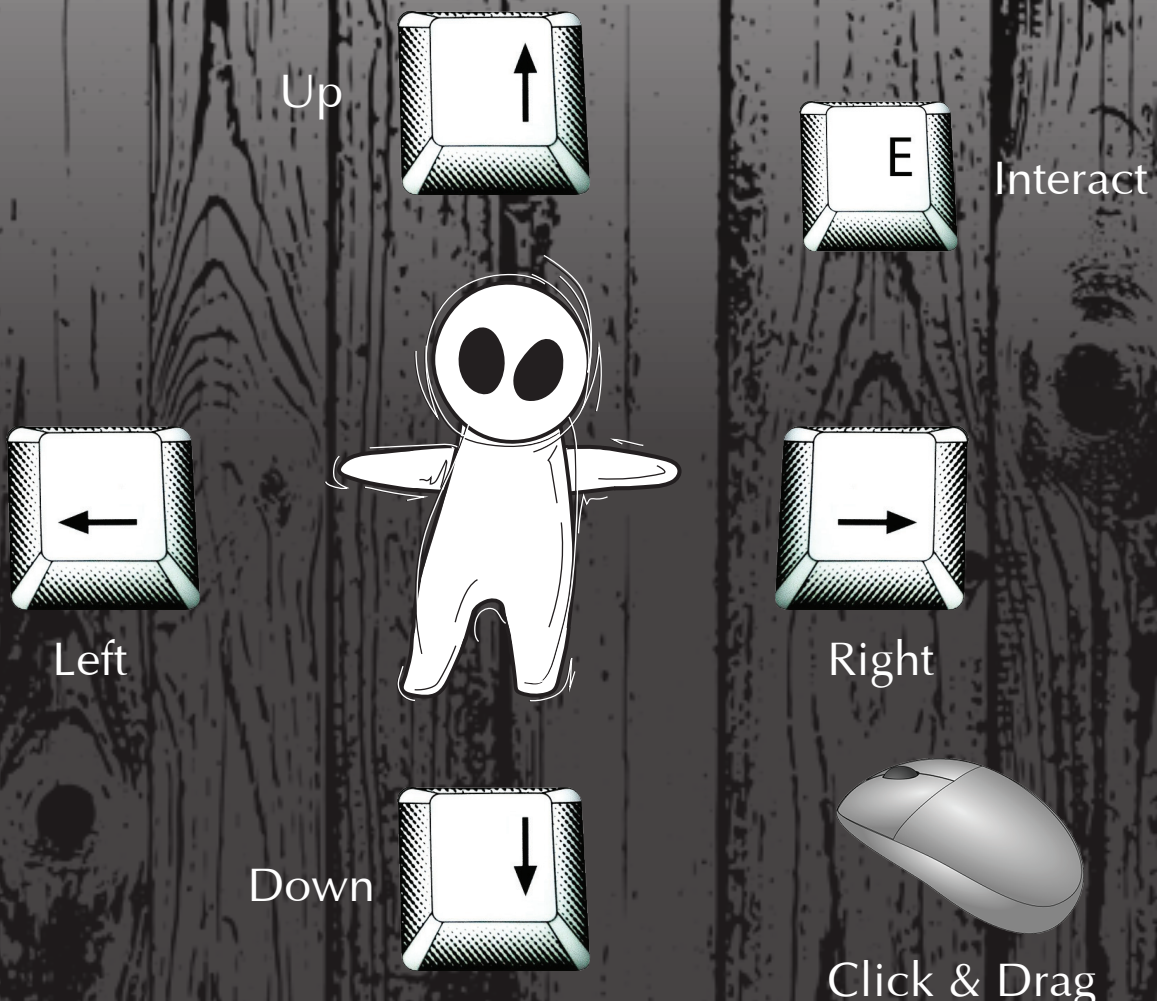
Chiaroscuro

Introduction

Are you afraid of the dark? Alone in a big, old mansion. It is big, beautiful and.....DARK. The power just went out, and you have no way out. You hear footsteps off in the distance and loud banging noises, but when you turn to see what it is, there is nothing in sight. Is this mansion haunted?

