# **Top-Down Horror Game: High Concept**

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# **High Concept**

The game is a top-down, 2D Horror game where the player plays as an unidentified man who is hunted by a single unknown enemy.

# **Gameplay**

The player must either kill the enemy or escape. The player is has a colt 1911 with 7 rounds of ammunition and a flashlight. The player never gets more ammo. The enemy spawns in a random part of the map: either behind the player or between the player and the exit. The enemy will hunt the player relentlessly until the player is dead or has won the game.

# **Experience**

Ideally this game would unsettle or scare the player without having to resort to “startle tactics.” The fear of the unknown would be the driving factor behind this game. The player would not be told initially that something was hunting them. Not knowing what or where the enemy is, but knowing it’s there will hopefully create the desired result.

# **The Player**

The player is extremely fragile in this game dying in only 1 hit. He has a flashlight, pistol, and is capable of sprinting. If the player runs out of ammo he will be forced to evade his opponent and try to escape.

# **The Enemy**

The Enemy Spawns at a random spawn point somewhere in the map and begins to stalk the player. The enemy dies in 1 hit and only uses melee weapons but can close distance rapidly. The Ai would need to follow a skirmishing behavior because a pitched battle would detract from the horror element of the game.

# **Environment**

The games environment would be dark and lonely. Ambient sound would play an important role in allowing the player to hear (or not hear) his opponent coming.

# **Potential Risks and Mitigations**

## Over scope

It may not be reasonable to create his game in only four weeks, even with the player’s limited abilities, one enemy type, and a single level.

### Mitigation

Create a list of all essential game elements; address the time needed to implement these features; determine if these features comprise a compelling game; and be willing to drop the concept for something more reasonable by Tuesday, October 9, 2012.

## AI Heavy

If the game is going to have only one enemy, that enemy needs to have character and present a real challenge to the player. Coding this logic could take more time than is reasonable give time constraints. If this AI were to fail the game would fall flat.

### Mitigation

Create AI system early; experiment with path finding immediately; and change concepts if results are unfavorable.

## ESRB Rating

Even without the depiction violence this game could potentially receive a Teen rating. The larger question here is: has there ever been a serious horror game with a rating lower than Teen?

### Mitigation

Do research and development on horror game ratings; talk with professors; and be prepared to switch concepts.

## Will It Be Fun?

Will the man vs. monster dynamic be enough to keep the player engaged for the entire game?

### Mitigation

Have an early working prototype, if this is not possible, drop the project.