



Martha Miller



Joey Irving



Claire Irving



Eugene Chapman



The creature from the woods

Gameplay

Overview of Gameplay

The gameplay takes place in an interactive photo-realistic environment, and it is observed through a mixture of cinematic camera angles and third person point of view. There are cutscenes and dialogues throughout the gameplay where the player can dive further into the story. The action takes place in both interior and exterior places while featuring multiple characters to play and experience the story with. Since the game will be launched on PC, players will be using mouse and keyboard to experience this title, but the controller support will be available for those who prefer it. The game will be an offline single player experience.

Player Experience

Players will experience increasing horror and psychological tension as they progress in the story. They will have to connect the dots from each level and scene to uncover the truth and face it. The game will also force the players to think wisely while hiding from threats and act quickly when taking actions against them. They will also feel immersed in an interactive and changing environment where they will be forced to stay alert. The aim is to create tension and reveal the story smoothly in a packed gameplay. We wish to present the game as an immersive journey rather than just another playthrough. Players will be able to dive quickly into the gameplay, after a smooth reveal, the first thing players will see is going to be the game menu, which will feature a live scene from one of the levels on the background. There will be options such as graphic settings and exiting the game and lastly the start button to begin the journey.

Gameplay Guidelines

We hope to reach a diverse and an extensive age group for this game, however we don't wish to back down on the horror and sometimes gore elements to scare or disturb the players, since we don't target children as our main target group. It is a must to present a form of grotesque and thrilling storyline and gameplay combination if we want to appeal to the horror and thriller fans.

Game Objectives & Rewards

Rewards	Penalties	Difficulty Levels
Sense of success, clever thinking, and an opportunity to move on to the next phase.	Death / Restart from checkpoint	The game will feature a standard difficulty level throughout the gameplay.

Since our game is a story based cinematic and interactive experience, it does not involve traditional game objective and rewarding systems. However, as all games, the game will feature an objective for the player, which is going to be based mostly on the sense of survival. We will leave the player alone in a dangerous yet curious world to interact with. But we are also going to guide them through the levels and reward them with the sense of success and clever thinking with each obstacle they overcome. This way, they will be able to move to the next phases of the game which are going to be increasingly more thrilling and challenging to play. Players will also get the chance to find new clues as they progress, meaning they will be given more dots to connect and understand the story with.

As the game begins player’s objective is going to be locating the whereabouts of Joey when he goes missing during the hide n seek sequence. Later on, players will have to find a way to get electricity working again while playing as Riley, only to realize it has been sabotaged. Their objective will change to finding a way out of basement after that, which will lead them to another world. Once Riley has passed to the second dimension, player’s goal will be to survive and eventually find a way back once they realize they are not alone. The survival theme will continue until the end of the game where players will be tasked to shoot down the creature to slow it down as an objective.

Gameplay Mechanics

Character Attributes	
Character	Movement Abilities / Actions Available
Riley Miller	Riley can detect gates and passages to another realm, through her necklace. The necklace will increasingly glow during the presence of gate but also as the creature in the game is near us. Riley can also interact with the interactable objects within the level as she walks freely in the environment of both realms. Players will also face quick time events while playing with Riley, where they have to push certain buttons in a matter of time.
Tom Miller	Tom can also interact with the interactable objects within the level as he walks freely in the environments and levels. He is able to find and craft new items with the objects he can interact with during the cabin sequence.
Claire Irving	Claire can move freely in the woods sequence under player's control. The objective for the level is going to be searching for her brother, she can also shout his name during this part.
Unnamed Creature	The creature has the potential to curse and bond with an item, in our case this is a cross necklace Riley will be wearing. The creature can also create hallucinations and jump between different realities of the game as well.
Game Modes	
This game only features single player offline game mode.	-
Scoring System	
Points/Coins/Stars/Grades/Etc.	How it is Awarded & Benefits
There is no scoring system in the game.	-

Level Design

Levels	
Forest level where the hide n seek game takes place and one of the siblings goes missing. This is the first level in the game.	This is fairly a small level; it takes place outside the mansion in the forest. The level is dark enough to create tension but not pitch black and lit by moonlight. Players can see a forest stretching around them but will be limited to certain area where it is more detailed and designed in a way to lead them to their objective rather than free roaming the entire map.
Mansion level where the Miller family arrive in their new home in the story.	Mansion level is a huge map. This level contains both the exterior and interior mansion, alongside with the surrounding landscape. Players will be able explore two floors and the attic in the mansion. The level will also have interactable objects scattered around the mansion. Within the exterior part of the mansion, there is also going to be a small cabin, filled with interactable objects as well. It takes place in the afternoon.
The mansion level in an alternative reality / second dimension in the game.	This level will be essentially same with the mansion level however it will take place in another dimension. The post process for the level will be different (with darker and blueish color palette). The level is also going to be decorated with different objects and feature fragments of past memories from the mansion. The level will be lit with dark artificial lights rather than sun, as we hope to give the feeling of an unnatural atmosphere.
Highway level, where the cinematic sequence takes place with the Miller family driving towards the mansion.	This level is going to be featuring a minimalistic, movie-like introduction. It will feature a highway decorated with trees on both sides.

