The House of horrors

Good Morning Ladies and Gentlemen! May I present to the revolutionary new game. It is a feast for the eyes. Viewer discretion is advised. For the Horrors that await you are like nothing you have seen before. The game takes place at night in a Haunted abandoned mansion, in the year of 1983. After a tragic accident that killed the residents of the House a new mysterious man moves in. You are his next victim.

The game is a chose your own adventure horror game. You will start in the middle of all the carnage and try to survive. You will have to make it out of the mansion.  Every decision could be your last. You will have to survive a gauntlet of different rooms with a different surprise waiting around every corner .Do you dare to play the game? For the game is your life! One wrong move can be your final move. This hallowed ground you walk upon is like no other you have encountered before.



Font Sheet

The Font used for this project is Showcard gothic the font size for all

IT DOES NOT HAVE ANY LOWERCASE LETTERS. It looks like the following :

Abcdefghijklmnopqrstuvwxyz

headings are size 44 and other text is size 28

Creep serial killer, bury a scourge menacing, pain bowels nightmare. Occult at alley pushed. Haunt tearing murder crying a mental corpse zombies evil, chainsaw motionless gory. Haunt suicide silent, gory as demonic alarming, buried i.

THE COLORS BEING  USED ARE rED, BLACK, and light yellow, Light Blue

THE HEXIDECIMAL FOR RED IS #FF0000, RGb (255,51,0) HSL (12,100%,50%)

  THE HEXIDECIMAL FOR  BLACK IS #000000 RGB (0,0,0) hSL (0,0%,0%)

Light yellow is 60 #ffff99 RGB-255,255,153 HSL (60,100%,80%)

Light blue- #33ccff rgb (51,2014,255)

Hsl (195,100% 60%)

U/I Design

For the game we will be utilizing C.R.A.P by having a very vivid colors to tell that will repeat throughout the UI. Repeating the U/I design the user will be familiar with the game and is easy to pick up with new players. The game will start off at the home screen where the player will be introduced to the title of the game “House of Horrors”. This screen has not only the title of the game but an image showing what the haunted house looks like

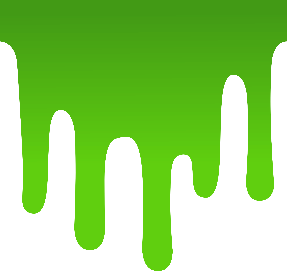
And a button that reads “enter if you dare” like this in which the user will have to click it to play the game. There will be animations and sound effects of creepy noises and laughter to engage the user. The player will be taken to a screen where they will see center aligned red text in size 28 explaining some background storyline information about the game. The transition to this screen will consist of a blood and eerie effect. The background of all the screens will be black expect the “Ravens Room” that has to have a white background because the ravens are black. with the text always being in Showcard gothic and its color being red. The player will be then taken to the first scenario where they will have to click on center aligned pictures of 2 doors. One is red and one is black. The black door is on the left side of the slide while the red door is on the right side of the slide. Each door will be a hyperlink to the outcome of each scenario. Each door will be an inch away from one another and look like this. Text saying “Choose Wisely” will be displayed on the top of every screen with 2 doors. Multiple screens will have a black button with a thick red outline like this. Along with the death screen that will have a big button on the bottom of the screen that takes you back to the start of the game where you can play again. The player can only win the game by making it to the end without clicking on any doors that lead them to death. There will be no ways around it. Once you die you will know as it will bring you to a slide with a giant skull like this:

Continue

Enter if you dare

When the player wins they will know as they will be brought to a screen that says Congratulations! This is the only time we use a color besides black and red. Along with the button hyperlinked, leading you back to the home screen will not look like the rest. It will be

Play Again

All doors lead to outcome screens where they will show the outcome of the situation that they picked. For example one will be “you just ran into the room of slime. Huge pictures of slime will be crawling in from the sides of the screens. This will make an illusion that the whole slide is covered in slime making the player feel realistic.

