

# Game Proposal: Nowhere to Hide

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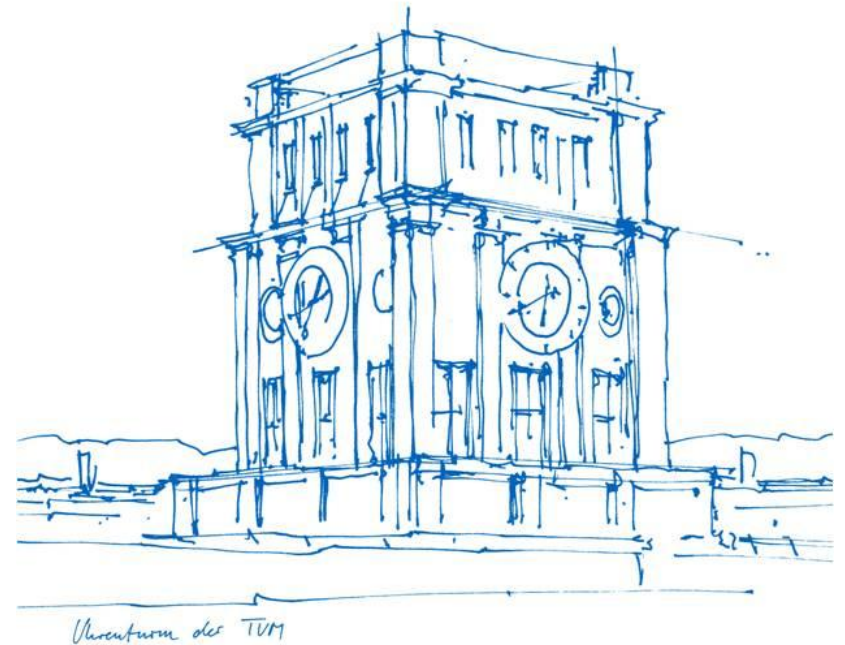
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# Structure

1. Definition of Slender Man
2. Game Description
  - a. General Idea
  - b. Gameplay
    - i. Running Phase
    - ii. Win and Lose
    - iii. Level generation
    - iv. Fighting Phase
3. Bullseye
4. Development Schedule

# Definition of Slender Man

- Originates from spooky tales and more recently horror games and media
- Tall entity wearing a black suit with unusual long limbs and tentacles
- Lacks any kind of facial features
- Often portrayed as sinister character that chases the heroes of the respective stories
- Often corrupts and overtakes other characters of the story



[https://slenderfortress.fandom.com/wiki/Classic\\_Slender\\_Man](https://slenderfortress.fandom.com/wiki/Classic_Slender_Man)

