

Forsaken

Robert Feeney, Steffan Pease, Nicole Shaddock, Ting-Chun Sun, Tony Xu

Forsaken

- Trapped in an old asylum, need to find some way out
- The asylum itself is trying to trap you
- Chased by a creepy little girl

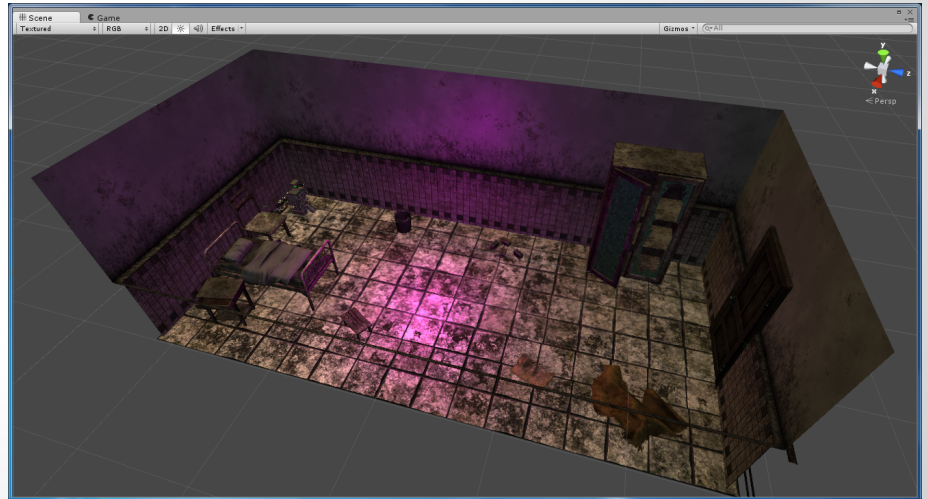


Timebox 6

- Unique CB's room
- Syringe drugged effect
- Intro sequence, rough ending sequence
- Marked rooms (Security, Storage, etc.)
- “Dummy” interactables and clutter
- CB Echolocation & Sound Mechanics

CB's Room

- Unique than other bedrooms
- Pinky and Girly(?)
- Doll house



Drugged Effect

- Cutsence when injection
- Dizzy and tripping
- Last 30 seconds



Note: Real drugs can have altered effects from the ones depicted in Forsaken.

Team Serambiguous does not condone the act of drug use unless prescribed by a licensed medical practitioner.

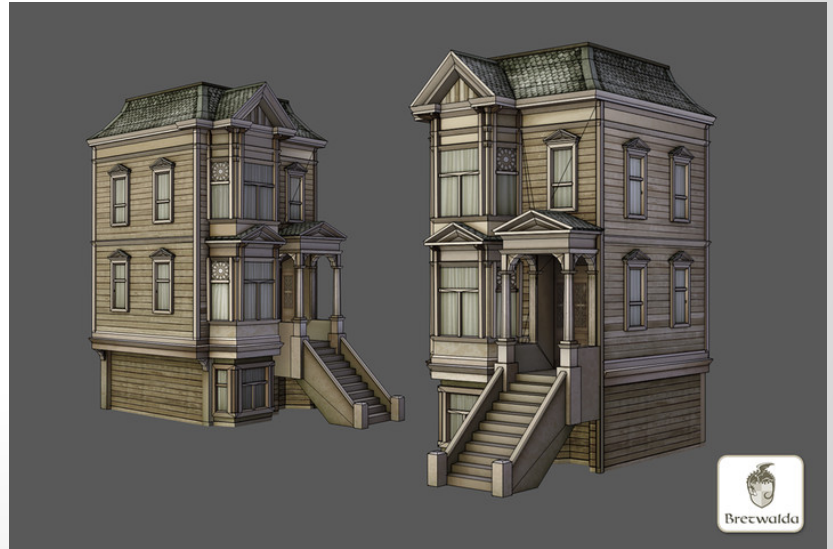
Intro Sequence

- Inspired by P.T. Demo
- Waking up camera animation
- No context given to player
- Clueless = Helpless
- “What am I doing here?”



Ending Sequence

- Roughly done
- Needed to make a cutscene
- Asylum = Doll house?
- “Do I really make it?”



Marked Rooms

- Label rooms to avoid confusion
- Decreases the chance that the player will get hopelessly lost and frustrated
- “Office or Dining Room?”
 - Distinguishes between ambiguous rooms
 - Adds clarity to the asylum architecture
- Loops are slightly easier to notice

Dummy Interactables

- The player can now interact with props that are not important to the story
- “Will I need this?”
 - Dummy props can act as a red herring
 - Gives the player something to think about
 - Adds player stress
- Additional features?

Clutter

- Fill rooms with dummy props
- Environment becomes more interactable

Alerted State (CB AI)

- Past CB had two states:
 - a. Patrol state (player not in sight)
 - Slow movement speed
 - Random destination
 - b. Chase state (player in sight)
 - Fast movement speed
 - Destination = player location
- New state:
 - c. Alerted State
 - Player not in sight
 - Medium-fast movement speed
 - Predetermined destination

“Sound” Mechanics (Thrown Props)

- Certain props can now be thrown
- CB can potentially “hear” thrown props
- Not related to Unity’s audio components
- “Heard?” determined in OnCollision()
 - Calculate distance between CB and collision point
 - If distance < hearing threshold, alert CB
 - Alerted-state CB will head towards the collision point

Demo!

Goals for Final Demo

- Finalize ending cutscene
- Darken drugged effect
- Subquest- CB steals diesel from you
- Polish and Playtest

Questions?