



Game Design Document (GDD) for Eclipse of Fear:

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Summary:

A survival horror where you must submit leave forms in a haunted college campus at midnight before you can go home.

"Eclipse of Fear" is a short first-person survival horror game set in a college campus after midnight. The player takes on the role of a student who forgot to submit three mandatory leave forms before the holidays and now must wander through a dark and unsettling academic block to finish the task.

What begins as a relatable student struggle quickly turns into a night of dread. With the campus nearly empty, strange presences lurk in the shadows. The player must gather the leave forms, find keys, and search for a flashlight and weapon while staying alive. The game blends everyday



college anxiety with supernatural horror, turning paperwork into a fight for survival.

Game References: The Last of Us Part I, Resident Evil 4 and Dead Space





Core:

1. Game Title: *Eclipse of Fear*

2. Game Genre: Survival Horror, First-Person

3. Platform(s): Primary – PC (Keyboard/Mouse + Gamepad support)

4. Software Used:

- **Game Engine:** Unreal Engine 5
- **3D Modeling:** Blender (for props and environment assets)
- **Assets:** Additional models and textures sourced from Fab and free marketplaces

5. Core Gameplay Mechanics:

- **Player Character:**
 - The player controls a college student who must survive the night and complete the task of submitting leave forms.
 - The character has no special powers — survival depends on finding and using items like the flashlight, gun, and keys.
 - Inner thoughts act as both narrative storytelling and a subtle tutorial system, guiding the player step by step.
- **Exploration:**

- Players explore dark hallways, classrooms, and offices inside the academic block.
- Locked doors require keys, forcing the player to search carefully and revisit certain areas.
- A guiding light helps direct the player's path without breaking immersion.

- **Items & Collectibles:**

- **Leave forms:** Three leave forms must be collected and placed at the desks of the Chief Mentor, HOD, and Director.
- **Flashlight:** Provides visibility in dark areas. Essential for navigation but does not affect enemies.
- **Gun:** A basic weapon used for defense. Ammo is limited, creating resource tension.
- **Keys:** HOD and Director's room keys are required to unlock those specific areas.

- **Enemies:**

- **The Boss (The Eclipse):** The main enemy that stalks the player through the campus. Its presence forces constant tension and avoidance.
- **Minions:** Spawn in four distinct waves, each increasing in difficulty with different properties:
 - **Wave 1:** Lower damage, slower walk speed.
 - **Wave 2:** Moderate damage, increased walk speed.
 - **Wave 3:** High damage, faster pursuit.
 - **Wave 4:** Strongest wave with maximum damage and speed, creating peak difficulty.

- **Combat & Survival:**

- Players can kill enemies using the gun, but with limited ammo they must decide whether to fight or evade.
- Direct confrontation is risky, making stealth and careful movement often the better choice.

- Enemy AI patrols and chases the player upon detection, keeping encounters tense and unpredictable.
- **Narrative Guidance:**
 - The student frequently talks to themselves, adding immersion and explaining objectives.
 - Example: hinting at where to find the flashlight, or reflecting on the eerie emptiness of the campus.
 - This blends narrative with tutorial design, teaching mechanics naturally without explicit pop-ups.
- **Level Design & Progression:**
 - The game takes place in a single interconnected campus environment.
 - Progression is tied to collecting items and completing objectives in sequence.
 - Each placed leave form brings the player closer to escaping, while simultaneously escalating danger through stronger minion waves.
 - The final goal is to return to the hostel room after all tasks are complete.

6. Story & Narrative:

- **Premise:**
 - A college student forgets to submit mandatory leave forms to the Chief Mentor, HOD, and Director. Without these forms, they cannot officially leave for home the next morning. What should have been a simple late-night task becomes a nightmare when the campus reveals its haunted side. The player must gather the leave forms, find keys, and survive against supernatural forces until they can finally escape back to their hostel room.
- **Setting:**
 - **Starting Location:** The game begins inside the academic block of a college campus at 11 PM. The environment is dimly lit, with empty hallways, locked offices, and eerie silence.
 - **Environmental Change:** As the player progresses, tension increases. The guiding light grows stronger to help orientation, but the danger

escalates with each leave form placed. Minions spawn in stronger waves, and the threat of the boss becomes more present, making the campus feel increasingly hostile.

- **Final Encounter:**

- The climax occurs after the player has placed all leave forms. At this point, enemies are at their most aggressive, with the final wave of minions posing maximum danger. Survival depends on resource management and focus. Once the player reaches their hostel room, the game concludes.

7. Characters:

- **Main Character (The Student):**

- A college student who simply wants to leave for home but is trapped by their own mistake of forgetting the leave forms. They are untrained and vulnerable, relying on found tools like a flashlight and gun to survive. Their inner dialogue reflects fear, determination, and occasional humor.

- **The Boss (The Eclipse):**

- A relentless ghostly entity that represents the ultimate threat. The boss patrols the campus and creates constant pressure. Unlike the minions, the boss is tougher to avoid and symbolizes the inevitability of danger.

- **The Minions:**

- Supernatural entities that spawn in four escalating waves. Each wave increases in difficulty with changes in speed and damage, forcing the player to adapt their strategy. The minions serve to wear down the player and amplify the tension as objectives are completed.

8. Enemies:

- **The Boss (The Eclipse):**

- A tall, ghostly entity that stalks the player across the academic block.
- Stronger and more persistent than other enemies, forcing players to stay cautious and plan their movements.
- Its presence builds tension throughout the game, creating a sense of dread whenever it draws near.



- **Minions (Wave 1):**

- Basic ghostly form with low damage and slow walk speed.
- It serves as the player's first real enemy encounter and teaches them basic combat and how to survive.
- Requires 2 bullets to kill it



- **Minions (Wave 2):**

- Stronger than the first wave, dealing moderate damage with increased walk speed.
- Forces the player to balance avoidance with resource management as tension rises.
- Requires 2 bullets to kill it



- **Minions (Wave 3):**

- High-damage enemies with faster movement, becoming a serious threat in narrow hallways.
- Pushes the player to use limited ammo strategically or rely on careful navigation.
- Requires 2 bullets to kill it

- **Minions (Wave 4):**

- The final and most dangerous wave, with maximum damage output and the highest speed.
- Represents peak difficulty, testing everything the player has learned before the end.

- Requires 4 bullets to kill it



9. Weapons:

- **Student's Weapons:**

- **Flashlight:** Not a weapon, but essential for survival. Used to light dark areas and guide the player through the campus.
- **Handgun:** The primary weapon available to the player. Effective against minions and the boss but limited by scarce ammunition. Encourages careful aim and decision-making.



- **Enemy Weapons:**

- **Boss (The Eclipse):** Does not use a traditional weapon. Its power comes from supernatural attacks that deal heavy damage when the player is caught.
- **Minions:** Each wave grows more dangerous, with their “weapon” essentially being their contact damage.
 - **Wave 1:** Low damage on hit, easily avoidable.
 - **Wave 2:** Moderate damage, faster approach makes them harder to dodge.
 - **Wave 3:** High damage, aggressive chase behavior.
 - **Wave 4:** Maximum damage and speed, the most dangerous threat in the game.



10. Art & Aesthetics:

- **Visual Style:**
 - A dark and realistic survival horror style, designed to capture the feeling of being alone in an empty campus at midnight.
 - Heavy use of shadows, dim corridors, and guiding lights creates a mix of fear and direction.
 - Visual storytelling relies on environmental details such as scattered papers, closed doors, and abandoned classrooms.