# Game Description: General Idea

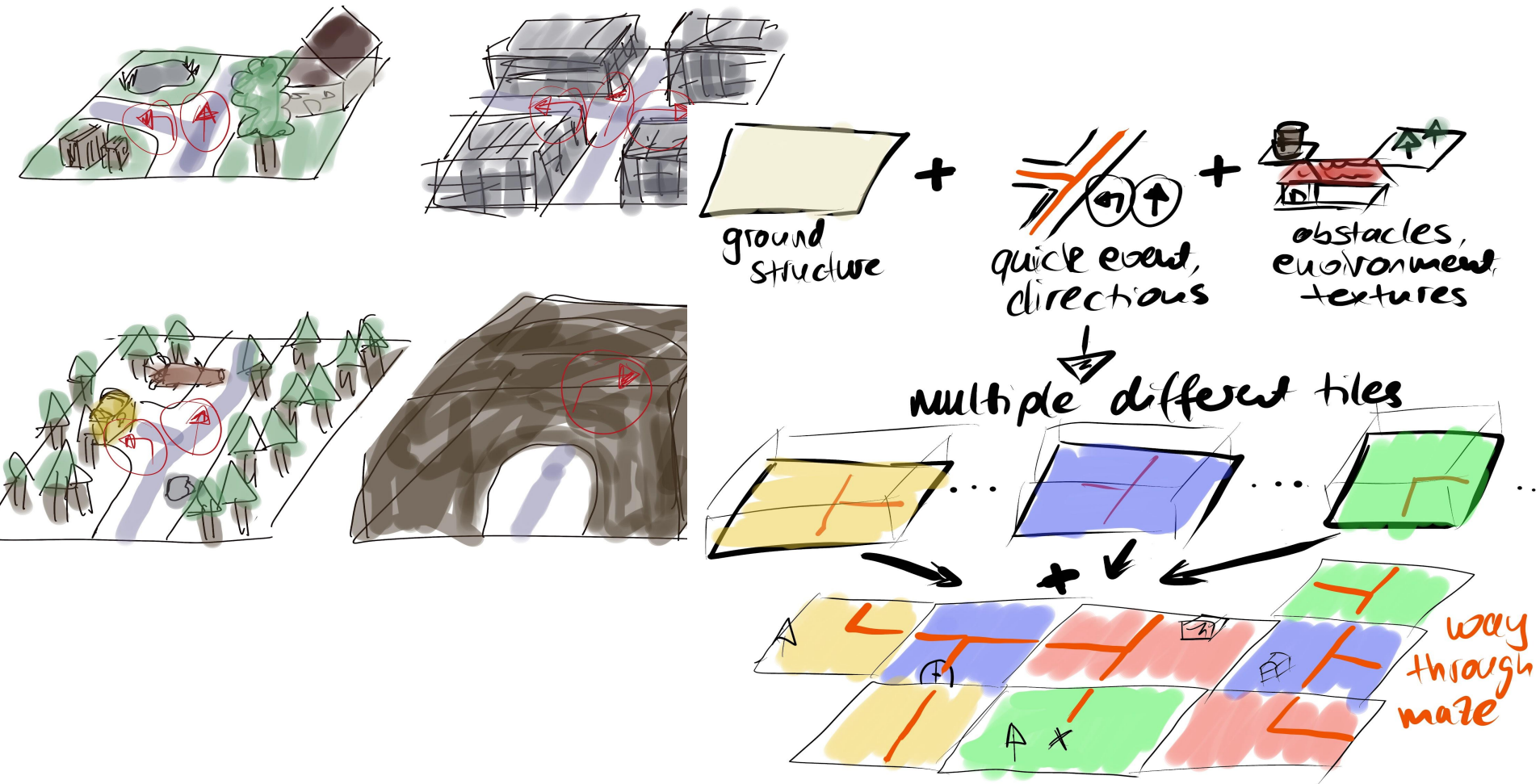
- Dungeon Runner
  - Player is chased by Slender Man
  - Unlock puzzles and secret passages while running through labyrinth
  - Fast paced but easy to understand gameplay: quick time events
  - Centered around achieving flow-state
  - Running and fighting phase
- Connections to Slender Man
  - Hunt, find letters
  - Sense of dread and immediate doom
  - Loneliness, Helplessness
  - Fighting corrupted minions