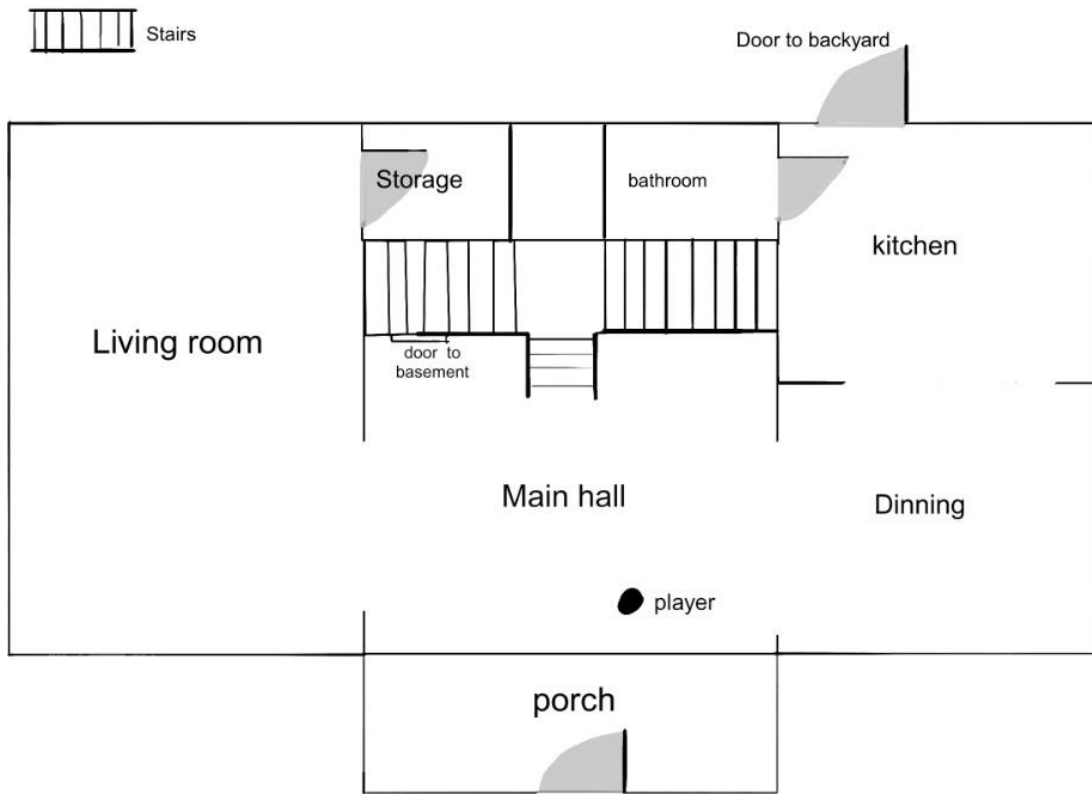
The level-design will be supported with post process and particle system. Each level will be designed in a way to allow the player to make discoveries and use escape mechanics. Each level variation is going to include particular objects (even-though these little differences will not change the main architecture of the house).



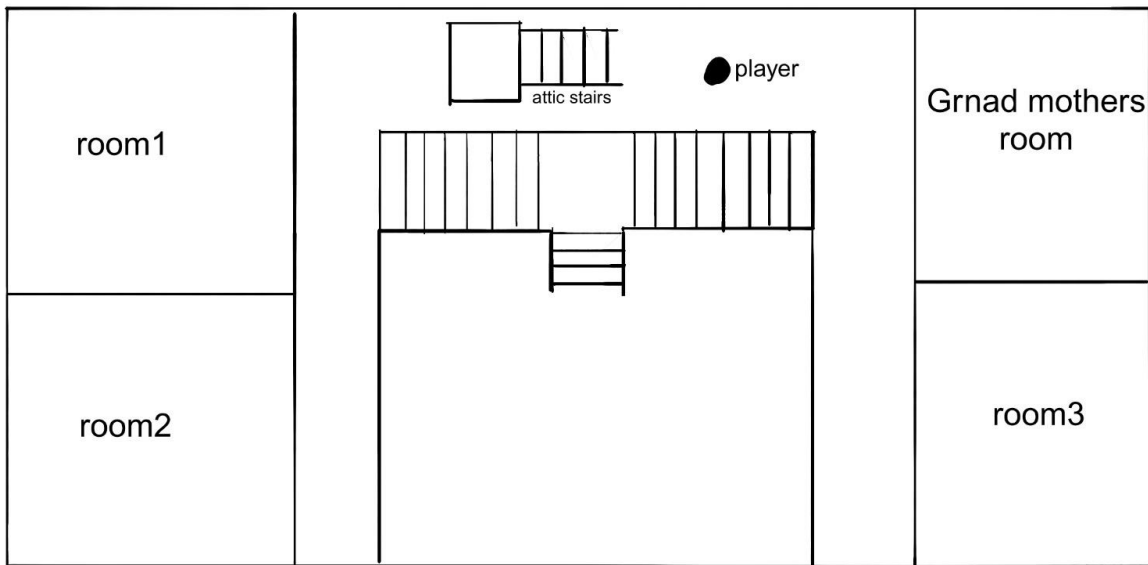
Moodboard for the mansion.