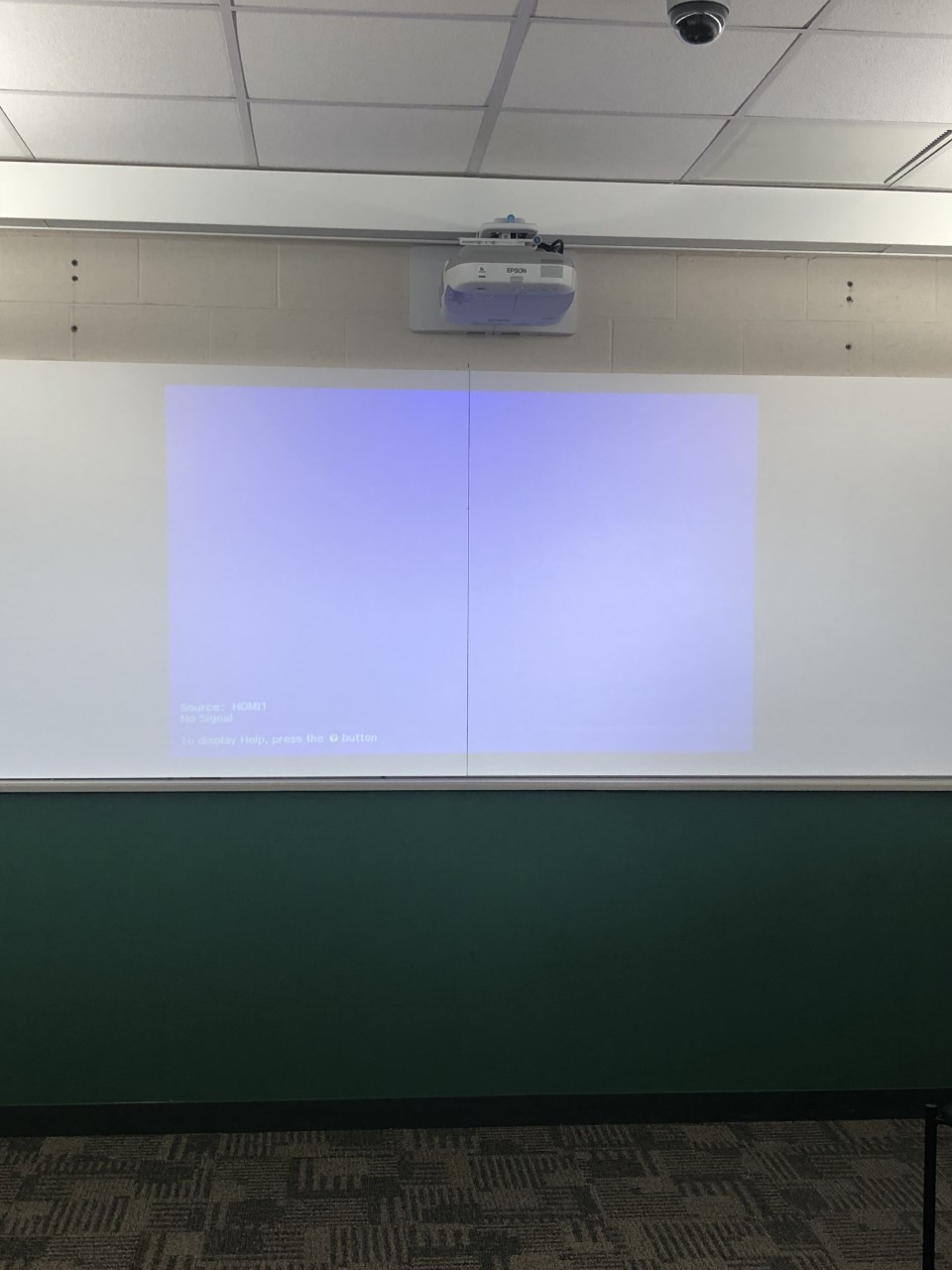
User Personas:

Teenagers- This game targets a teenager audience as it has mature content and an engaging story that younger kids wouldn’t be able to understand or keep up with. As this game lets you choose your own path they will be constantly engaged and wanting to play more as they don’t know what is going to happen next. It also requires strategy in which you need to be at an older age to think about as the game will get harder and harder as it progress. There will be many sound effects and eerie pictures that will only be appropriate for teenagers and older to see. As teenagers have a short attention span and get over things quickly this game is perfect as you can keep playing it over and over creating a new adventure for your character each time.

Adults- This game targets an adult audience as it uses mature content and requires its players to use decision making skills to keep yourself alive. The game will also be displaying graphic pictures with either blood or scary situations that adults will be viewing it firsthand giving them a realistic view. This will appeal to adults as it is them that has to survive the game not an actual character. . It will keep them just as engaged as the teenagers. As this game will not take an extremely long time to complete adults will be able to play it in a timely matter while still carrying on with the rest of their day.

Survival/horror) enthusiasts (PC gamers - This game is perfect for survival and horror enthusiasts as it is both of those things combined. As you are located in a horror house these enthusiasts will be engaged and spooked while trying to save themselves. They will be engaged as they have to make sure they survive through the haunted house. One wrong move and they can die leading them right back to the beginning or back a couple of steps. The aesthetic of the whole entire game will be horror (black and red themed) making it more eerie. Sounds and sound effects will be playing in the background making the player feel like they are more connected in the game. These sound effects will also pop out of nowhere sometimes making it scarier.

Technical Deployment Document:

 This project is going to be displayed on a PowerPoint. This is an interactive power-point as the viewers will be able to choose their own adventures as they are trying to escape the haunted mansion. Each slide will have two button options displaying paths they can take. These buttons will be hyperlinked to another slide leading the player into two new options to choose from. While presenting it to the class we will make sure our classmates get involved by asking them which way they want to take their character. It is not touch screen and the player will have to use a mouse to click the paths they want their character to take throughout the game. In this case, either Jess or Ian will be clicking the mouse depending on what our classmates tell us to do. It is a desktop app that can be opened on any PC or laptop. This game does have many sound effects to it as a speaker must be present when playing it to get the full effect. The project will be displayed on an overhead projector in the front of the classroom.

Wireframes:

Home Screen:

House of Horrors

Image of haunted house

Play button

Story board screen :

Text (explaining the game)

Choose your path slides

Text (explaining the situation you are in)

(Image of door)

(Image of door)

Option 1

(hyperlink)

(Image of door)

Option 2

(hyperlink)

Slide showing the path the player choose:

Door outcome text (ex-room of black widow)

Text explaining the room and outcome

Image

Image

Death slide:

Text (example: you have died)

Image (death image)

(Text)-(ex-Play again)

Ending slide (you won the game):

Text (explaining that you have won)

Image (happy image)

Transition screen

Home screen

Pit of Sorrow

Ravens Room

3rd doors

Room of blood

Ghastly Gallows

2nd Doors

Room of black widow

First doors

Death screen

Backstory

Slime Slumber

4th doors

Citations

At Deaths Door

Door is Salvation

Citations (2nd page)

Winning screen