# Game Description: Running Phase Gameplay





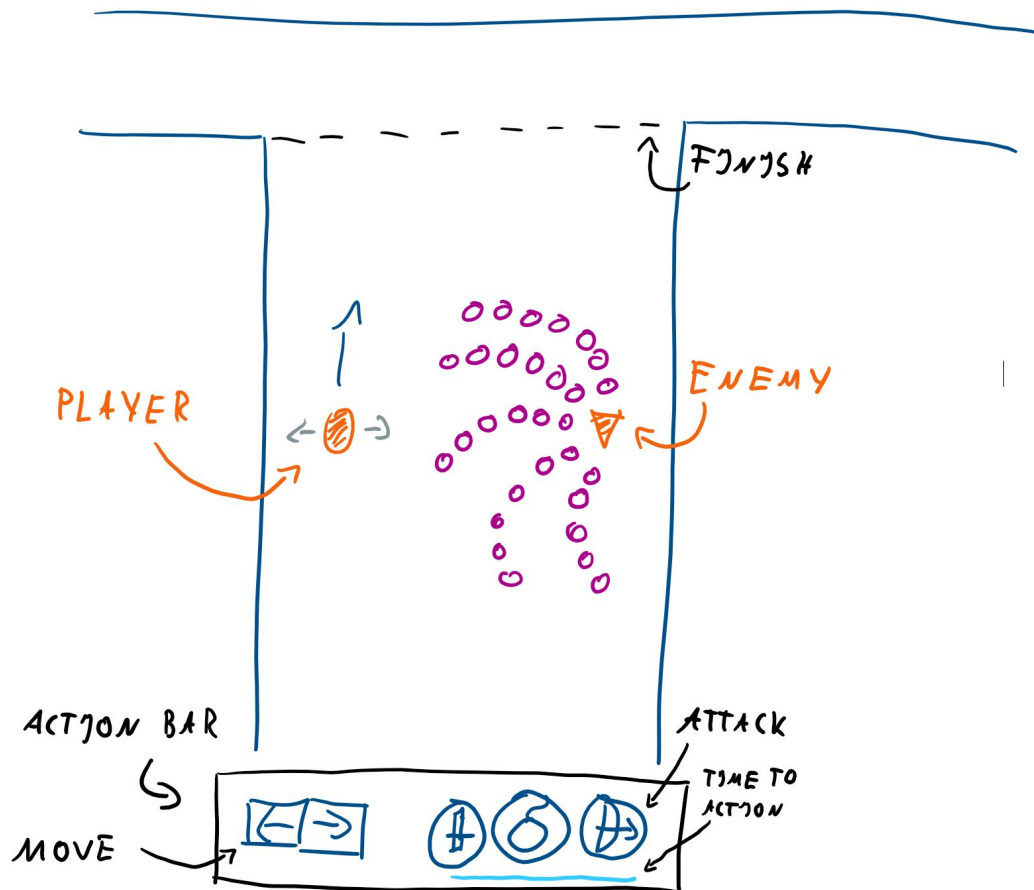
# Game Description: Generated Level



# Game Description: Win and lose state



# Game Description: High Target - Combat Phase





# Targets...

- **Functional Minimum:**

- Simple maze generation for single level/single difficulty
- Player movement, raw quick time event/running mechanic, win state, fail state

- **Low Target:**

- Advanced maze generation for multiple stages with increasing difficulty
- Additional items or skills

- **Desired Target:**

- Improved visuals (textures, animations, effects, GUI)
- Sounds

- **High Target:**

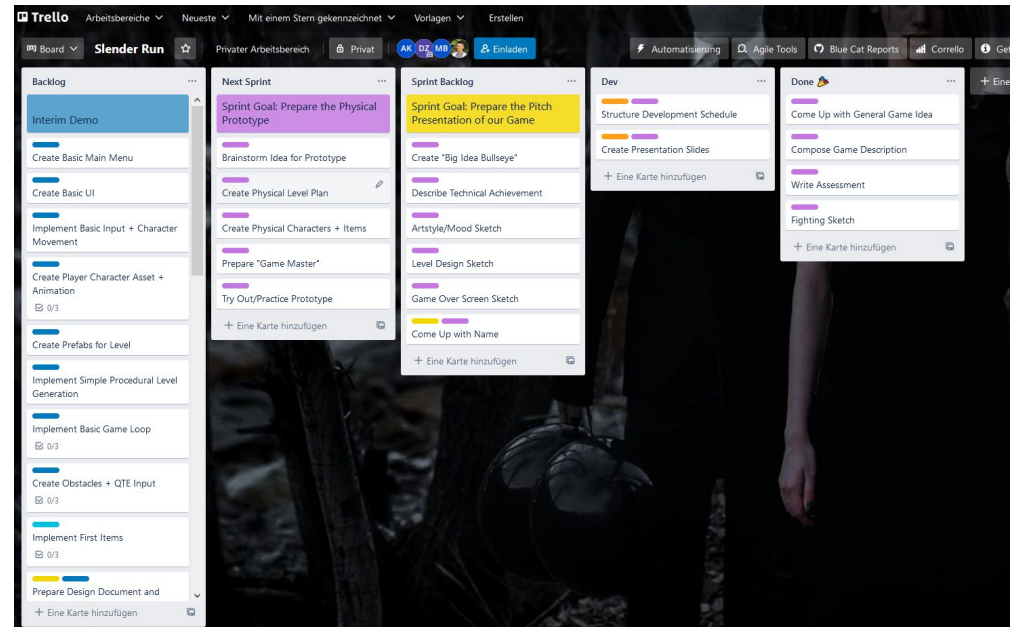
- Adding combat system

- **Extras:**

- Persistent power-ups/skills
- Additional input methods

- Trello Board for progress monitoring

- Scrum inspired



# Big-Idea Bullseye

