Alpha Release
Nowhere to Hide

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Structure

- 1) Targets revisited

- 2) State of project
  - ■ Procedural Generation
  - ■ Gameplay Elements
  - ■ Screenshots
  - ■ Demo

Targets - Achieved

- 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
  - ✓ Items and barricades

- Desired Target:
  - ✓ Improved visuals (textures, animations, effects, GUI)
 - ✓ Sounds
  - Inventory UI
  - Improvements to barricades and items: Custom animations etc.

- High Target:

- Extras:
  - Jumping/Dodging mechanism and dynamic obstacles
  - Mini Map
  - Persistent power-ups/skills

Procedural Generation

- Generated level has to contain loops, no dead ends.
- Idea: Use (Delaunay) triangulation that is orthogonalized
- High level description:
  - Multiple sections
  - Directional passages between sections (exit saved in one section, entrance in other section)
  - Which item is placed in which section
  - Spawn and final exit
- Sections are generated using triangulation method
- Sections are translated into instantiated tiles

Top-left panel (hand-drawn grid map):

EXIT

"ENTRANCE"   "EXIT"
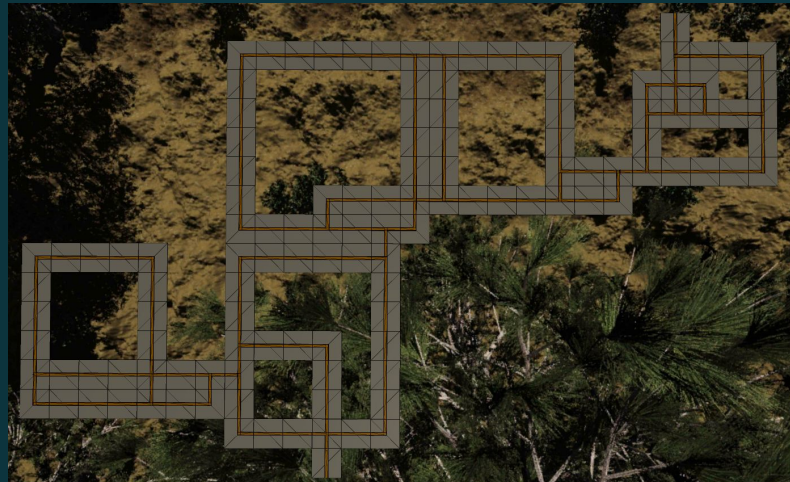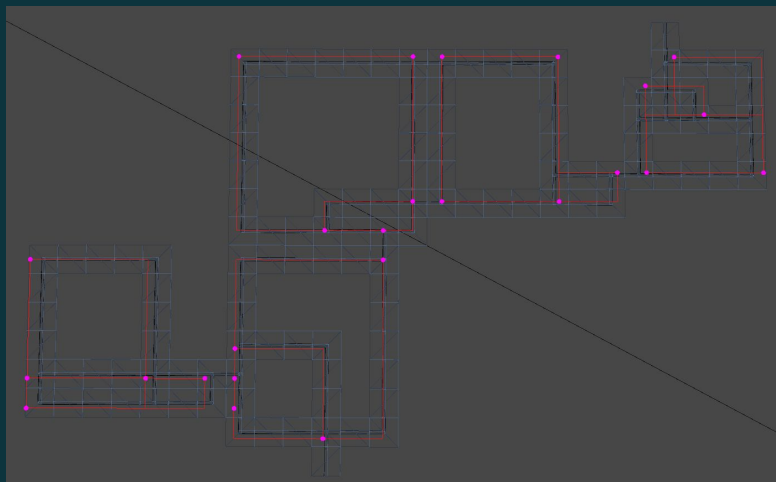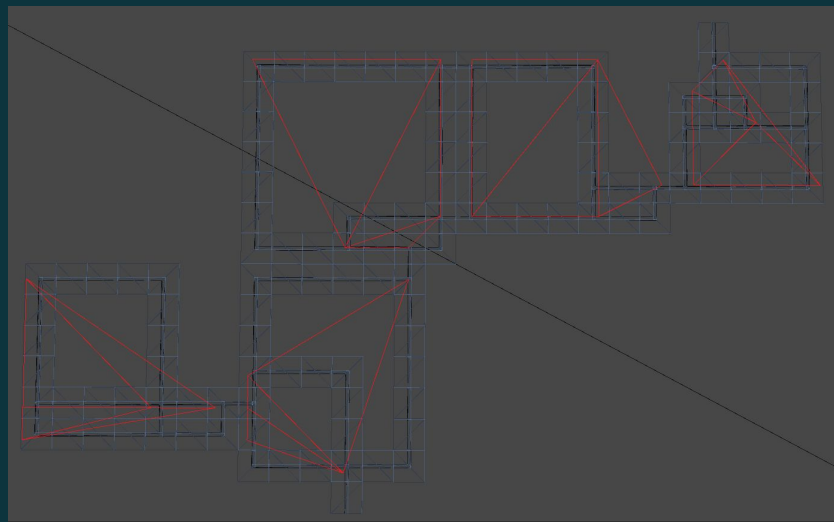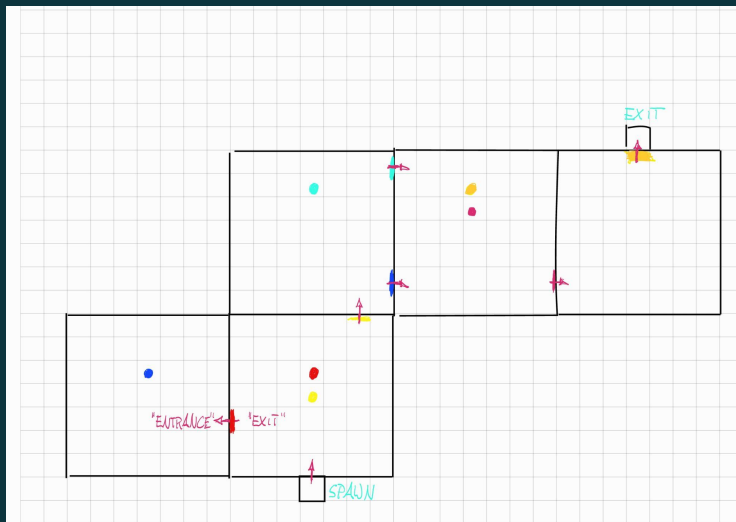
SPAWN