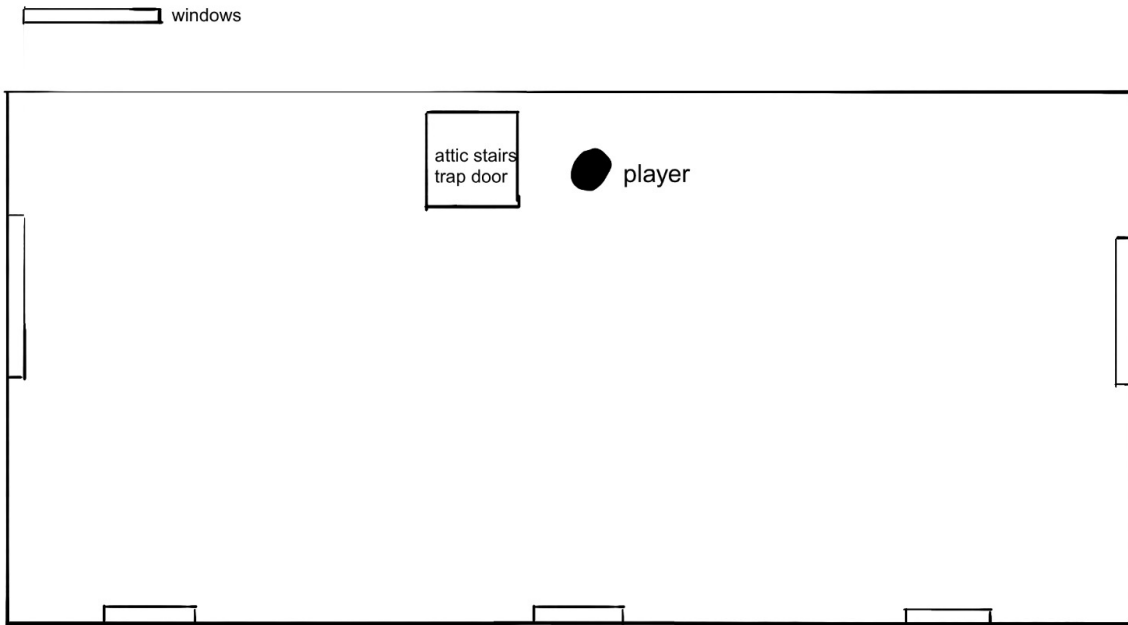
Current level design for the first level in the game (for the forest and hide n seek sequence in the beginning of the story).



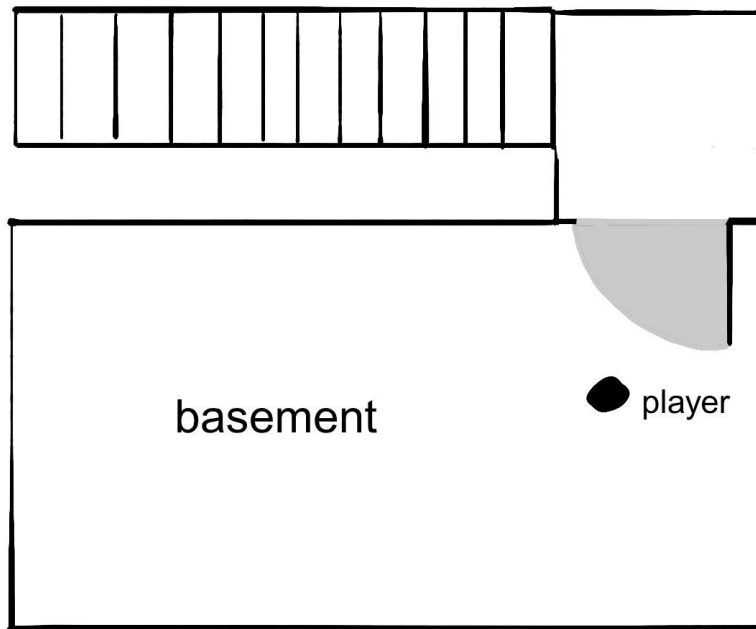
Floor plan for the first floor of the mansion.



