

Final Project - Project Planning Document

Penumbra

By The Uncloggers

General Description

Our game, [Untitled Forest Game], is essentially an adventure/walking simulator game. You will explore the world, interacting with monstrous creatures and trying to gather information regarding the whereabouts of your dog that ran off.

Story

Looking to experience an upcoming eclipse that was announced in the news a few weeks prior, Martin rented a cabin in the woods to enjoy nature and experience the phenomenon first-hand. However, as the eclipse began, it became clear that something was terribly wrong. His dog Spots, who he'd brought along with him, started barking and running around. As the moon's shadow came upon the clearing, Spots transformed into a fleshy monster with glowing eyes and a gaping maw. It turned to look at Martin, and then ran off into the woods. You now go out into the forest to look for your dog, while hopefully staying out of danger yourself.

Gameplay Mechanics

The player will have a few basic actions/interactions they can take. The game isn't intended to be an intense or challenging one, but we do want it to have a creepy and unsettling feel to it. It's mainly about showing off the world, creatures, and story.

The main mechanics are:

- **Looking around**, done by the player by turning their headset.
- **Moving to different parts of the play space**. We will play around with how exactly this is done, but it may use warping to locations that you gaze/click on, or it could use a head tilt to move forward, or something else. This will be decided in development.
- **Interact with objects or creatures**, done by going up to them and using the click function. Also, how the player will move between scenes.
- (Maybe) **Think about/look at something**, done by staring at an object to utilize the gaze function.

Intended Audience

The intended audience for this game is for teens and up. [Untitled Forest Game] consists of mild violence. [Untitled Forest Game] does not feature nudity, gore, strong language, or the use of drugs or alcohol.

Art Style

The game will use mostly realistic 3D models and textures; this will include several fantastical creatures.

Inspiration Images



^ The Atmosphere before and after the eclipse, near the Cabin (from The Last of Us). ^