- **Character Design:**

- **Player (Student):** Only the arms are visible to the player, holding items like the flashlight and gun. This keeps immersion in first-person perspective.
- **The Boss (The Eclipse):** A tall, humanoid ghost-like figure designed to be intimidating even when partially seen. Its silhouette and movement are meant to create fear without revealing too much detail.
- **Minions:** Shadowy figures with simple but effective designs. Their speed, aggression, and attack animations vary across waves to signal difficulty progression.

- **Environment Design:**

- The main setting is the academic block: long hallways, offices, and locked doors.
- The guiding light mechanic is a key part of the visual language, making navigation easier while heightening contrast against the surrounding darkness.
- Hallways stretch into the dark to build tension.

- The final return to the hostel room serves as visual relief, ending the game on a calmer note.

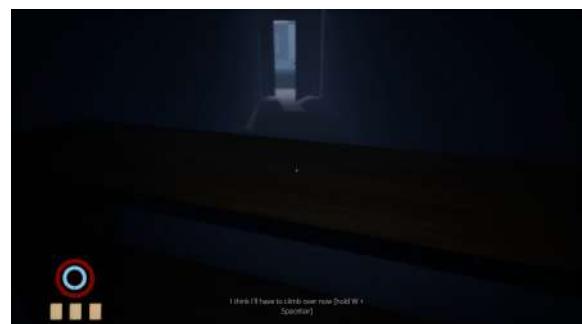
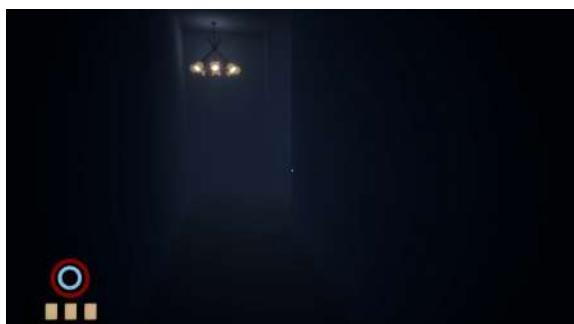
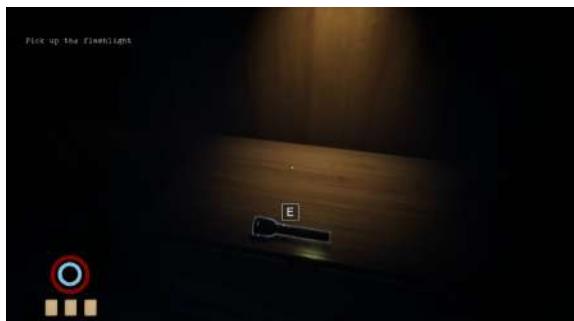
11. Audio & Sound:

- **Sound Design:**
 - A continuous ambient horror track plays throughout the game to create tension and unease.
 - When a **minion** spots the player, a unique background track begins, intensifying the moment. The music stops if the minion loses sight of the player.
 - Similarly, when the **boss (The Eclipse)** detects the player, a separate, more intense track plays to signal danger, and stops when the boss is no longer chasing.
 - This reactive system ensures that music not only builds atmosphere but also acts as a gameplay cue, warning the player of immediate threats.
- **Voice & Narrative Cues:**
 - The student's **inner thoughts** provide narration and subtle hints about objectives.
 - These cues help players understand what to do while also reinforcing the feeling of being alone and vulnerable.
 - Examples include noticing the need for a flashlight, expressing fear when enemies appear, or relief after completing an objective.

12. Progression:

- **Stage 1: Tutorial and First Encounter:**
 - The game begins with the player leaving their hostel room.
 - A table blocking the hallway teaches the player to **press C to crouch** and then **Spacebar to jump**, introducing core movement mechanics naturally.
 - As the player advances, the **first wave of minions** appears. This triggers a new objective: *find the gun*.

- The student's inner thoughts guide the player, teaching the basics of combat and survival. This stage acts as a tutorial while still keeping tension high.



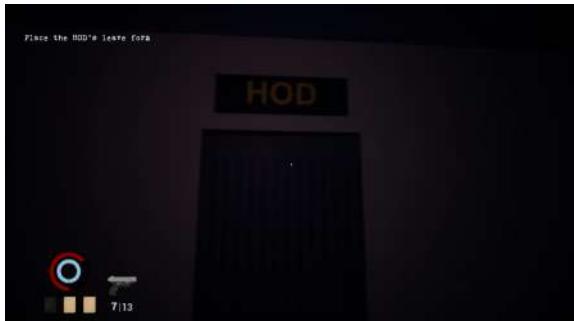
- **Stage 2: First Leave Form (CSE Department):**

- The player moves into the **CSE Department** to place the first leave form.
- Enemy encounters increase in frequency, with **second-wave minions** that are faster and deal more damage.
- Locked areas begin to appear, introducing the need for **key-hunting** to progress further.
- The guiding light helps players navigate while still keeping tension high.



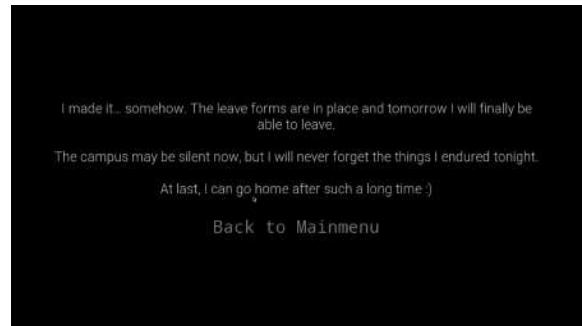
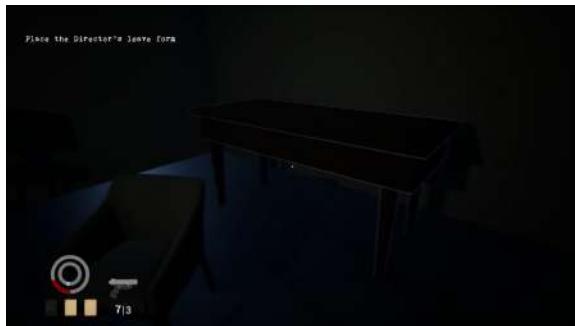
- **Stage 3: Advanced Exploration and Remaining Leave Forms:**

- The player must now find and access the **HOD's office** and the **Director's office**, which require their respective keys.
- **Third-wave minions** appear, moving faster and dealing higher damage, forcing the player to balance stealth, combat, and resource management.
- Each leave form placed further escalates the difficulty, making the environment feel increasingly hostile.



- **Stage 4: Final Placement and Escape:**

- Placing the Director's leave form triggers the **fourth and most dangerous minion wave**, with maximum speed and damage.
- The player's final task is to return to their hostel room.
- The escape sequence is tense, as enemies remain aggressive until the end.
- The game concludes when the player reaches the hostel safely, triggering the closing narrative.



13. User Interface (UI):

- **Main Menu:**

- Play
- Options:
 - Graphics (Resolution, Quality presets)
 - Audio (Master, Music, SFX volume sliders)
- Credits
- Quit



- **Object Interactions:**

- Contextual prompts appear when near interactive objects (e.g., "Press E to Pick Up Flashlight").
- Interaction text is displayed at the bottom of the screen



- **HUD:**

- Bottom-right: Ammo count when holding gun.
- Bottom-left: Health bar (red gradient).
- Top-left: Current mission objective (updates dynamically).
- Center screen: Crosshair (simple dot).

