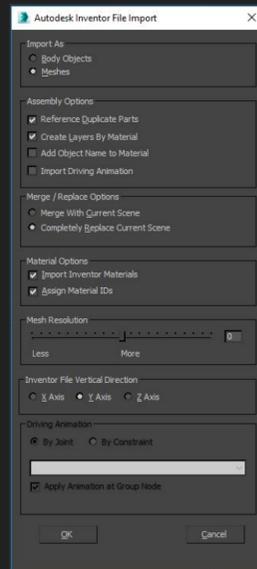
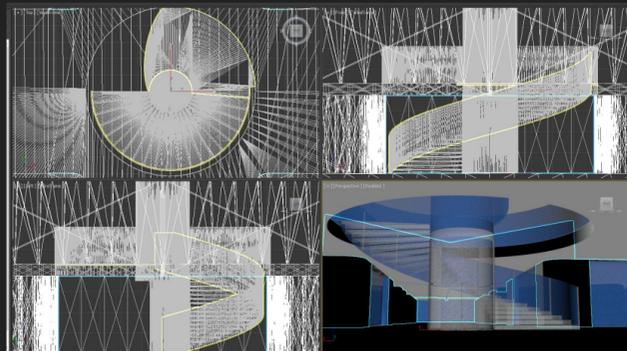


# PSYCHSCRAPER

## Models



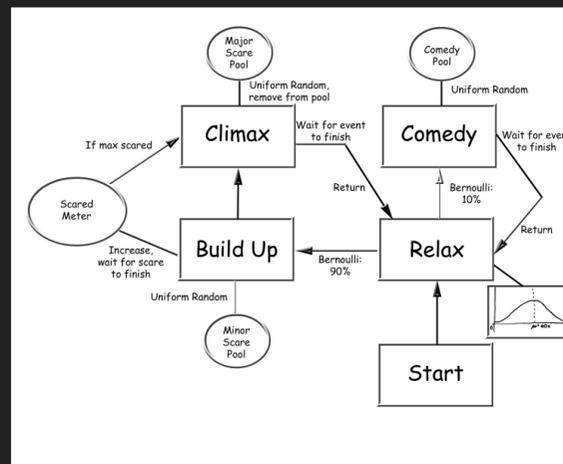
Depending on the resolution of the meshes, gameplay collisions during runtime can greatly alter the performance outcome of the game, even with high-end hardware specifications for the computer running the game. This led many times to the mesh resolution needing hand altering in 3DS Max and Visual Studio. This allowed for the custom made objects in the game to remain the same aesthetically, but to perform much better when applying a mesh collider to each of them.

## Sanity

The Sanity mechanic consists of a script, the Noise and Grain image effect, and the Fisheye image effect. The script uses the sanity variable to update values in the image effects. After the sanity variable reaches zero, the player controls are disabled and the death animation starts.

## AI Director

The AI Director decides what type of scare events should take place at the given time, based on past scare event types and the player's current anxiety level. Given the scare event type, the Director then chooses randomly from the pool of scare events of that type. The chosen scare event is instantiated and runs completely independently of the Director. Upon completion of the event, the scare event notifies the Director of its completion (thus the Director can then continue its algorithm) and destroys its corresponding object.



## Steve AI

Steve will wander around the level by moving towards waypoint game objects, by using a navmesh. If the player enters Steve's detection trigger, Steve will look at where the player entered the trigger. If one of Steve's vision ray casts hits the player, Steve will pursue them. Steve will chase the player until none of its vision ray casts hits the player in a time span of ten seconds.

## Lighting

Spotlights are the main source of lighting. A Point light gives area of vision around player. Ambient light affects the entirety of the levels.