^ An idea of how the eclipse should look when the player looks up. ^



^ The Atmosphere during the eclipse (from The Blair Witch Project). ^



^ The types of creatures that will be present during the eclipse. ^

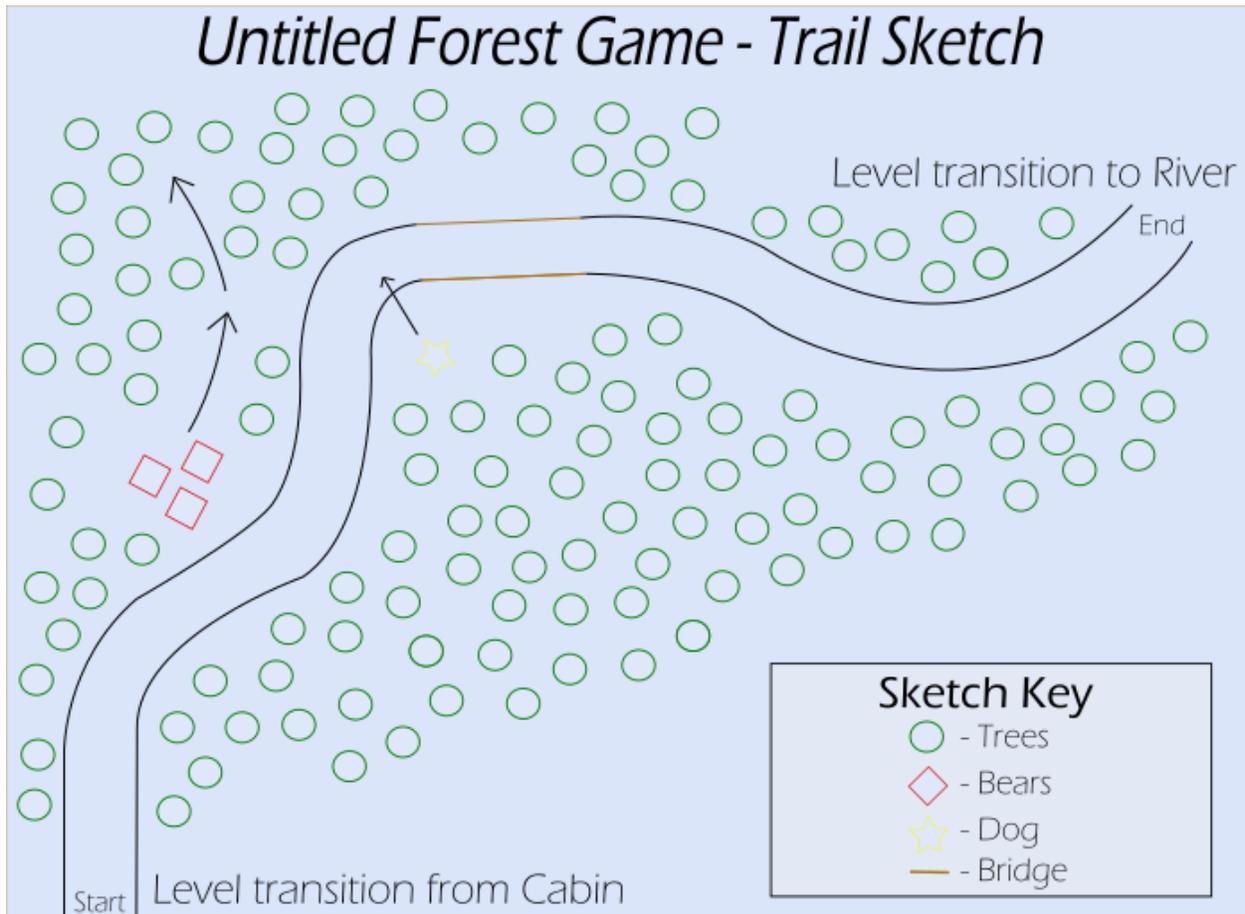
Sketches and Level Overview

Cabin



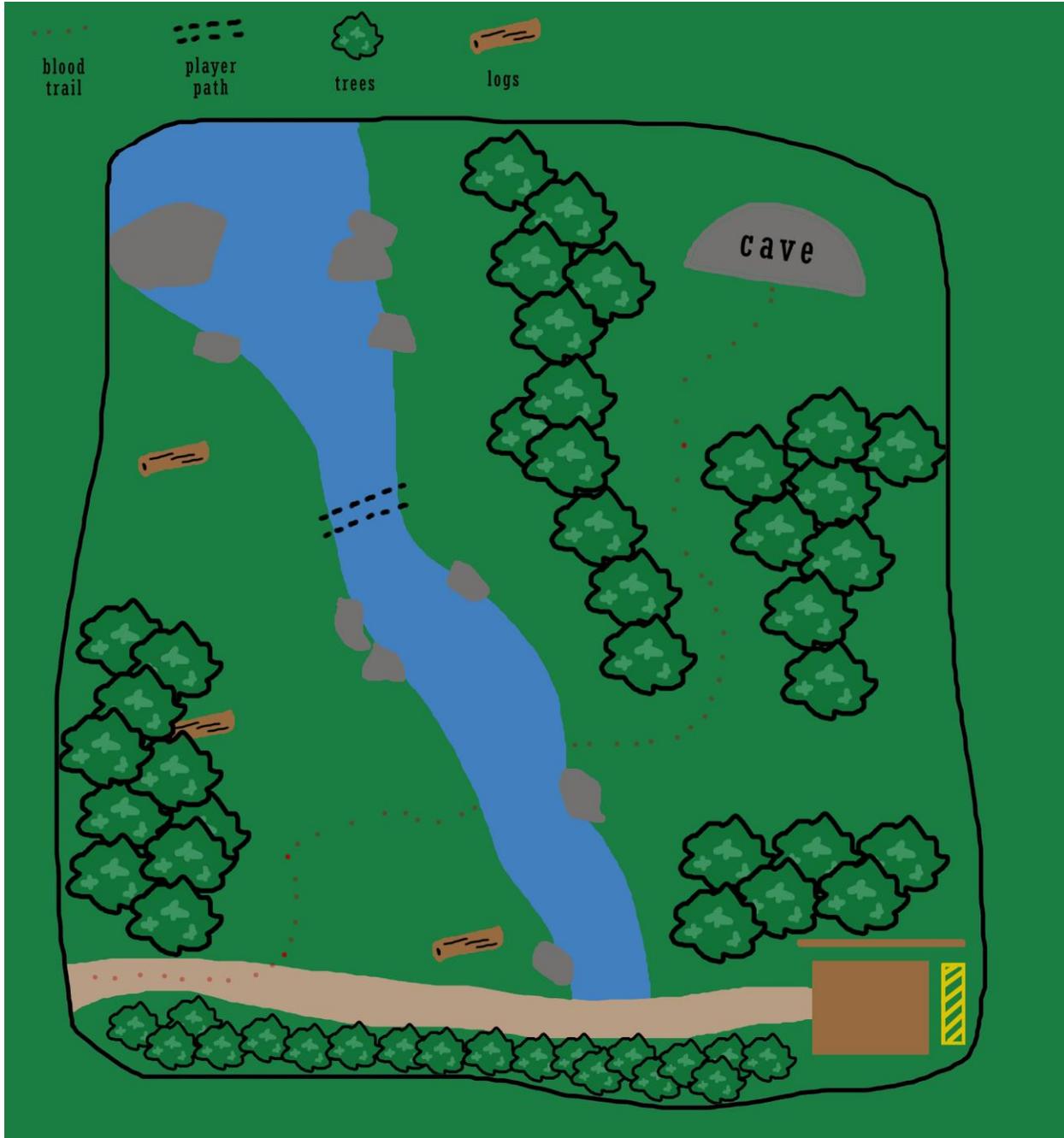
Trail

As you get into the thick of the forest, you see creatures (what used to be bears) running through the dense woods around you, and find the collar that fell off of your dog, and come across an unnervingly gentle creature (that used to be a deer), given its sharp legs and arachnid-like body, in a clearing in the path. When you ask it if it's seen a creature running from where you came, it tells you that it got gnashed (leaving a bloody trail) by a bear and ran off down the trail.