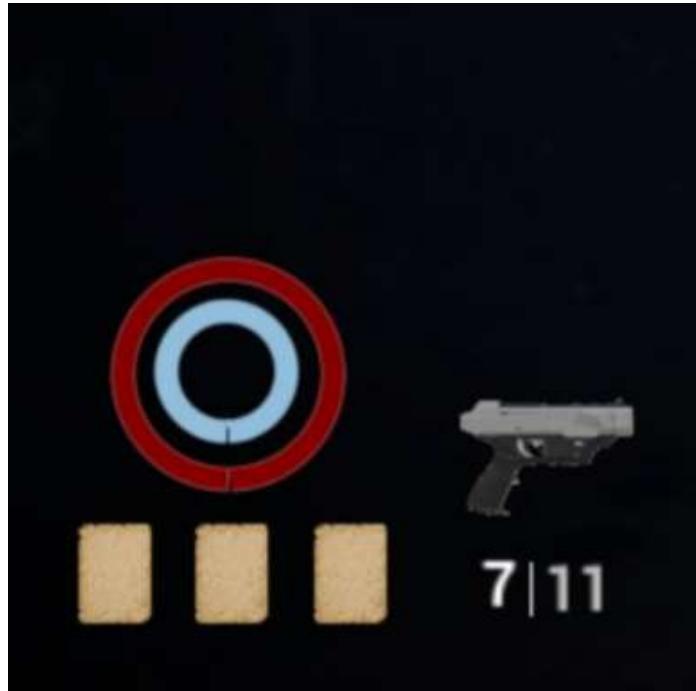


- **Health Bar:**

- Simple horizontal bar that decreases with enemy damage.
- Flashes red when health is low.

- **Stamina bar:**

- The light blue circle represents the player's ability to **sprint** or perform quick movements.
- Drains while sprinting, slowly regenerates when standing still or walking.



- **Enemy Indicators:**

- No full health bar for enemies, only subtle visual/audio cues (e.g., grunt).
- Boss has a visible health bar at the bottom of the screen.



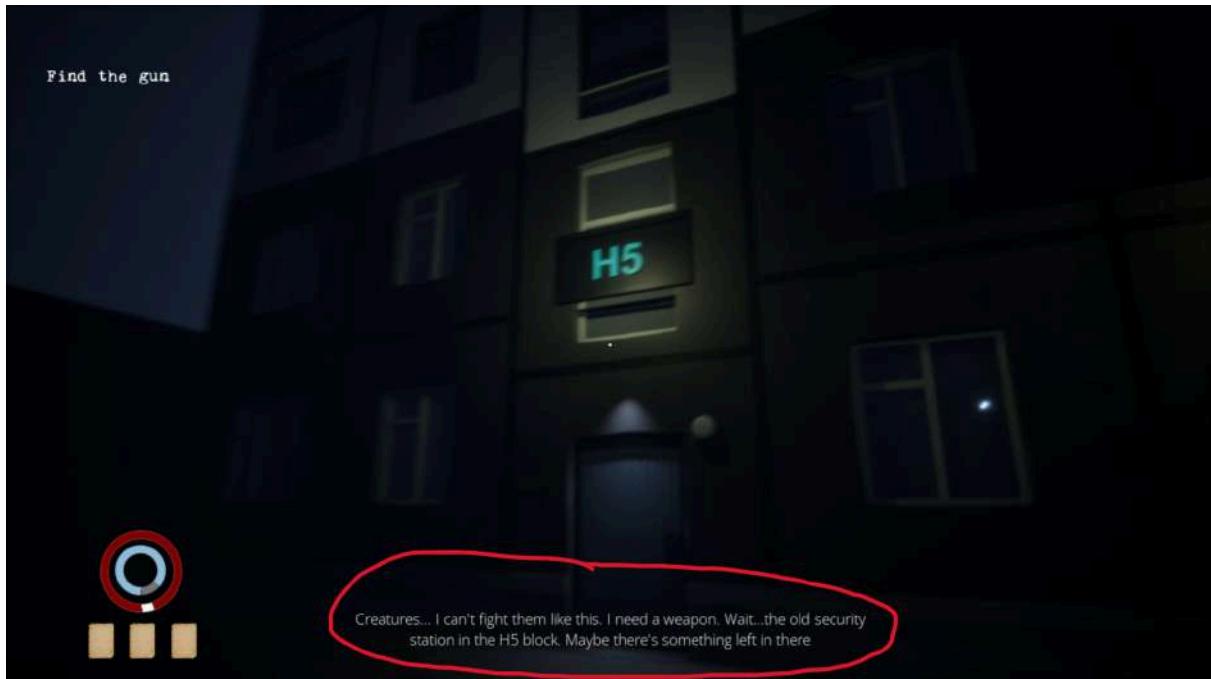
- **Lives:**

- Player starts with **3 papers** displayed on the HUD.
- Each paper represents **one life**.
- When the player dies:
 - One paper **burns away**



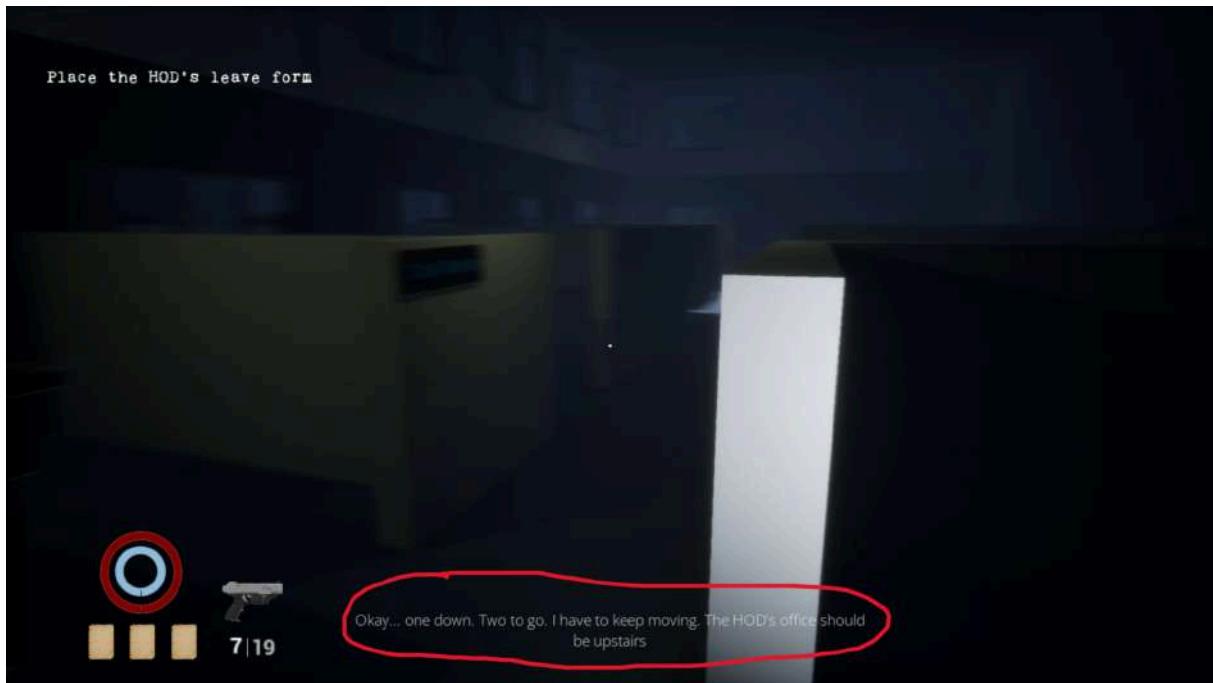
- **Dialogue / Narrative Text:**

- Player's inner thoughts appear at the bottom of the screen.
- Font: Open Sans, white text with slight black shadow for readability.



- **Hints & Tutorials:**

- Small prompts appear when new mechanics are introduced (e.g., "Press C to Crouch").
- Disappear after a few seconds or once performed.



- **Mission Tracker:**

- Shown at the top-left corner.
- Displays current objective (e.g., *"Place the Chief Mentor's leave Form"*).
- Updates automatically when completed.



