The Unseeing Eye

<u>Style:</u> 3D
<u>GGJ Theme:</u> Duality
<u>Game Theme:</u> Horror

<u>Premise:</u> The player plays as Toph(WIP name), one day she gets knocked out and suddenly loses her vision. She finds herself kidnapped in some sort of bunker. She now has to navigate using sound and vibrations to overcome the challenges of a suddenly much darker world.

<u>Setting:</u>
You start looking at a pretty sky, then get knocked out by someone. You awaken in an underground bunker, blind.

<u>Tone/mood:</u> Dark, gritty

Core Mechanics

Controls:
- WASD to move
    - Walking allows your senses to sense the vibrations and use sound to "see" the room
- Hold C to crouch
    - Crouch through vents
    - Crouch under objects
- Left Shift to sprint
    - Allows player to be faster than the enemy
    - Stamina to balance
- Mouse to look around
- Left Click and Drag mouse to open doors
    - Click and move mouse horizontally to drag the door open
    - Enemy can run straight through the doors
- Left Click to interact with objects
    - Pick up key
    - Move Objects like bookshelf to open vent
- Right Click to throw pebble
    - Throw pebble to use echolocation/sonar senses to "see" parts of the room

Level Design

Gameplay:
- Player can visualise the rooms using footsteps and pebbles, there are also objects that generate sound to help visualising rooms.
- The enemy can be heard walking around and generates a red sonar effect to show danger is ahead. When it spots the player it will start running and footsteps sounds will start speeding up to scare the player.
- The player can hide inside rooms and under objects, rooms can be escaped through the vents so that there are no dead ends and the player always has a way to escape.
- Sprinting can be used to outrun the enemy, stamina is used to balance this
- Doors of the rooms can be opened using mouse drag to provide a way to "peek" through the door without opening it completely
- Important objects make sound and show the sonar effect with a different color
    - Ex. Key dangling
- Gate that has a big lock on it and makes a rattle sound to show that it's locked, player will start looking for key (lock & key)
- Clocks generate sound to create a creepy atmosphere and provides some help to visualise the room
- Moveable objects generate sound to lure the enemy
- Music changes when the player is seen