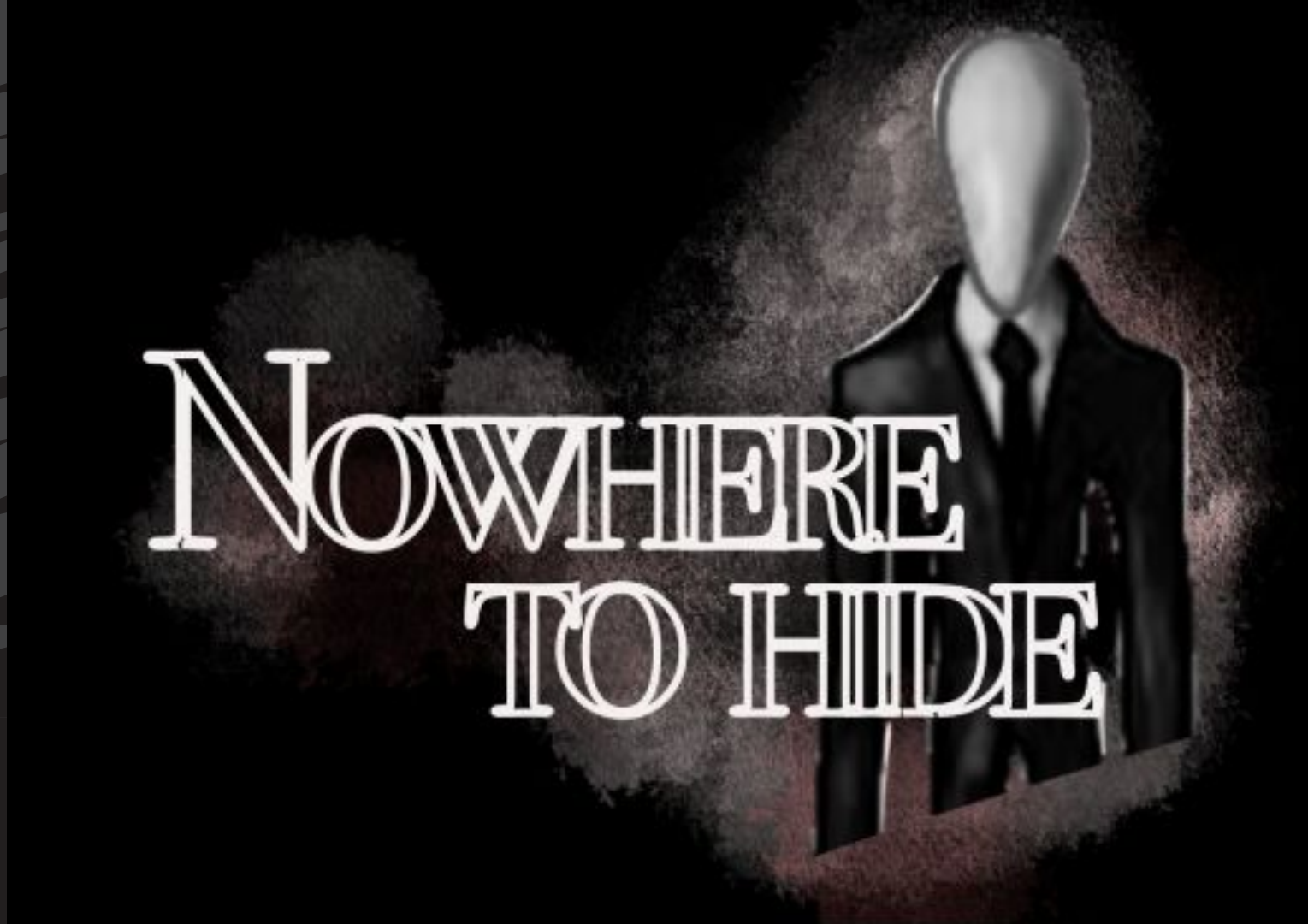
NOWHERE
TO HIDE

Final Release
Nowhere to Hide

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Targets - Game Design

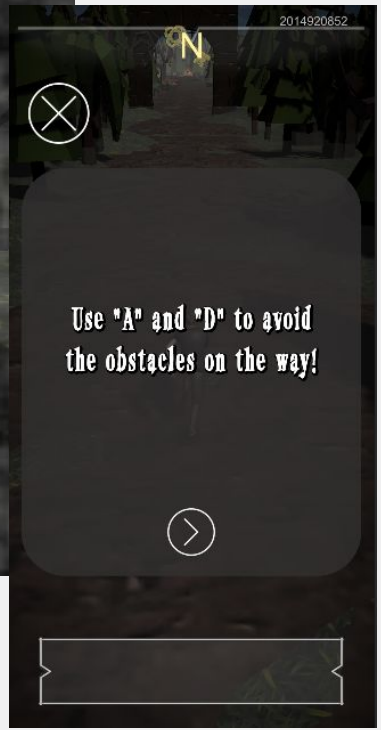
Desired

- Fast paced game, casual
- Multiple platforms
- Atmosphere
- Slenderman is constant threat
- Adjustable difficulty