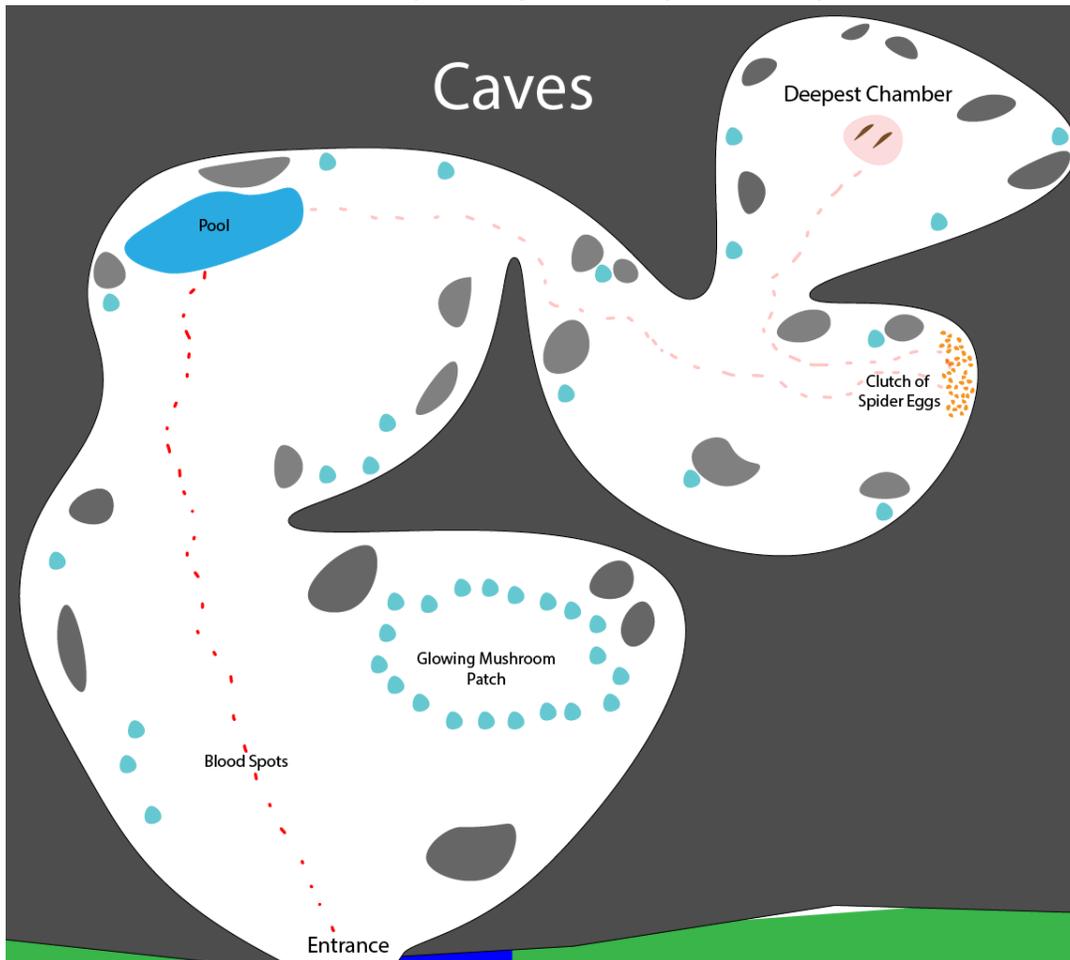
River

As you go along the river, you'll find paw prints and drops of blood that lead upstream, towards the entrance to a cave. Flying monsters (that used to be birds) will soar above, and the bear-creatures can be seen on each side of the river, some near to the shore. You can also visualize the cave on the other side. But, how can you get there?



Cave

The cave will have several chambers, and perhaps some odd sources of lighting, such as glowing mushrooms and tendrils hanging from the ceiling. A creeping spider-like creature will crawl around along the walls and ceiling. You follow the drops of blood leading to a deep chamber. In the deepest chamber, there are two creatures that vaguely resemble dogs (that used to be a dog and a wolf). You'll choose one of them as your pet, based on the information you've gathered up until this point.



(Inspiration) Tendrils of luminescent slime that could hang from the ceiling.

Once you choose one, you return to the cabin automatically, to witness the end of the eclipse and the de-transformation of the creature you chose.

Assessment of Practicality

We should be able to create the levels, add the creature models and set up the VR interactions without many issues. We plan to have animations and possibly movement for creatures using waypoints and should be able to do this so long as the assets we use work as expected. We may or may not have time and the tools to make voice overs, especially if we have the creatures speak, but we will be able to have thoughts or creature responses written on UI (but it would be best to limit that for VR).

Roles

- Jordan - Level Design, Rigging VR Behavior
- Cristina - Level Design, UI
- Martin - Level Design, Voice overs (if implemented)
- Jose - Level Design, Rigging VR Behavior
- Gabe - Animation
- Wyatt - Animation