- **Game Options Menu:**

- Continue
- Options
- Quit



14. AI Behavior:

- **Minion AI (4 Waves):**
 - Each wave increases in difficulty with a higher **walk speed and attack damage**.
 - Minions actively **patrol hallways and rooms**, reacting to player movement.
 - Once they detect the player, a **chase sequence** begins, accompanied by intense background music.
 - If the player breaks line of sight, minions will return to patrol.
- **Boss AI:**
 - Acts as the **primary antagonist** with relentless pursuit mechanics.
 - Uses a **high detection radius** and faster speed than any minion.
 - Deals heavy damage, making direct confrontation almost impossible.
 - Boss AI is designed to keep constant **pressure** on the player, creating a sense of dread and urgency.

Design Pillars:

- **Grounded Horror in a Familiar Place:**

- A survival horror set inside a college campus, turning everyday spaces into places of fear.
- **Simple Yet Tense Gameplay:**
 - Core mechanics like crouching, running, hiding, healing, and using a limited weapon create constant tension.
- **Narrative Through Inner Thoughts:**
 - The player's own thoughts guide progression, acting as both tutorial and story delivery.
- **Escalating Fear:**
 - With every stage, enemies become faster and deadlier, amplifying pressure and raising stakes.
- **Resource Scarcity and Recovery:**
 - Limited ammo and health make every decision matter. First aid items can restore health but are rare.
- **Lives as Papers:**
 - The player has three papers as UI representing lives. Each death burns one away, making survival more symbolic and stressful.
- **Immersive Atmosphere:**
 - A mix of dark visuals, ambient horror music, and sudden changes in sound when enemies detect the player builds a constant sense of dread.

Game Loops

Core Game Loop:

Explore the Environment:

- The player navigates through different areas of the campus, from the hostel to the CSE department, HOD's office, and the Director's office.
- Exploration is tense, with dim lighting, guiding lights, and unexpected enemy encounters keeping the player on edge.

Fight or Evade Enemies:

- The player encounters two main enemy types:
 - **Minions (Waves):** Each wave increases in difficulty with faster movement and higher damage.
 - **Boss:** A relentless pursuer who cannot be killed and forces the player into survival mode.
- Combat involves limited ammo, requiring the player to decide when to fight and when to run.

Use Resources:

- **First Aid:** Collectible items restore health instantly when picked up.
- **Lives:** Represented by three papers. Each death burns one, adding pressure to survive.
- **Ammo:** Scarce and must be used wisely against stronger enemies.

Complete Objectives:

- Pick up and place leave forms in the correct locations.
- Find essential items (flashlight, keys, weapons) to unlock progression.

Narrative Guidance:

- Inner thoughts appear at the bottom of the screen, teaching mechanics (crouch, jump, combat) and guiding the player step by step.
- This doubles as both tutorial and storytelling, immersing the player without breaking flow.

Survive the Night:

- The ultimate loop is simple but powerful: survive long enough to complete all objectives and make it back to the hostel alive.

Secondary Loops:

- **Stealth Mechanics:**
 - Crouching, hiding, and moving silently help the player avoid minions.
 - Using shadows and level design to break line of sight is often safer than fighting.
- **Progressive Enemy Waves:**

- Each wave of minions escalates tension, forcing the player to adapt and prepare for stronger variants.
- **Exploration & Discovery:**
 - Environmental storytelling and changes in atmosphere deepen immersion.
 - Optional areas reward players with extra ammo or first aid.
- **Trial and Error Survival:**
 - Players may die and return with fewer “papers” (lives). This makes each run more tense and impactful.

Player Motivation and Progression:

- The player’s core motivation is **to survive the night and complete the required tasks** so they can finally leave the haunted campus. This involves collecting leave forms, placing them in the right offices, finding tools like keys, flashlight, and weapons, and avoiding or confronting enemies.

Motivations:

Primary Motivation:

- The player’s main drive is **to complete all objectives (leave forms, keys, and tools) and return to the hostel alive**. This is fueled by the narrative urgency of leaving for home the next morning and escaping the dangers lurking on campus.

Secondary Motivations:

- **Fear and Curiosity:**
 - The tension of exploring a haunted, empty college at midnight creates a natural pull to push forward, even when the player is scared.
- **Resource Management:**
 - Scarce ammo, limited lives (papers), and the need for first aid items push the player to think carefully about every move.
- **Survival Pride:**

- Surviving escalating enemy waves and making it through near-death encounters creates a sense of achievement.

Progression

- The **core loop** of exploring → gathering objectives → surviving enemies → advancing to the next area supports the player's motivation to complete the night.
- As the player moves forward, difficulty escalates with stronger enemy waves and the introduction of the boss, while resources remain scarce. This gradual increase raises tension and keeps the player invested.

Key Progression Steps:

- **Learn & Survive (Stage 1):** Tutorial-driven — learning to crouch, jump, and fight basic minions while finding flashlight and gun.
- **Objective-driven Exploration (Stage 2):** Placing the first leave form, dealing with waves of minions, and discovering the CSE department.
- **Escalation (Stage 3):** Stronger minions, tighter resource scarcity, and higher difficulty as the player pushes into deeper campus areas.
- **Final Confrontation (Stage 4):** Facing the boss and completing the final leave form before making the last return to the hostel.

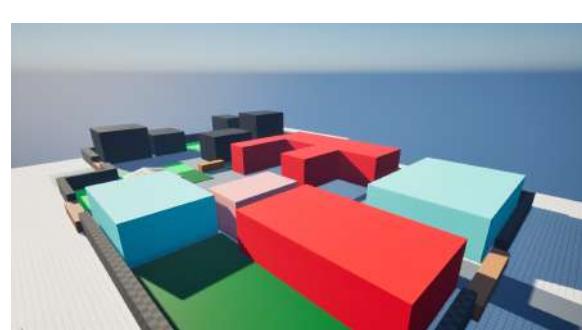
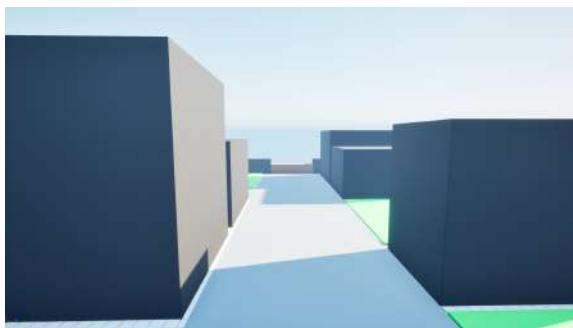
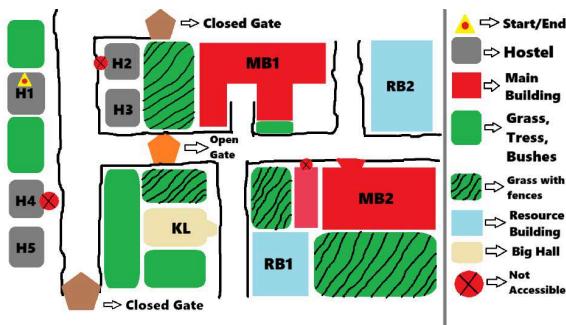
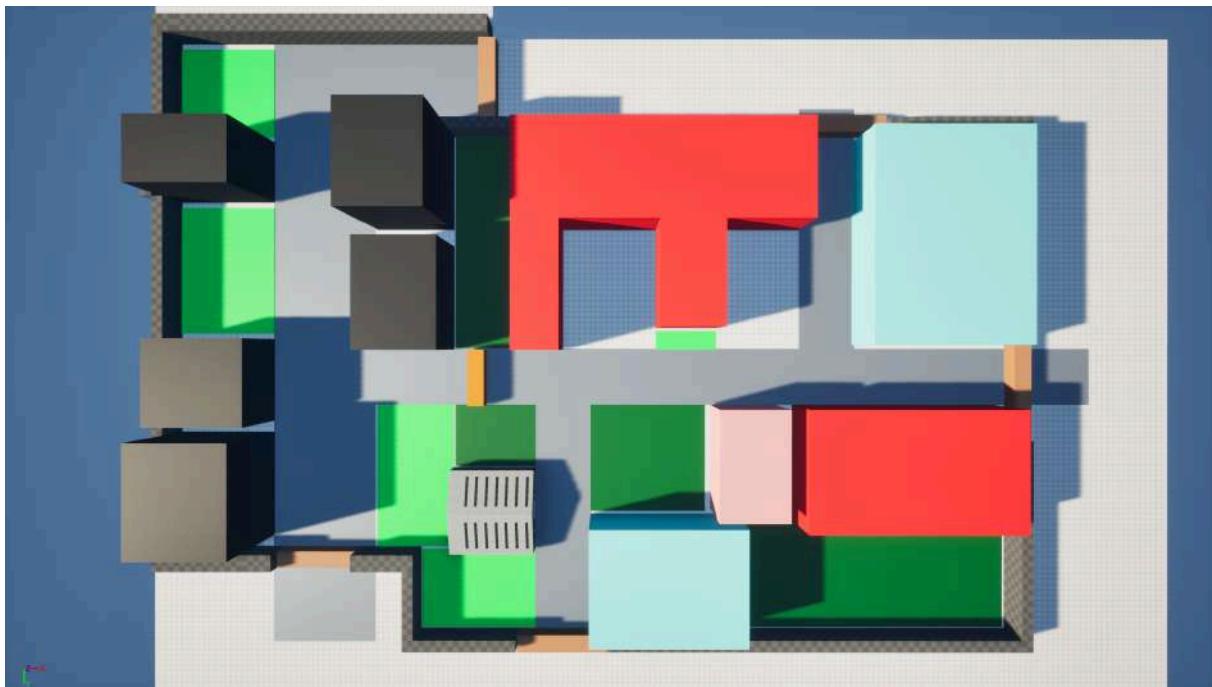
End Goal:

- To complete all tasks, survive the enemies, and make it back to the hostel to leave the next morning — a mix of relief, fear, and accomplishment.



Level Blockouts:

- Before creating the final levels, rough blockouts were built to establish pacing, layout, and player flow.
- These blockouts focused on:
 - Player navigation (tutorial → encounters → objectives).
 - Placement of enemies, cover, and interactive objects.
 - Testing the feel of spaces (corridors vs open areas, combat arenas vs puzzle zones).



Features:

Player Features and Abilities:

1. Flashlight (Core Tool):

Context: The flashlight is the player's primary survival tool in the dark campus. It provides limited vision, guiding exploration but also revealing threats.

Hypothesis: Players will feel vulnerable yet reliant on the flashlight, increasing immersion and tension.

Measuring Success:

- Players instinctively use the flashlight to navigate.

Design:

- **Summary:** The flashlight can be toggled on and off (default: F key or controller equivalent). It consumes no battery.

User Journey:

- Player enters a dark area.
- Turns on the flashlight to explore.
- Spots an enemy or objective in the light beam.
- Balances fear of visibility with the need for navigation.

Values:

- Atmosphere
- Tension
- Survival

2. Gun (Core Combat):

Context: The gun is the only reliable weapon for fighting enemies. Ammo is scarce, so every shot matters.

Hypothesis: Scarcity of bullets will make players treat combat as a last resort, reinforcing the survival horror feel.

Measuring Success:

- Players conserve ammo and avoid unnecessary fights.
- Relief when finding new ammo drops.

Design:

- **Summary:** One gun with limited ammo. Strong enough to kill minions, but not effective against the boss, so it requires more ammo.

Flow:

- Spot enemy → Decide whether to fight or avoid → Aim → Shoot → Conserve ammo.

Values:

- Resource management
- Choice
- Tension

3. Stealth Mechanics:

Context: Stealth gives players a non-combat option. Crouching and hiding behind objects avoids detection.

Hypothesis: Having the option to sneak past enemies will make players feel more control over tense situations.

Measuring Success:

- Players use stealth frequently when ammo is low.
- Playtesters describe stealth as tense but rewarding.

Design:

- **Crouch & Hide:** Avoid enemy line of sight.
- **Enemy Patrols:** Encourages timing and patience.

Values:

- Choice
- Tension
- Replayability

4. Lives System (Papers):

Context: Lives are tied to the game's narrative — 3 leave forms represent the player's chances (can be found on HUD). Each death burns one.

Hypothesis: Tying lives directly to story objects makes failure feel immersive, not abstract.

Measuring Success:

- Players understand the symbolism of burning papers.
- Deaths feel more meaningful and tense.

Design:

- **3 Papers = 3 Lives.**
- Each death burns one paper on the HUD.
- When all papers are gone → Game Over.

Values:

- Immersion
- High stakes
- Story integration

5. First Aid Pickups:

Context: Healing is limited to first aid kits, placed sparingly across the map.

Hypothesis: Limited healing will push players to avoid reckless combat.

Measuring Success:

- Players feel relief on finding first aid.
- Healing items encourage exploration.

Design:

- **Instant Restore:** Picking up restores health.
- **Placement:** Sparse, often in dangerous or hidden areas.

Values:

- Scarcity
- Relief

- Strategy

6. Enemy Waves & Escalation:

Context: Enemy encounters escalate over time. Minions come in four waves, each stronger than the last. A final boss encounter forces survival, not combat.

Hypothesis: Escalation creates tension and a sense of mounting dread, culminating in a climax.

Measuring Success:

- Players feel the difficulty rising naturally with each wave.
- The boss encounter feels hopeless, reinforcing survival horror.

Design:

- **Wave System:**
 - Wave 1: Low speed, low damage.
 - Wave 2: Faster, more aggressive.
 - Wave 3: High damage, relentless pursuit.
 - Wave 4: Maximum aggression, near-constant threat.
- **Boss:** Very hard to defeat. Forces the player to run, survive and find ammo as much as possible in order to defeat it.

Values:

- Escalation
- Fear
- Survival

Enemy Features:

Minion Enemies (Wave-based):

Wave 1: Slow Pursuers:

Context: The first wave introduces minions with low speed and weak attacks. Their role is to teach the player the basics of evasion, gun use, and resource management.

Hypothesis: Early encounters should ease players into combat without overwhelming them, letting them learn pacing and mechanics.

Measuring Success:

- Players use the gun sparingly, conserving ammo.
- Players start experimenting with stealth and flashlight use.

Design:

- **Summary:** Slow-moving enemies with low damage output. Effective for teaching.
- **User Journey:**
 1. Player encounters first minion.
 2. Player shoots or evades.
 3. Gains confidence in handling basic threats.
- **Flow:**

Encounter → Decide (fight/evade) → Execute → Enemy defeated/avoided.
- **Values:**
 - Learning
 - Low-risk tension
 - Introduction

Wave 2: Faster The Eclipses:

Context: These minions move quicker and deal more damage, raising the difficulty and forcing players to adapt their strategies.

Hypothesis: Escalation in speed and damage makes players feel increasing pressure.

Measuring Success:

- Players make more use of stealth and dodging.
- Combat becomes less forgiving and more tense.

Design:

- **Summary:** Faster, moderately strong enemies that encourage evasive play.

- **User Journey:**

- Player sees faster pursuit.
- Attempts to evade but risks taking damage if careless.

- **Flow:**

Encounter → Chase intensifies → Player adapts → Survival.

- **Values:**

- Escalation
- Tension
- Adaptation

Wave 3: Aggressive Strikers:

Context: These minions are highly aggressive, dealing heavy damage if they reach the player. They punish mistakes and test resource management.

