

## Goals

- Make a level that is more real and fun
- Add different functions to make the game more attractive
- A level that is similar to the "Outlast" series
- The level is a short and simple one, can be done in 5 minutes
- Mainly focus on the mechanisms and environment designs

## Elements

- A dark, depress place
- Flashlight
- Night Vision ?
- NPC / Enemies
- Lockers that can hide ( same as the ones in "Outlast" )
- Cut scene ?
- Background audio / sounds / musics ?
- Camera shake ?
- Key and Lock ( Finding quest )

## Gameplay / Flow

- Finding the key for the locked door and get away from the danger zone
- Avoiding enemy's chasing / hiding in the lockers
- Listen to the enemy foot step / heartbeat to track his / her location
- Jump scare is important for horror game, add one at the beginning and one at the end ( test )

## Questions

- Since it is a mechanism and level design, to make it more real, what kind of assets should I use ?
  - Handmade ?
  - UE5 / Epic store assets ( this should be the properer one )
- What kind of atmosphere / place I want the game to be
  - Hospital ?
  - Subway ?
  - School ?
- If it has cut scene, how long should it be ?
  - couple seconds ?
  - a minute ?

## Sequence

- The players wake up in a sealed place, there is a note telling them that this place become danger, and they need to get out
- They will encounter the chasing enemy right after they spawned ( the game loop start, run away from the pursuing enemy and try to find the locked door & key )
- This is a simple level, basically it is a "FINDING QUEST", Mainly focus on the mechanisms and atmosphere