Typhon

A first person horror experience.

Object Interaction

To interact with objects (books, vases, doors, etc) we raycast from our player to see whats infront of you. When we receive that object, we can access any scripts we have for that object, like picking up a ball or opening a door.

Around the map you'll find special objects - beds, chests, and cabinets. We created custom animations to use these objects as hiding locations where you can be safe from the monster.
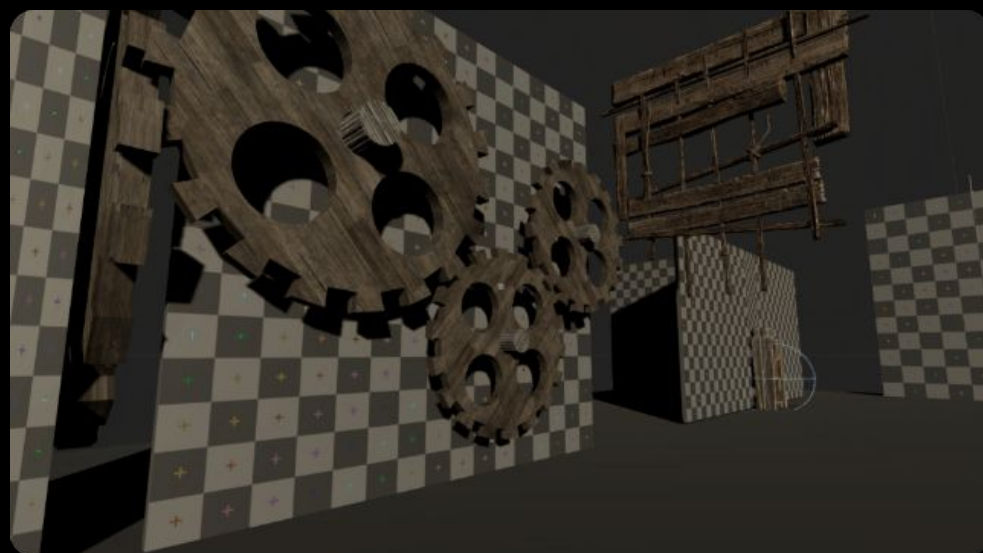

Puzzles

The puzzles have custom scripts and animations, and are mostly visually designed. That is, the player should be able to recognize and understand what they need to do in order to proceed in the level with minimal direction.
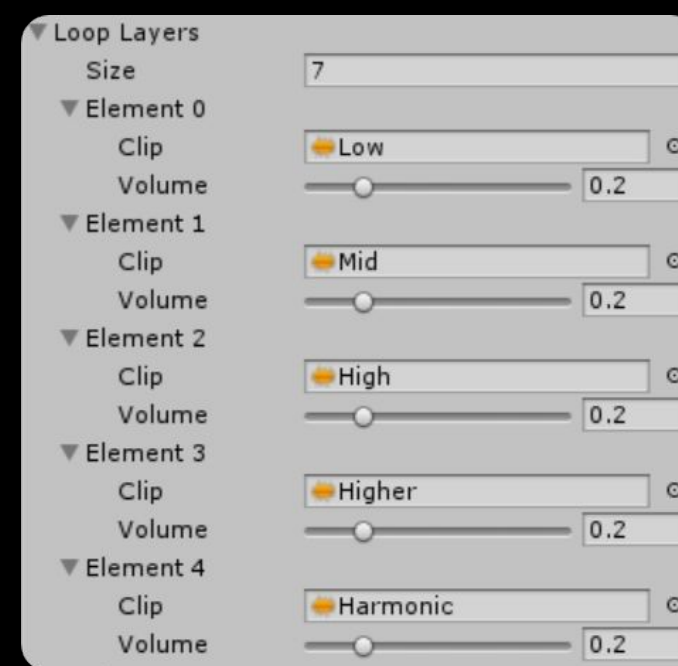

You'll encounter puzzles where you'll need to collect objects, others you'll need to interact in a certain order, and others you'll need to rotate in a certain way.