Hypothesis: Increased aggression forces players to make quicker decisions, testing mastery of learned mechanics.

Measuring Success:

- Players actively conserve ammo for this wave.
- Fear of encounters rises significantly.

Design:

- **Summary:** High damage, relentless chasers.

- **User Journey:**

- Player hears louder cues or sees faster minion movements.
- Must fight or carefully plan movement to survive.

- **Flow:**

Encounter → Intense pursuit → Fight/evade under pressure → Survival.

- **Values:**

- Fear
- Pressure
- Survival instinct

Wave 4: Relentless Predators:

Context: The final minion wave is nearly unstoppable. They have the highest speed and damage, creating a sense of desperation.

Hypothesis: Near-relentless minions at this stage drive the survival horror climax, pushing players toward resource exhaustion.

Measuring Success:

- Players feel panicked and desperate.
- Encounters leave lasting tension.

Design:

- **Summary:** Fastest, deadliest minions. Survival is extremely difficult.

- **User Journey:**

- Player tries to run or fight.
 - Limited resources force creativity.

- **Flow:**

Encounter → Overwhelming threat → Barely escape (or die).

- **Values:**

- Terror
 - Climax
 - Desperation

Boss Enemy (The Eclipse):

Context: The boss is designed to be extremely difficult but not impossible. It stalks the player relentlessly, deals less damage compared to minions, but has very high health, requiring persistence and resource management to defeat.

Hypothesis: By making the boss winnable but highly resilient, the game delivers a tense and rewarding climax. Players will feel a mix of dread and determination as they realize that survival is possible — but only through endurance and skill.

Measuring Success:

- Players recognize the boss fight as a test of stamina and resource management.
- The long battle builds tension, and victory feels earned rather than cheap.
- Defeating the boss becomes a memorable highlight of the game.

Design:

- **Summary:** Relentless. Deals less damage than minions but requires many hits to bring down. The fight is about patience, endurance, and using every resource wisely.

User Journey:

1. Player encounters the boss.
2. Player notices the boss deals less damage but is extremely hard to take down.
3. Player uses persistence, shooting repeatedly and managing ammo/resources.
4. After a grueling fight, the boss is finally defeated.

Flow:

Encounter → Long fight → Player sustains under pressure → Resource & stamina test → Final defeat of boss → Victory.

Values:

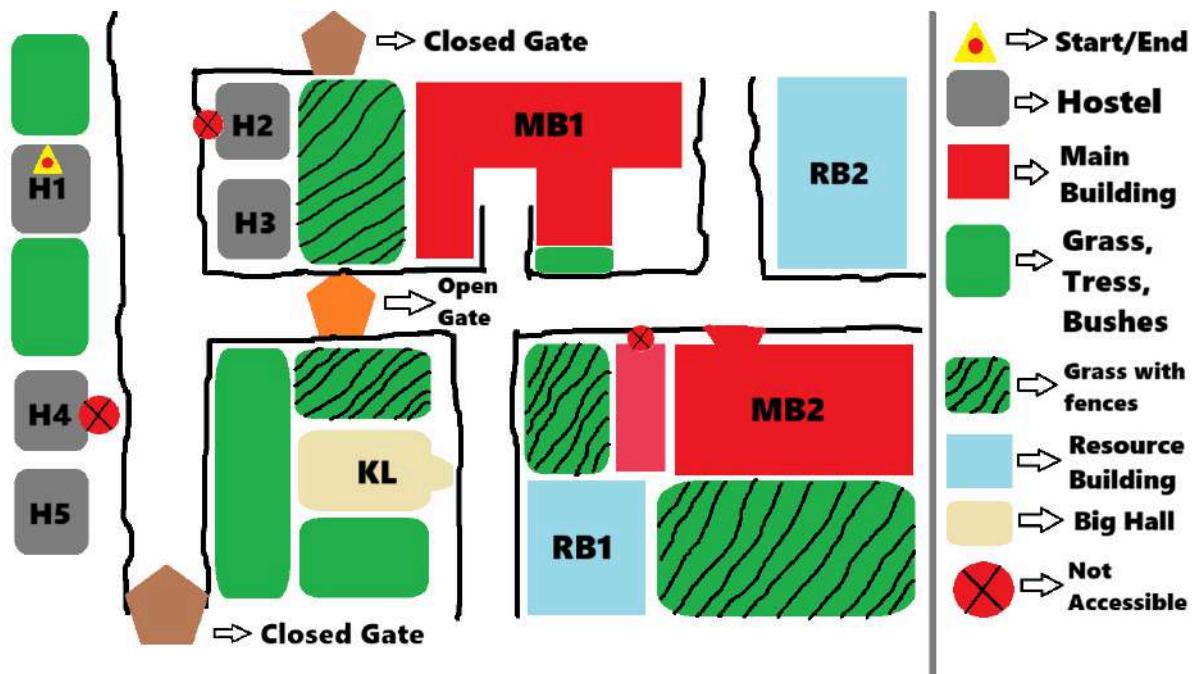
- **Persistence**
- **Tension**
- **Reward**

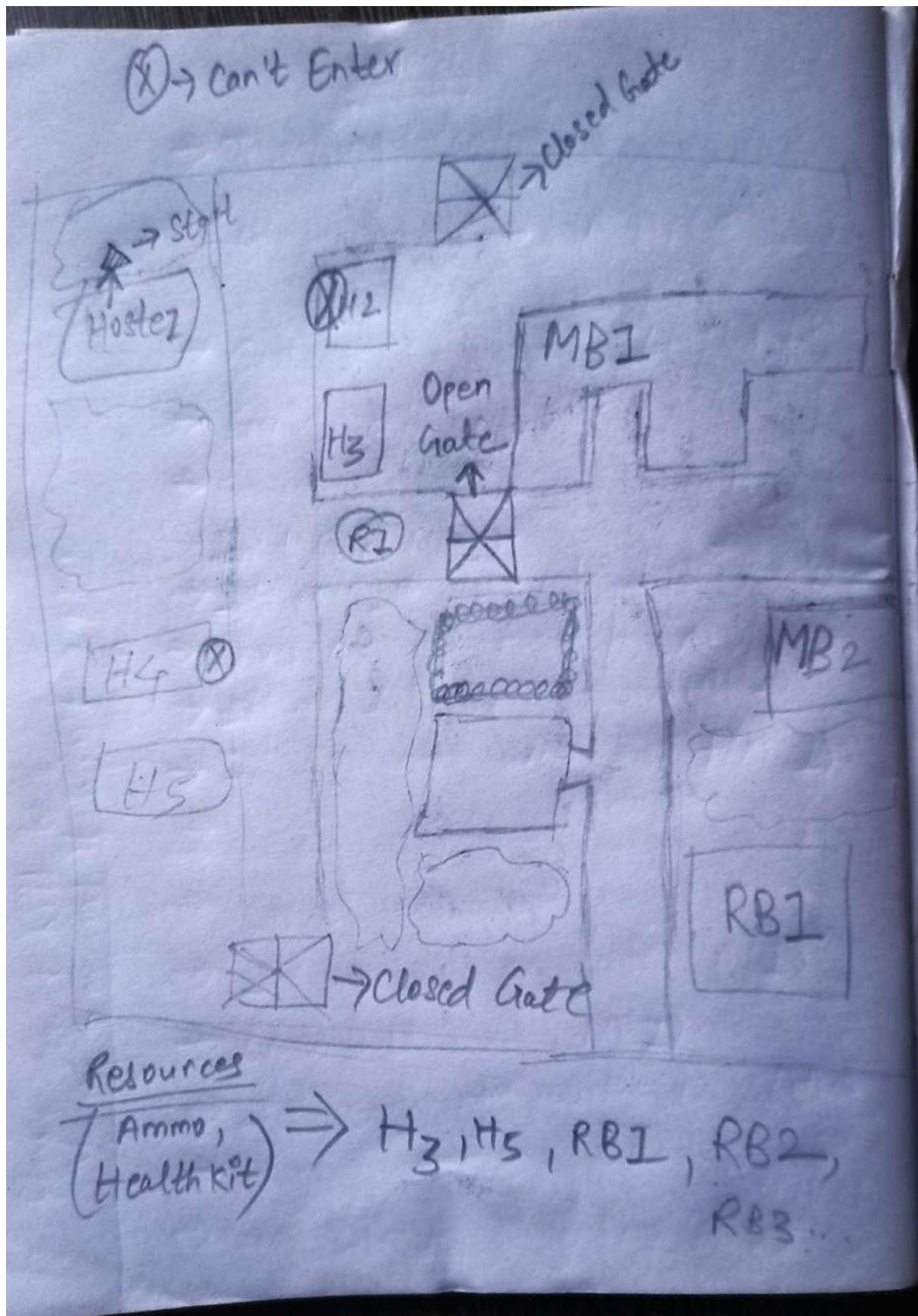
Design Process & Analysis: Prototyping & Iteration:

This section highlights the key stages of prototyping and iteration, showcasing how the game evolved through early concepts and feedback. It reflects a design process rooted in experimentation, where challenges were addressed, and decisions were refined through testing. By sharing both successes and

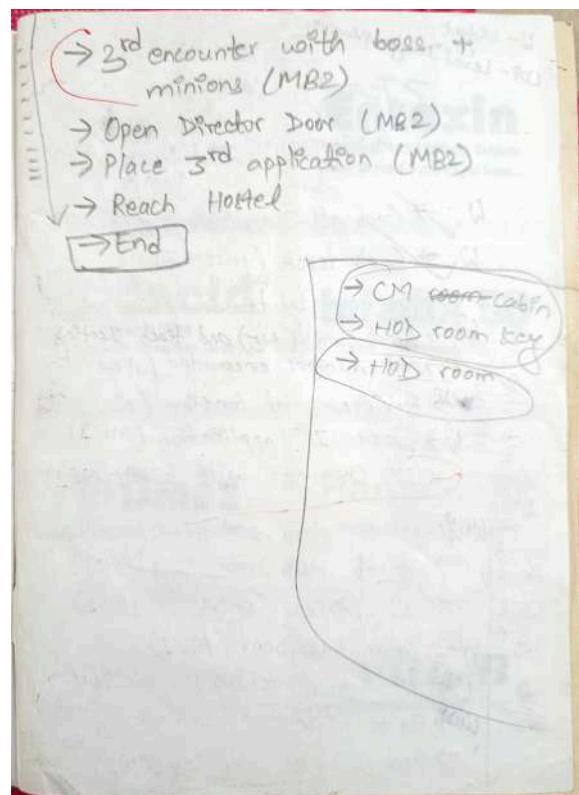
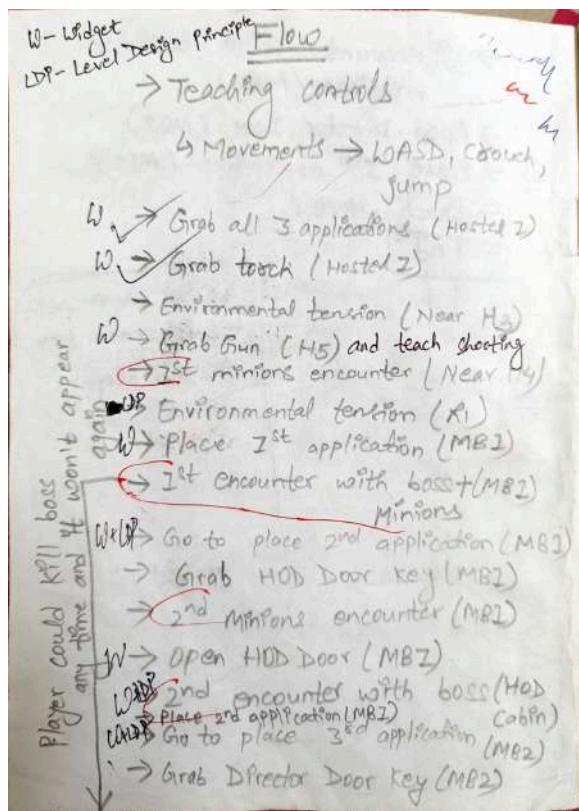
setbacks, this analysis offers insight into the thought process behind the final game design.

Level:





Flow:



Handling remaining works (Tracking):

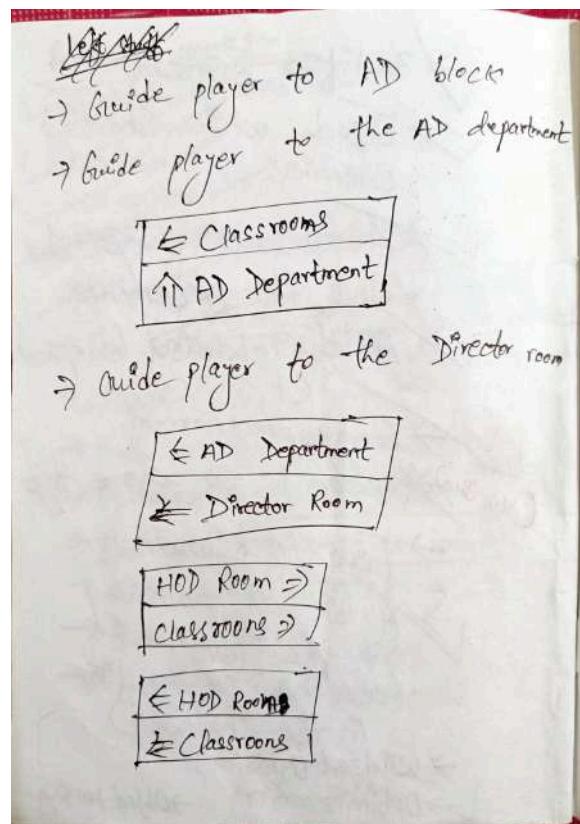
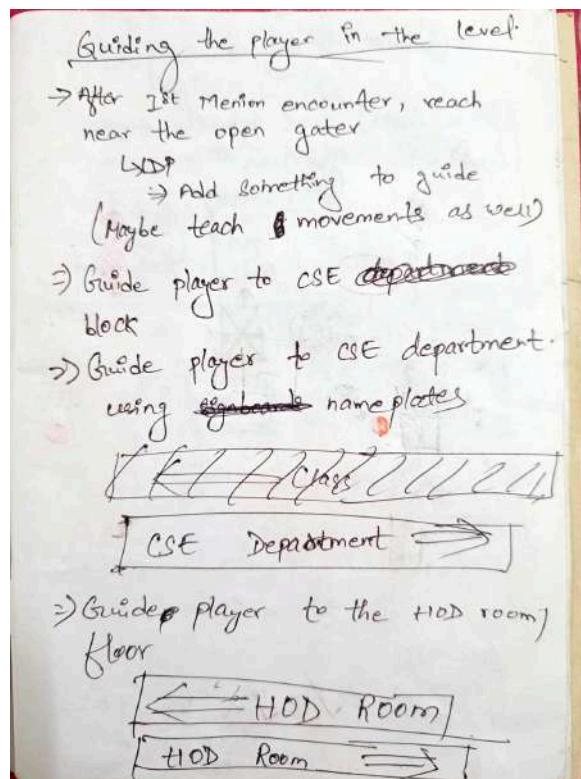
Remaining works :-

