

Haunted Electrician

CSE 5912 Capstone: Game Design & Development

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Game overview:

Haunted Electrician is a horror themed electrical repair simulator, where the player takes on the role of an electrician contracted to repair all the electrical systems in manor that lost power. While the player works to repair the electrical system, they're relentlessly pursued by a monstrous creature that lurks within the manor, searching for them in the darkness, but averse to lights.

Gameplay:

Haunted Electrician is an atmospheric, single-player experience intended to immerse you into a spooky scenario, trapped inside a completely dark building while a hulking beast is out for your blood. The goal of the game is to ultimately escape the manor, & to do this you need to repair all of the electrical systems. Each electrical system repair is coupled to a puzzle that you will need to solve, or an interaction where you will require the right item to proceed. The player has a sanity level that depletes while in darkness & getting hit by the monster, but replenishes when they stand in well lit areas; managing your sanity is key to your survival in the manor, as it can also repel the monster from your location. Along the way, you will also come across several story-rich notes & diaries of various characters having occupied the manor before your arrival, these texts enrich the level/world you play in by making it feel more "lived-in", while also providing context clues as to the origin of the power outage & the monster.

Inspiration:

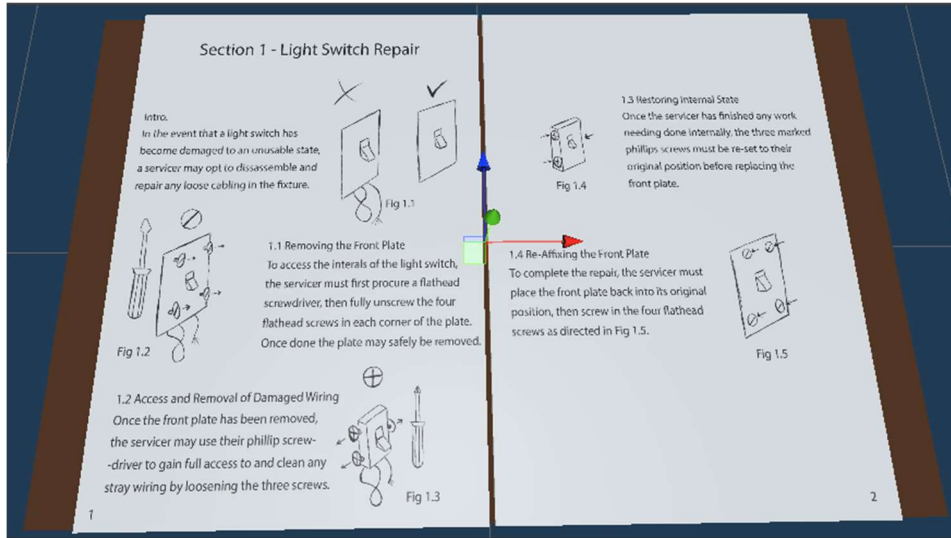
Haunted Electrician was inspired by a handful of horror games, most prominently Viscera Cleanup Detail (RuneStorm), PT (Kojima) & the Amnesia Series (Frictional Games). Some ideas & specific points of interest from these games were the overall ambience when it came to the soundtrack & dynamic events that occurred while playing in both PT & Amnesia. We wound up developing a secondary AI to the enemy that serves as a kind of director, orchestrating "haunting events" as the player moves through the level to catch them off-guard & unsettle them, keeping the tension high & the player on edge. While from Viscera Cleanup Detail, we drew the idea of just some normal person being placed into a supernatural setting to perform what would otherwise be considered mundane handiwork.