Intuitive puzzles are key to an engaging gameplay.
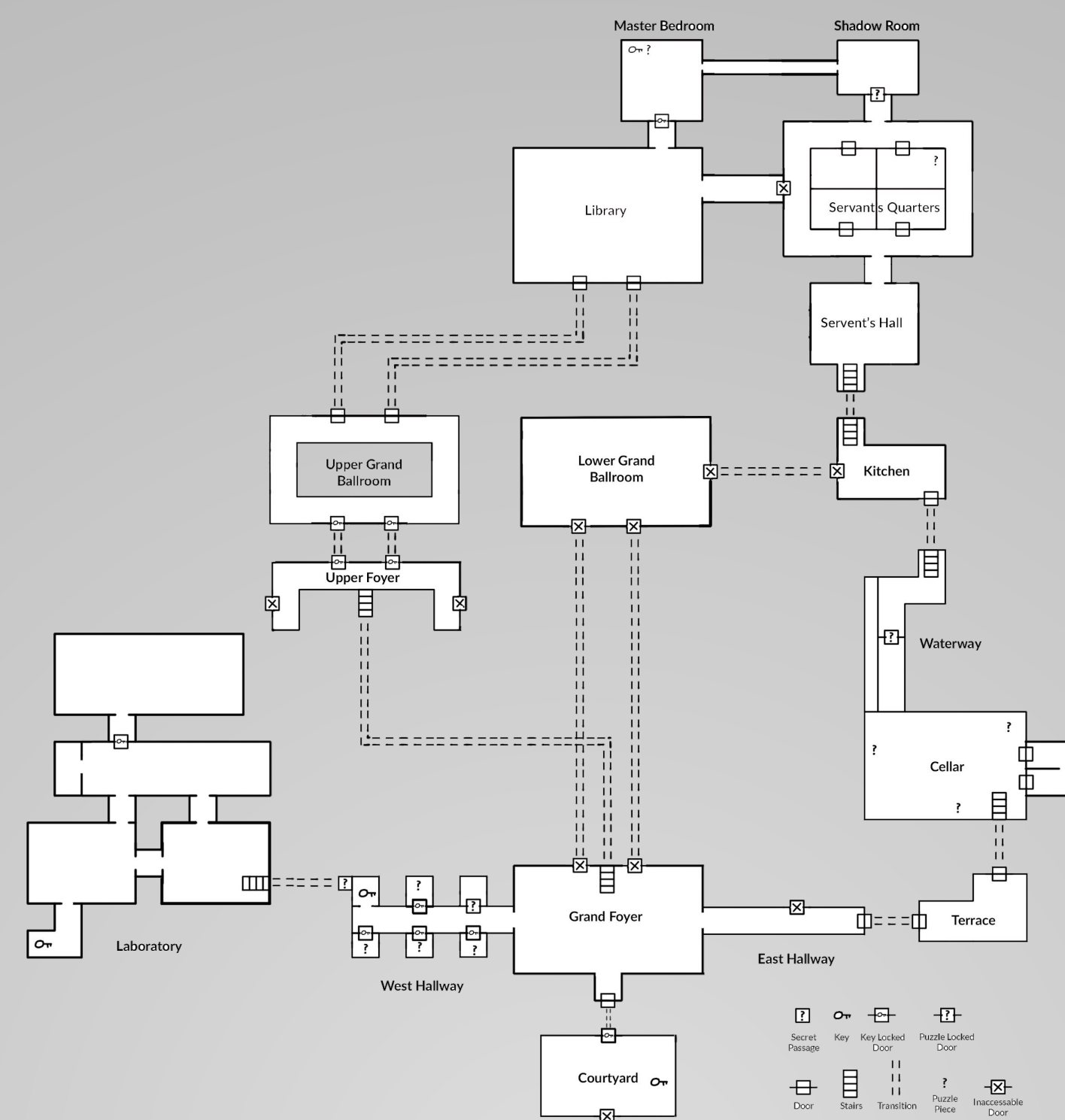
Sound

The music, made for this game, changes seamlessly based on events in the game.

We use loops that switch based on certain criteria, such as entering a new environment.

Voice lines are stored in the objects that trigger them. They can be triggered by walking through a collision box (useful for sharing the players 'thoughts') or by interacting with an object in any way.
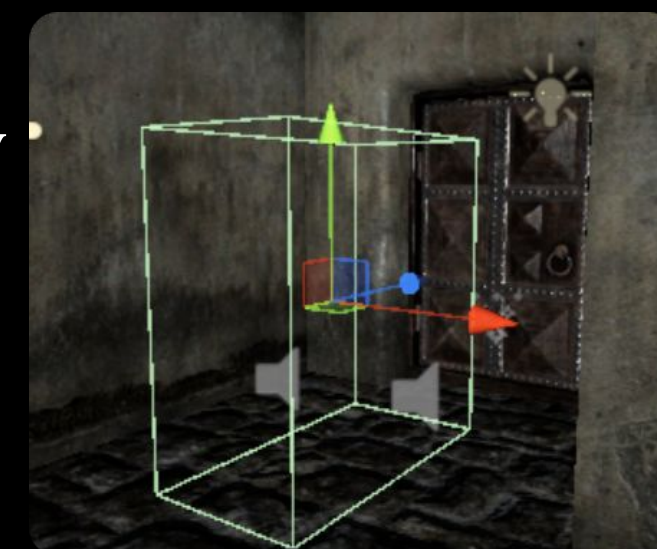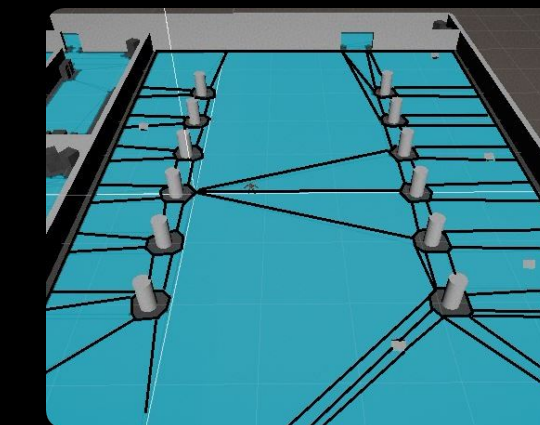
AI States

