# 5912 AD

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## INTRODUCTION

**Welcome to Arcturus Station. You were being transported when something went terribly wrong. Trapped with an intelligent monster and stranded in space with dwindling oxygen, you must escape or die trying.**

### Design
- First-Person horror game
- Simulate the fear of being hunted
- Learning and evolving monster

### Inspirations
- Alien Isolation
- Hello Neighbour
- Amnesia: The Dark Descent
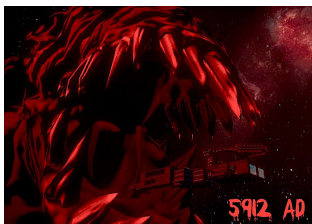


## Core Gameplay

### Complete Objectives
- Variety of tasks
- Solve the puzzle to escape!

### Hide
- Utilize the environment to hide
- The monster is fast and deadly
- Time limited by oxygen leaking

### Fight
- Limited weapons create tension
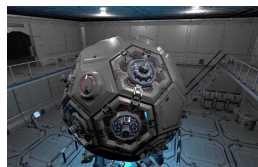- Utilize tools to distract or fight

**Monster Model**    **Player Weapon**



**Arcturus Station**



## Artificial Intelligence

### Behavior Tree
- Define monster's behavior easily
- Avoids FSM and state explosion
- Transitions handled by tree
- Scripting with PandaBT is simple
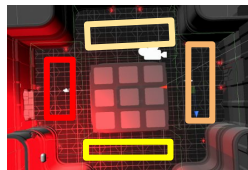
### Reacts to Environment
- Investigates sounds and explores
- Hides for ambushes
- Crawls in vents for fast travel

### Adapts
- Follows objective progress
- Disrupts player(s) dynamically
- Gathers data on player locations

### Heat Map
- Predefined level sections
- Increase heat if player seen
- Allows AI to focus its hunting



## Architecture

### Designer Friendly
- Built custom Unity extensions
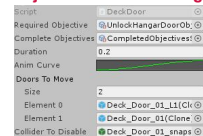- Created a drag/drop event system

### Interactables System
- Attach Interactable to any object
- Restrict interaction capability
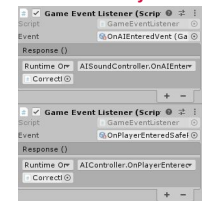- Easy to extend: Locked doors

### Objectives and Events
- Define event listeners in editor
- Objectives are simply data assets
- Designed for easy scalability

### Objective-Based Locking



### Game Event System



## Items and Tools

### PDA - Toggleable functions
- Goal and monster direction
- Guides without explicit path
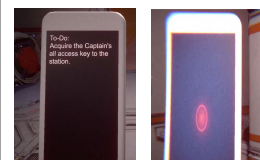
### Flashlight
- Illuminates the darkness

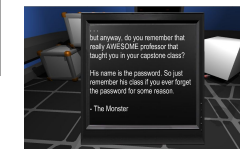### Data Tablets
- Contains hints and station lore

### Traps and Weapons
- Aide in escaping chases

### Personal Digital Assistant
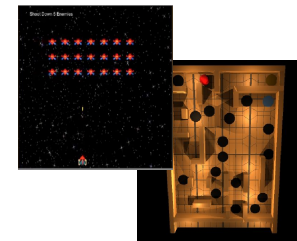


### Data Tablet



## Minigames

### Galaxian
- A Space Invader-like game
- Goal is to reach a number of kills

### Tilt Circuit
- Tilt the board to avoid holes
- Roll the ball to the goal



### Multiplayer
- Split screen
- 2 player objectives to reward cooperation