

Scary game

Devices: Laptop, phone.

Phone device features: (Almost) all of them.

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Main

Setting:

60e Soviet Union, post apocalypse (nuclear powerplant explosion).

The player is a minimum wage powerplant worker, who get's send back into the building after a nuclear explosion by his boss, in search of "the energy cube".

In search of the energy cube the player discovers the monsters inside the powerplant, who have suffered the effects of the explosions in the worst way possible.

While trying to avoid these monsters and navigate the building, a story unfolds in the environment and the phone calls the players receive. Based on the decisions the player takes, one of these endings will take place.

1. **Bitter Sweet:** The player finds the energy cube and decides to destroy it, taking the himself down with it.
2. **Bad:** The player takes the cube with him and returns it to the boss. The cycle continues.
3. **Good:** By taking the right steps, the player can find a way to safely dispose the cube, and lives a happy life after.

Energy cube is a space stone, and a new possible form of energy. The nuclear powerplant was researching this energy, when they discovered it had the ability to mutate living organisms. The powerplant started researching and "using" this ability within the powerplant, mutating rats and other animals

Main Mechanics

- Monsters are **attracted to sounds**. The phone picks up noise the players make with the **microphone**, the monsters will be hunting them based on where they made the sounds.
- Players will get **phone calls** on their physical phone, which makes a lot of noise. Again, this attracts the monsters.
- To progress in the building, the player needs to unlock doors and rooms with a bunch of different tasks:
 - o Opening a valve (Gyroscope)
 - o Swiping a card (Gyroscope / Acceleration)
 - o Entering a keycode (Touch)
 - o Scanning QR code (Camera)

Effects of tasks

- Opening doors
- Enable/disable lights
- Startup computer
- Opening safe
- Disable steam (look into particle effects unity)

Minigames

- Laser timing game
- Parkour
- Simon says

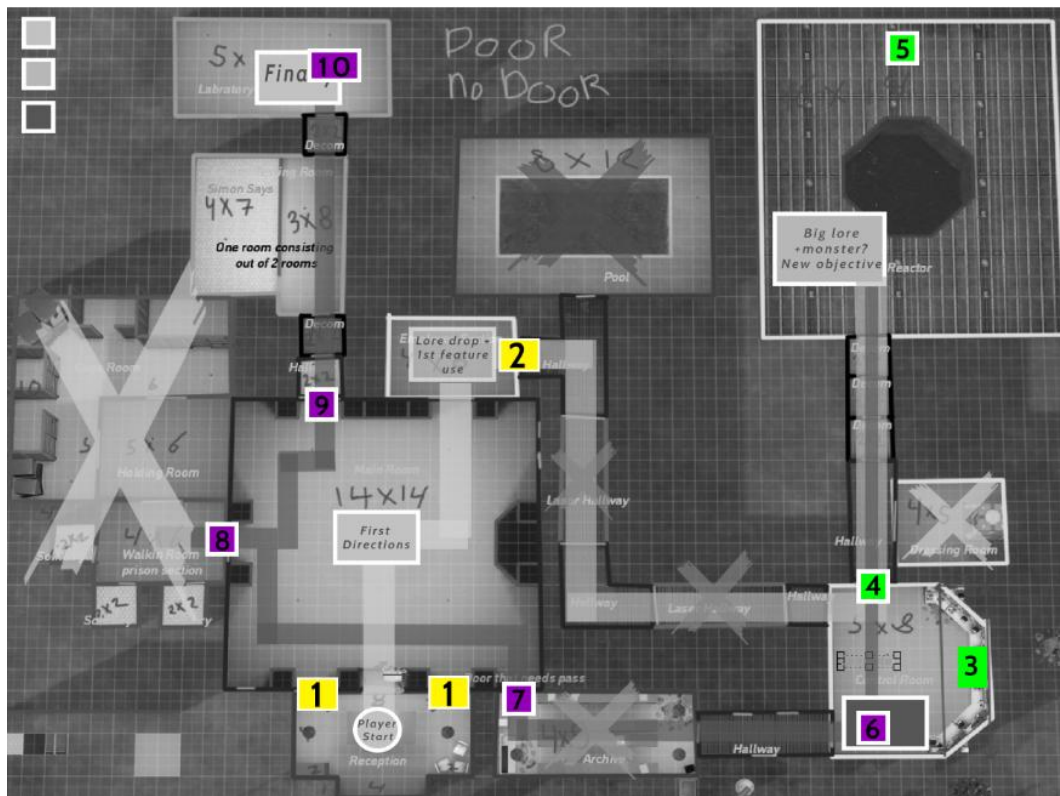
Possible mechanics for later implementation

- “Ducking” away when the monster is looking at you (Webcam)
- Befriending a creature who follows you and protects you
 - o Find the object in this room/picture by putting on your special glasses (Camera)
 - o Voice code (Voice)

Keno model



Map and locations



Act 1 1.