The Monster's AI has 5 states:

Idle - plays idle animation
Roam - Follows waypoints randomly
Chase - Follows player
Investigate - Moves towards sounds
Attack - Hits and kills the player
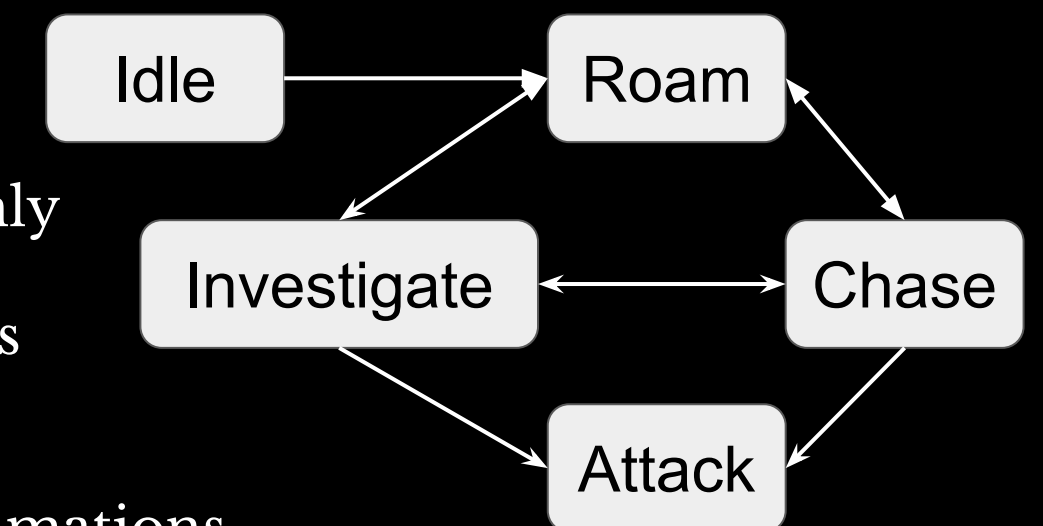
Each state also contains custom animations.


AI Movement

The AI uses a combination of a NavMesh and a system we developed to transverse the level. Unity turns the level into grids and we use a modified A* algorithm to find a path from the AI's current position to the current target waypoint.

AI Vision and Hearing

We use raycasting to find what is in the sightline of the monster. If he sees you, he will find a path to you.

For hearing, we create a sphere of 'noise' around the player. The monster will hear the players movements if the monster is within that sphere. The more noise the player creates, the larger the sphere becomes.
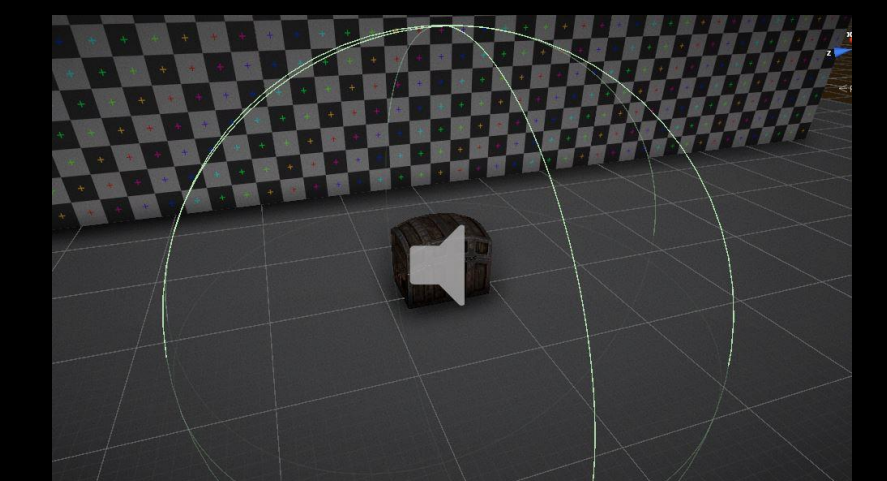
Each object also has a 'noise sphere' around it when we interact or throw it. If this happens where the monster can hear it, he will investigate.

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