

These are going to be the navigation keys to move around the game. (They will look different)

This is one of the screens in the game, the door will be clickable to go through it but when clicking the arrows it will either turn or look up and down in the rooms.

User Personas

This game will appeal to gamers of any age

People who are just getting into gaming or “Noobs” will be the ones getting scared of the game and clicking into the rooms with jump scares more. For noobs, I have to consider how hard to make the game, the way to complete the game will be pretty clear for these users, so that they do not get confused and can still beat the game.

People who are intermediate gamers will probably get scared less than noobs but will also have some difficulty completing the game will probably be able to complete the game rather fast I will be putting in a lot of side things to distract them from the completing the game.

People who are expert gamers will probably get scared a bit from the jump scares but will be able to complete the game easily. I will be adding a separate ending for expert gamers so they have some more satisfaction from the game.

Color Scheme

Black: (0, 0, 0) Hex: 000000 (All the walls and building will be black)

White: (255,255,255) Hex: FFFFFF (All doors and some picture frames and some parts of the building such as part of the floor pattern will be white)

Gold: (255,199, 0) Hex: FFC700 (All consumables will be gold)

Typeography

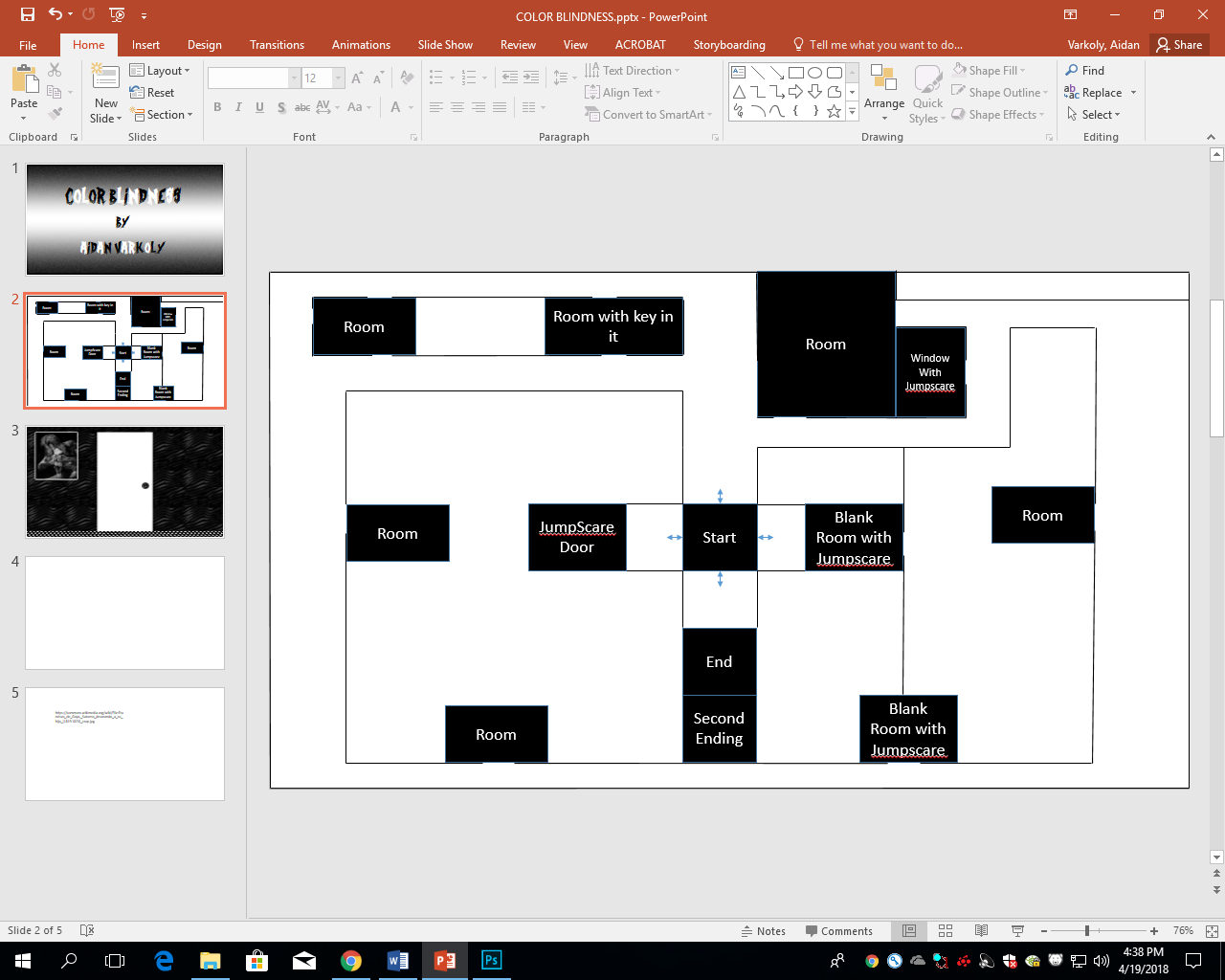
The font used is called Curse of the Zombie (<https://www.dafont.com/curse-of-the-zombie.font>)

It will again be in black and white, and be used in the title sequence and instruction screens

User Interface

Users will spawn into a room with 4 doors around them one of them is the exit and will be told they need a key, they will begin to navigate the building and eventually find clues as to where the key is, and there will also be another key in the second ending room

Once they grab the key it will appear on their screen and they will have to move to the end and then if they will be given a choice and if they choose right they will be able to get the second ending



This is meant to be on a computer or phone, and will be a click based horror game which will work best on those platforms. This is meant for pure enjoyment and not so much meant to be a fully polished AAA game made by EA. Although the game will be difficult technical wise because I am making it work purely in PowerPoint.