- ✓ Environmental tensions
- ✓ Ammo
- ✓ Firstaid
- ✓ Jumpscares

~~Save system (Manual)~~

- ✓ 3 life placements with proper tension balance
- Fear lockdown
- Widget (Everything + Missions)
- ✓ Main menu
- Optimization → persistent level
- Final polish
- Zoom in to where to go
- blood while shooting enemies
- Add hiding blueprints
- Ammo & Firstaid placements

Guiding the player in the level:



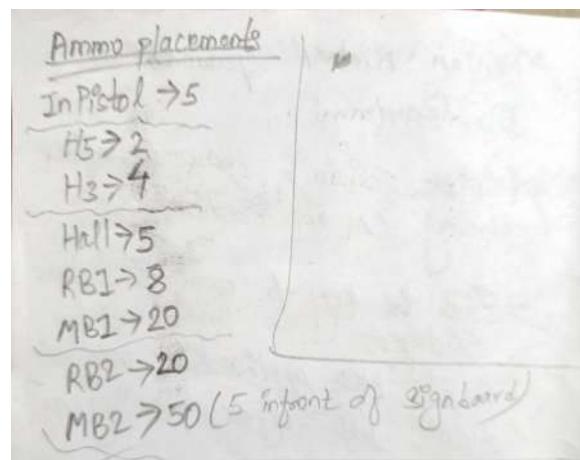
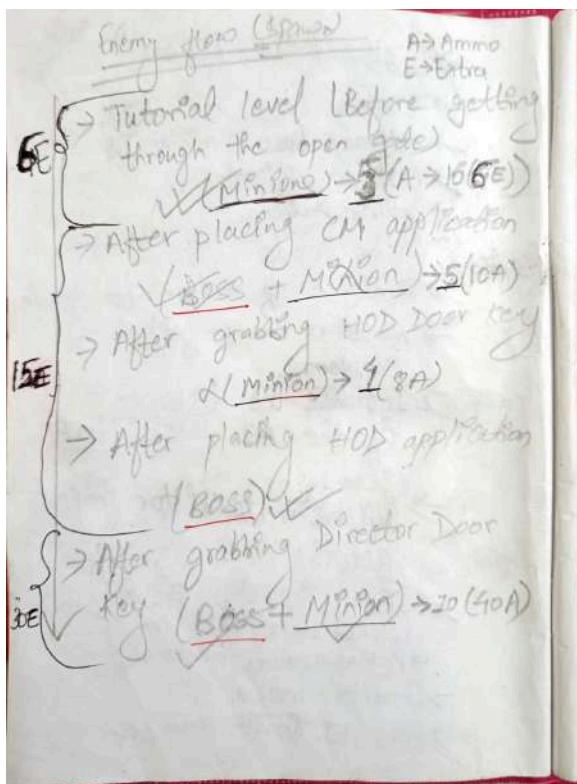
Saving Flow:

~~Map~~ Saving flow

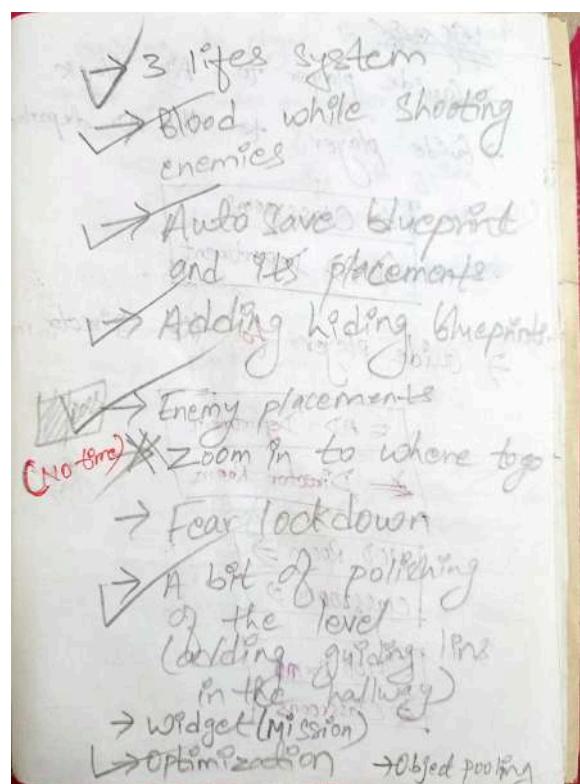
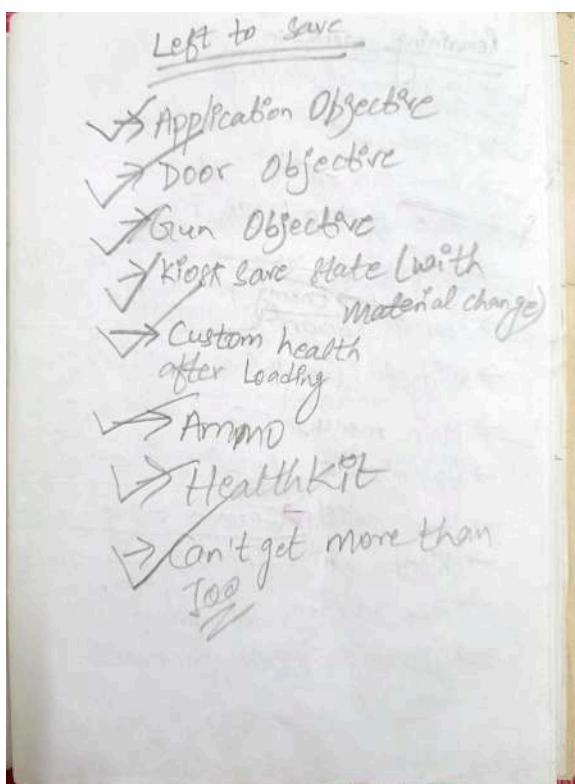
(AS - Auto Save)
(MS - Manual Save)

1. Coming out from main hostel room - AS
2. Infront of H5 - MS
3. Infront of H5 (After grabbing the gun) - AS
4. Infront of MB1 - M8
5. Infront of RB1 - MS (After application)
6. Right side of MB1 - M8
7. Infront of MB2 (A bit right side) - M8
8. Inside director room - MS

Enemy Flow (Spawn) + Ammo balance:



Tracking:



~~↳ Reloading sound~~
→ Jumpscares (HOD room)
→ Holding E to fix
the screen (Kiosk
Widget save)
→ Gun UI
→ Place Director applica^{ti}
(Mission UI)

→ Sound while picking ammo
→ Teleport boss on ground or
wall
→ Boss health bar
→ Jumpscares (If I'm already having
the key)
→ Do one node for sound for both
door & director door

Fixing bugs:

✓ Sound while picking ammo
✗ Teleport boss on ground or wall
✓ BOSS health bar
✓ Jumpscale (If I'm already holding the key)
✓ Do once node for sound for had door & director door

✓ Place Director application didn't pop after picking up the director door key.
✗ Minion didn't spawn after picking director door key.
✓ Teleport boss only if not dead.
✓ Increase speed of minion
get minion spawner → make it back

✗ Minion didn't spawn in AD department.
✓ Minion didn't spawn after placing CM application.
✓ Find the key to open this door widget
✓ Place HOD application widget didn't pop after picking up the key.
✓ Make the walk speed of boss more than player.
✓ Place Director application not showing up after placing HOD application (while going out from room)

✓ No place Director application (Mission VI)
✗ Hold C to fix the screen (walk cover widget VI)
→ Ammo state before dying didn't save. So the enemy's health has got damaged but I've again got the ammo back.
✗ Nothing tapped after returning back to hotel after ~~returning~~ placing all 3 applications.