Floor plan for the second floor of the mansion.



Floor plan for the attic of the mansion.



Floor Plan for the basement of the mansion.

Control Scheme

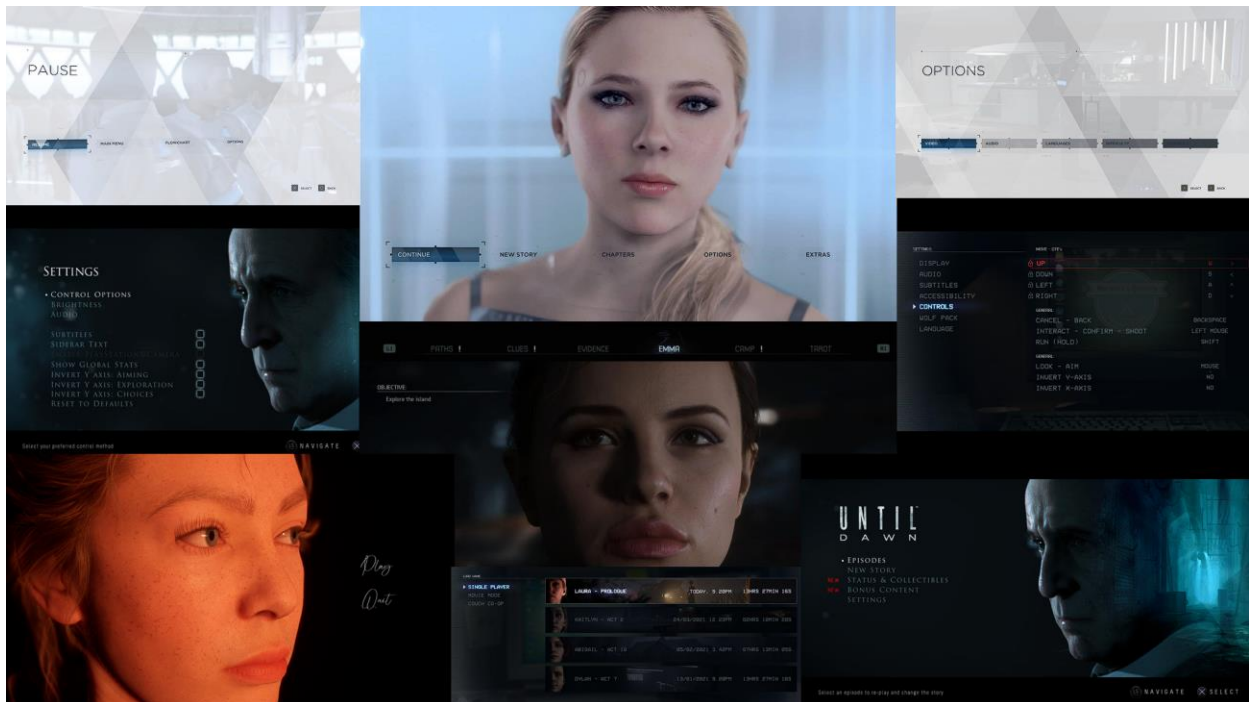
Button/ Touch Input	Action it Performs
W	Moves the player character forward.
A	Moves the player character leftward.
S	Moves the player character backward.
D	Moves the player character rightward.
W + A	Moves the player character forward and leftward.
W + D	Moves the player character forward and rightward.
S + A	Moves the player character backward and leftward.
S + D	Moves the player character backward and rightward.
ESC	Pauses the game.
Mouse motion	Moves the third person camera accordingly to the mouse motion.
Mouse Left + Click	Shoots gun in third person view.
E	Interacts with interactable object within the world view.
Left Joystick motion	Moves the third person character accordingly to the joystick motion.
Right joystick motion	Moves the third person camera accordingly to the joystick motion.
Joystick A Button	Interacts with interactable object within the world view.
Joystick right trigger	Shoots gun in third person view.

Game Aesthetics & User Interface

The game will be developed in Unreal Engine 5. To make a more realistic environment, Nanite Lumen and Nanite Foliage tools will be used. This will allow us to use more photo-realistic designs with less fps loss. We will also use Metahuman technology to create our characters as photo realistic as the environment. Face-mocap technology will help to make player feel the expressions and feelings more effectively. Music and UI design will also help this process.

The main menu will start with a model of our main character. With lighting design, our genre (Horror and thriller) will be supported because it will allow players to get the jests and emotions with higher effectivity in character's face.

In the Options part, there will be Graphics and Sound Settings. Also, that we will have the Tasks part which will show the missions in game. That will prevent the UI design to get ahead of the game. the creators of the game and sources used will be shared in the credits part.



Moodboard for the main menu.