Keycode given by
Stephania

Act 1 2.



Pick up radiated
soda bottle ->
expolode the door

Act 2 3.



Pc hacking via
ball laberitnh
game, gain code
for safe

Act 2 4.



Keycode from safe
opens the door

Act 2 5.

Chance of objective,
find keycard

Act 3 6.



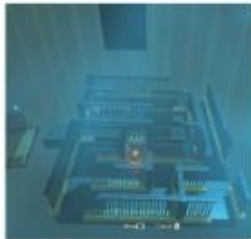
CEO takes over

Act 3 7.



Use keycard
gained in 5

Act 3 8.



EITHER hacking
minigame here,
or keycard in
prison

Act 3 10.



End of the game,
kill yourself with the item

UI Phone, functionality

- **Mechanics:**

- The player will be wearing a hazmat suit, meaning some of the UI can be on screen because it is “in their helmet”. Their vision is however obscured unless they take it off, taking away the UI. It also reduces the stamina.

Mobile device feature apps

Keycard swipe



An app that after a keycard is obtained (see act 2, assignment 4) opens to a digital keycard.

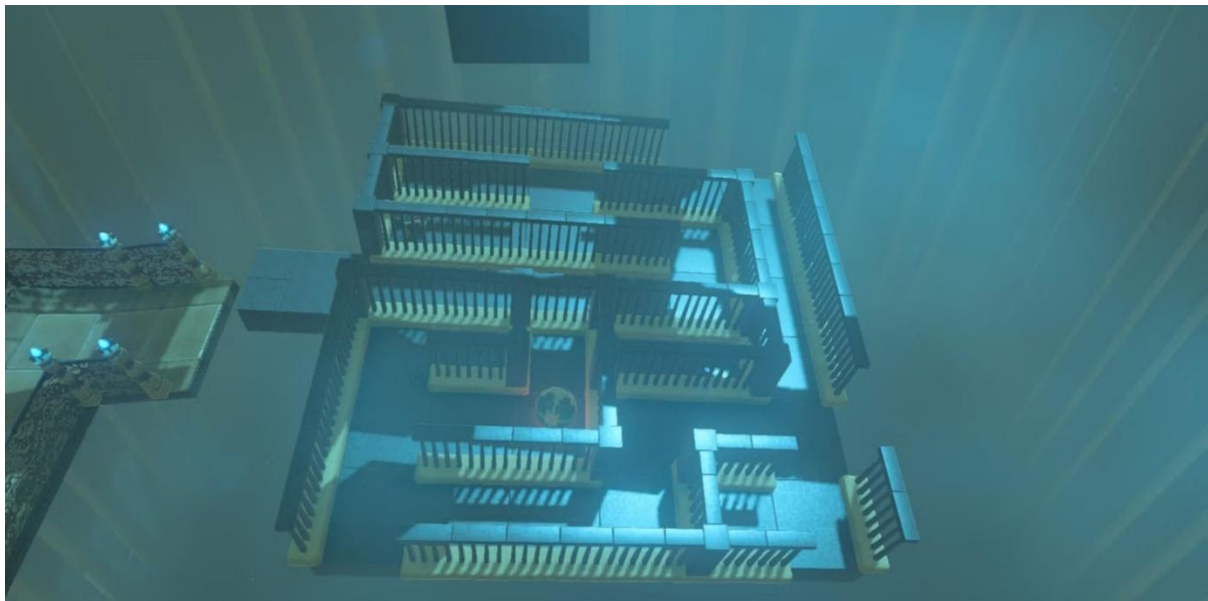
Function:

Player can *swipe the phone* (displaying the keycard) in any direction. If done with care the minigame is complete and the door will open.



The laptop will display the card scan of the door.

Gyroscope Hacking minigame



After “plugging” the phone into the computer in game, a mini game in analog style pops up on screen. In minigame the player will “hack” the computer by balancing a ball through a maze.

Function

Player *can use the gyroscope* in the phone to guide the ball through the maze. The maze and ball will be **on laptop**.

The phone will display a simple message of “hacking”.

Keycode



When player interacts with for example, an safe, a HUD instruction will say "enter keycode".

An app that opens a keypad on your phone and showcases the 3d asset of the locked item on the laptop (for example, the safe).

Function:

Player can enter the keycode on their phone, if correct the locked item opens.