Achieved

- Game: Player is rushing through labyrinth, with limited decision time for actions. Controls are fun and easy to learn.
- Support PC and mobile with different controls
- Suspense and threat, created by visual effects and sound. Visual effects give feedback and weight to the actions.
- Slenderman: Represent by distance to player, changing through punishment, distance shown by noise overlay and sound
- Difficulty: Obstacle density, player speed, labyrinth parameters

Targets - Game Design



Target - Technical Achievement

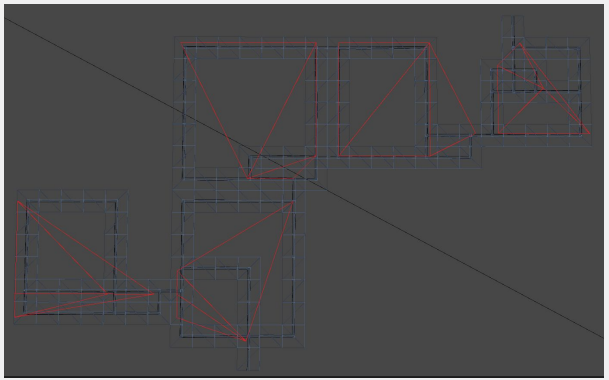
Desired

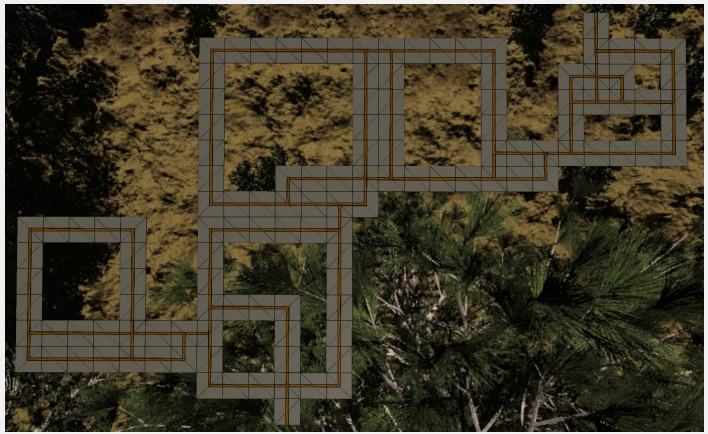
- Procedurally generated levels
- Tile occlusion

Achieved

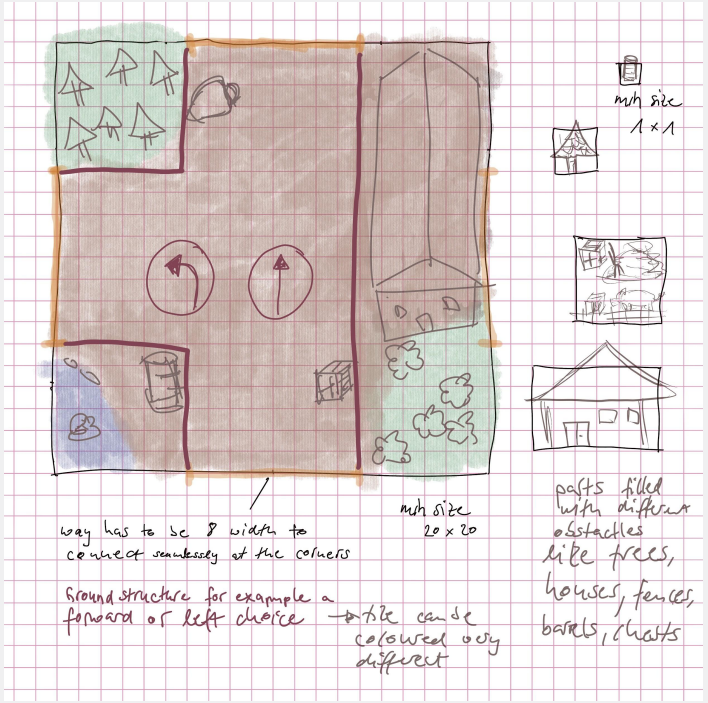
- Multiple Sections
- Generated using triangulation method
- Sections are translated into instantiated tiles
- Spawn items to cross section barricades

- Delaunay triangulation for occlusion -> just render visible tiles





Initial Prototype



Progression during development

- Similar to Prototype:
  - Collect items, evade obstacles, perform quick time events
- Compass:
  - Minimap replaced by Compass: Shows nearby items and barricades
- Items for barricades:
  - Items: Player has to pick them up to progress in section. No permanent boosts.
- Timed Swiping:
  - Sweet-Spot mechanic: Player can gain a boost
- Tutorial:
  - Replaced simple texts with dedicated tutorial level
- Scrapped:
  - Fighting mechanic

Game Elements

Video/Trailer