HAUNTED HOUSE

Avatar simulations
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Haunted House

◦ 3rd or 1st person perspective

◦ Controller, or keyboard controls

◦ Multiple game modes

◦ Themed avatars

◦ Elements: corn maze, haunted house course with "events"

Modes

◦ Game Mode

◦ Maze Mode

◦ Action Mode – faster movement - timed

◦ Health is real mode (poison or fear meter)

◦ Full FPS control, mouse movement, keyboard movement, joystick/controller

Avatars

◦ Game assets with dark textures

◦ Make models of non real items coming to life

◦ Cartoons or unreal avatar in context may be appropriate

◦ Specifically scripted animations to "scare"

◦ Avatars may be "killed"

Animations

◦ Avatars will be attracted to players, or may avoid them

◦ Attack animations

◦ Idle, "not startled" animations

Game Goals

◦ Keep Fear meter low

◦ Keep health/sanity high

◦ Attack/defeat "real" monsters

◦ Finish Maze and set lowest time

◦ Set high score, or stay alive longest

Environment

◦ Dark theme, dark textures

◦ Halloween

◦ Outside, night-time

◦ Very Large Space

◦ UNITY engine for versatility

◦ Audio easy to get

Trigger events

◦ Avatars sensitive to play position

◦ Players' "sanity" tied to time spent near hostiles

◦ Health bar empty = death / game over

◦ Actions due to FPS,