Control Scheme:

Command	Binding
Movement	WASD keys
Fast Walk	Shift (hold)
Interact	E
Camera	Mouse movement
Pause	Escape
Toggle flashlight brightness	M2 (right click)
Zoom / Flashlight stun mode	M3 (if the flashlight is in bright mode, it enters stun mode)
Service Manual	J
Cycle held item / manual pages	Z (left) – C (right)
Hide / unhide UI	Tab
Reload flashlight	R (with battery in hand)
Crouch	Left Ctrl
Screw/unscrew	Mouse wheel up/down
Debug menu	Tilde '~'
Menu interaction	M1 (left click UI buttons)

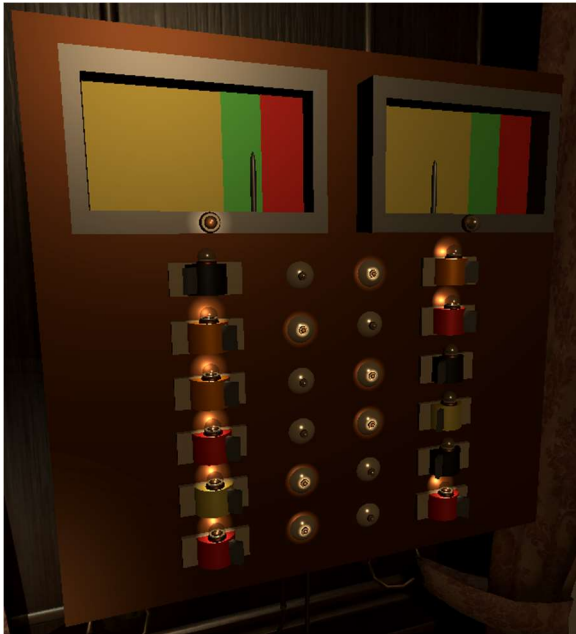
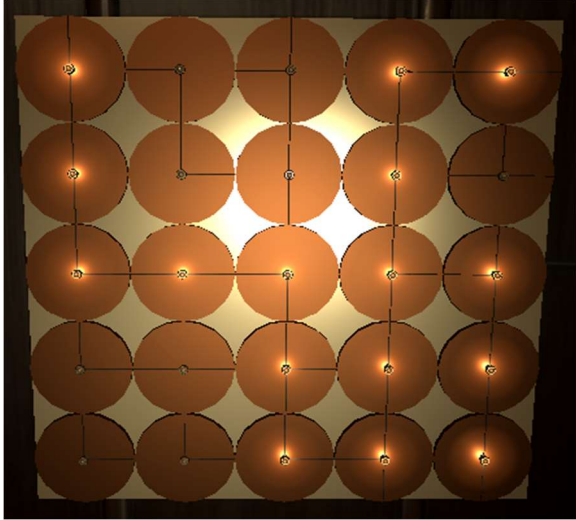
Service Manual:

Featuring illustrations by Mark Maher, the service manual is the player's guide to fixing all appliances in the manor. It features an in-depth explanation of every step necessary to repair each type of appliance found in the manor.



Puzzles:

There are a handful of different kinds of puzzles placed throughout the manor. These puzzles include power routing puzzles, where the goal is to direct power across an entire circuit by routing it with rotatable wire tiles. There are also power balancing puzzles, where you need to flip breaker switches & distribute power across two gauges until they reach operational levels (green on both sides). In addition, there are fuse boxes that require you to replace missing fuses by finding them nearby & placing them into the apparatus. There are other things to interact with such as light switch repairs where you unscrew the panels & interior components to reset the internal wiring, & fixing snapped cables by affixing a new cable to the break & coupling it to the circuit with heat from your lighter.



Immersive Environment:

Thorough & in-depth level design intent on distilling a sense of dread & overall unease. Haunting events placed throughout the entire manor for director assisted horror sequences such as lightning strikes, breathing in ear, stomping around in distant rooms, creaking doors, ghastly apparitions & more.





Enemy AI:

While the player goes throughout the manor, they will not be alone as there is also an enemy AI present within a manor. The enemy will continuously patrol throughout the halls of the manor looking for the player. Once the enemy finds the player it will chase them down and attack them till they lose all their sanity. Though the player isn't completely defenseless against them, with their flashlight on bright mode the player is able to zoom to set the flashlight to high-beam mode. The high-beam flashlight is able to stun the enemy for a duration of seconds giving the player time to run away from the enemy's line of sight or to escape into one of the rooms of the manor where the enemy will be unable to reach them.