Gameplay Elements

- Obstacles:

  - Different obstacle prefabs
  - Spawn after level generation
  - Red outline shader

- Player:

  - Animation Controller
  - Visual Effects on different actions
  - Improved UI system to better show available actions and items

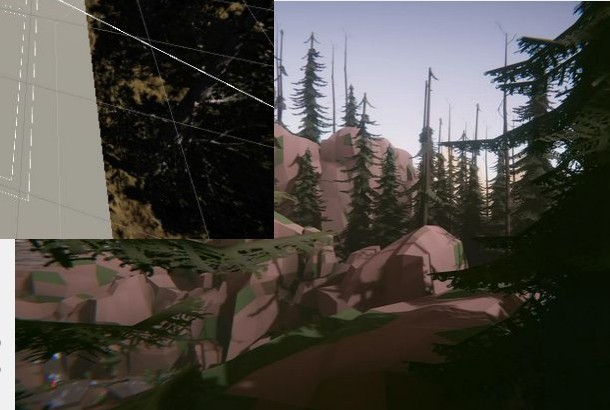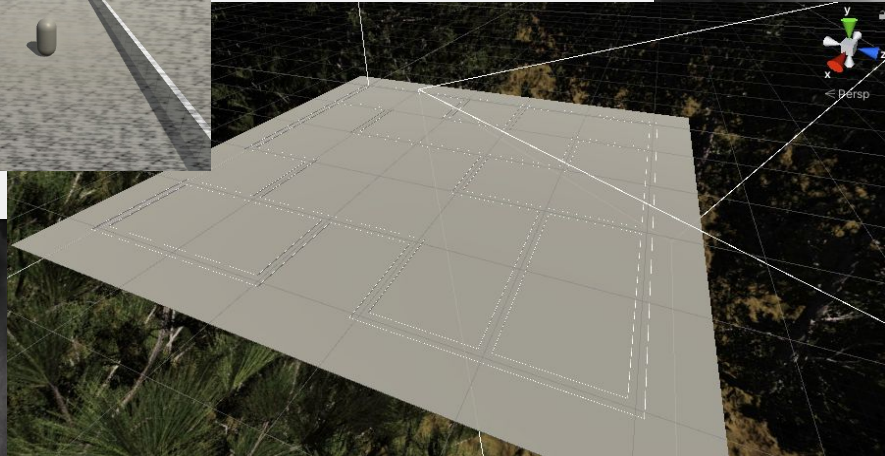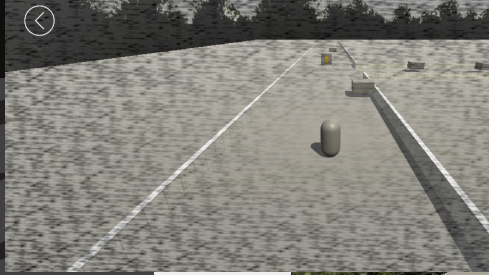# Gameplay Elements

- Items, Barricades:

- Slenderman:

- New assets for items and barricades with different states
- Visual effects on items

- Noise image
- Tentacle plane following player
- Increasing sound
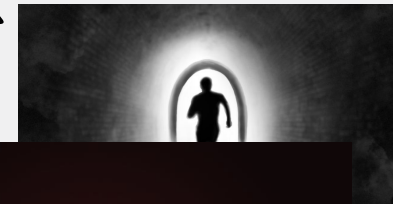- Distance to player changing through punishment

Previous Look

Current Look

Video/Demo