

# Interims results

## Nowhere to Hide

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# Structure

- 1) Game Idea
- 2) Targets
- 3) State of project

# Game Idea

- Core idea:

- Technical Achievement:



- Dungeon runner with fast paced decisions
- Unlock secret passages and gather items
- Evade obstacles
- Focus on flow
- Procedurally generated labyrinth
- Different sections divided by big obstacles
- Quick time events
- Slenderman chasing the player

# Prototype - Learnings

- Make the Slender Man move faster than player
- Limit decisions to better accommodate dodging
- Implement traps and hints
- Downscale fighting phase
- Came up with a potential algorithm for map generation
- Need of fog mechanism



# Targets - Revisit

- Functional Minimum:

- Low Target:

- Desired Target:

- High Target:

- Extras:

- Simple maze generation for single level/single difficulty
- Player movement, raw quick time event/running mechanic, win state, fail state
- Advanced maze generation for multiple stages with increasing difficulty
- Additional items or skills
- Improved visuals (textures, animations, effects, GUI)
- Sounds
- Adding combat system
- Persistent power-ups/skills
- Additional input methods

# 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
- ✓~~●~~ 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

# Player Input

- Movement:

- Quick time events:

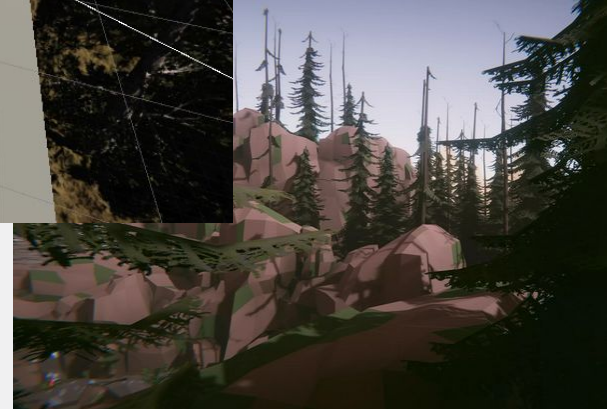
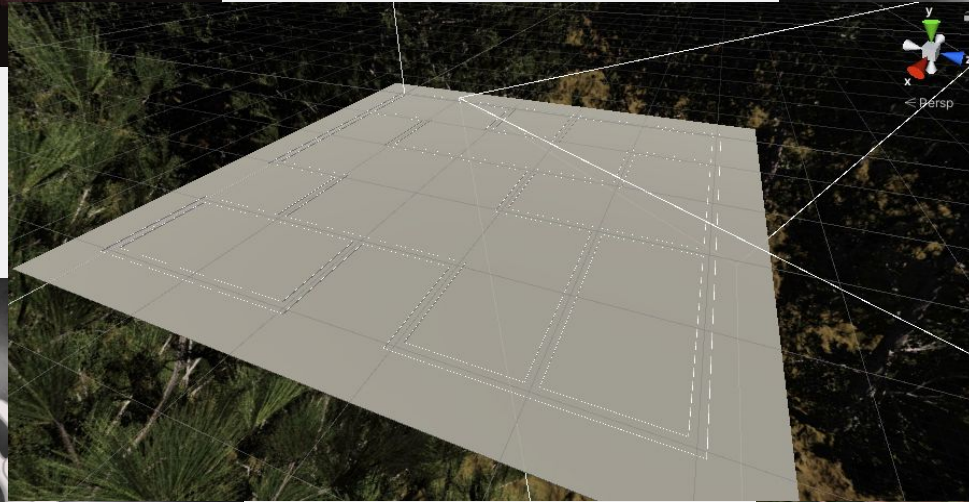
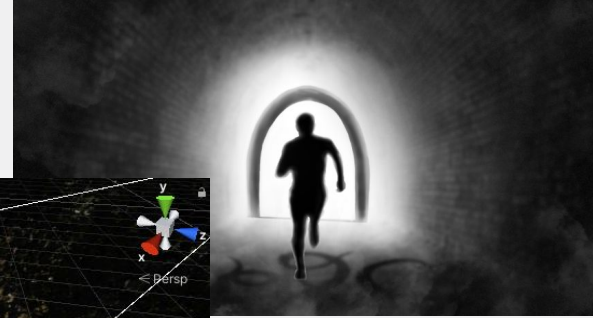
- New Unity Input System: Abstract Input for Mobile/ PC
- Mobile: Accelerometer to move player left/right to avoid obstacles
- Player is automatically moved forward
- Touch and Swipe Action to choose option
- Events are specifically managed for each tile
- Visitor pattern: Abstract implementation different of different types of events (take turn, item ...)

# Procedural Generation

- Tiles:
- Fog Mechanic:
- First ideas:
- Level Tiles generate on a grid
- Liang-Barsky clipping algorithm
- Frustum occlusion
- Prefabs + possible directions to go
- Spawn random obstacles per tile beforehand
- Focus on game managing and player input
- Slenderman punishment



# Current Look



Aim at low poly:

not in game footage

<https://assetstore.unity.com/packages/3d/environments/low-poly-free-vegetation-kit-176906>



# Video