Controls



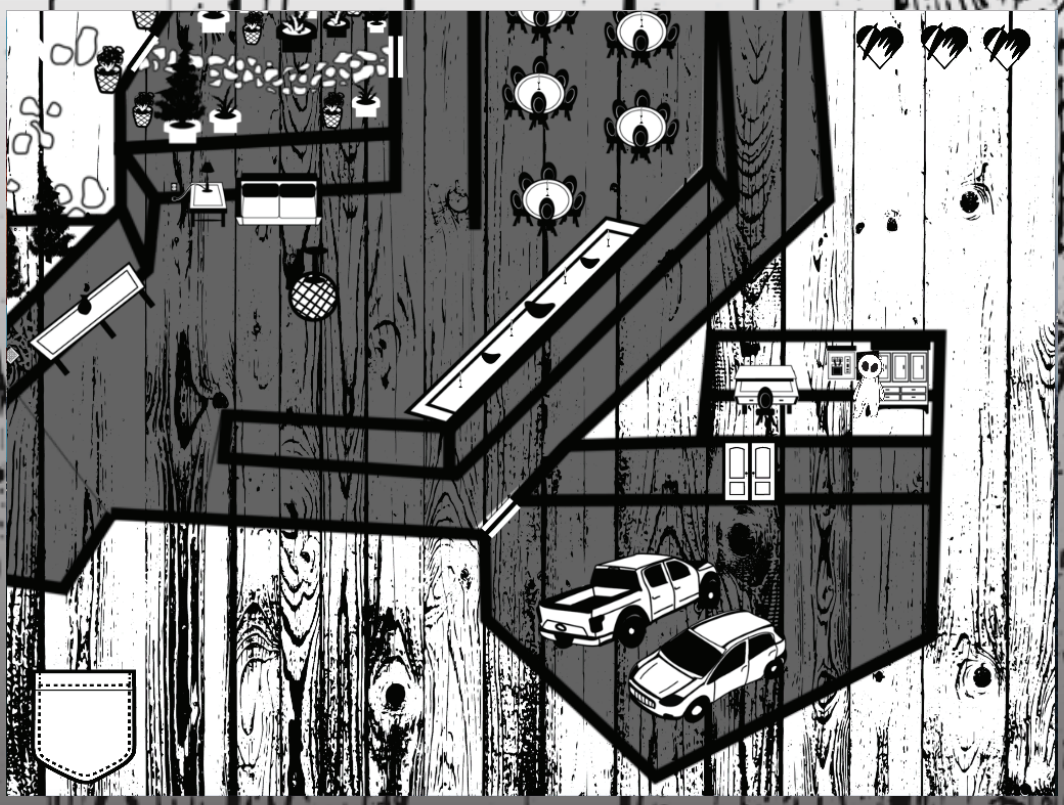
Gameplay

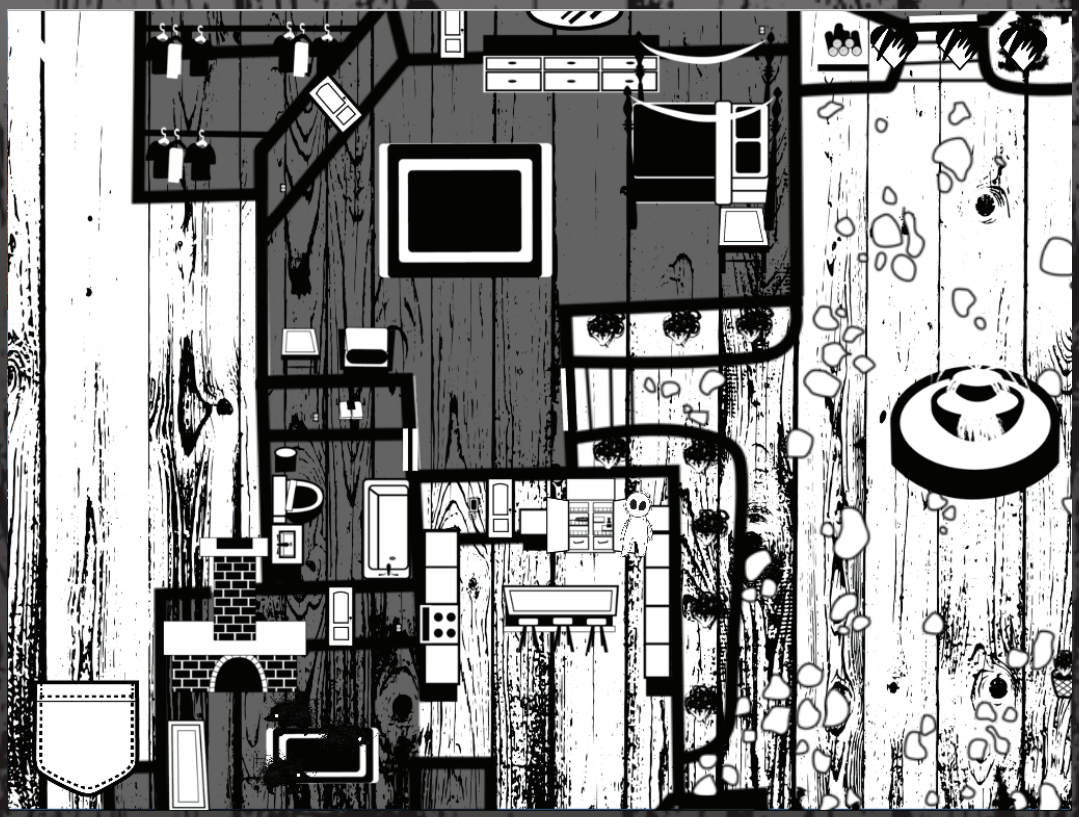
You are locked in a mansion with spirits that hide in the darkness. Your goal is to turn on all of the lights so that the spirits do not have any place to hide. Each room will have a different set of tasks that will have to be completed in a specific order to accomplish the end goal of light. For example, if a room has a fireplace you will have to chop wood and place it in the fireplace then find a source to light the fire.

You will have to pick up and hold items for a period of time in order to solve the puzzles in each room. You will need to incorporate items in other rooms to accomplish certain tasks. The mansion is one big puzzle room where you have to light the room to make the spirits stop spawning. You have the ability to shoot light out of your hands. If this ball of light hits a spirit, it will damage them. This ability is constrained by a light meter. To reload your light, you must bask in the light.

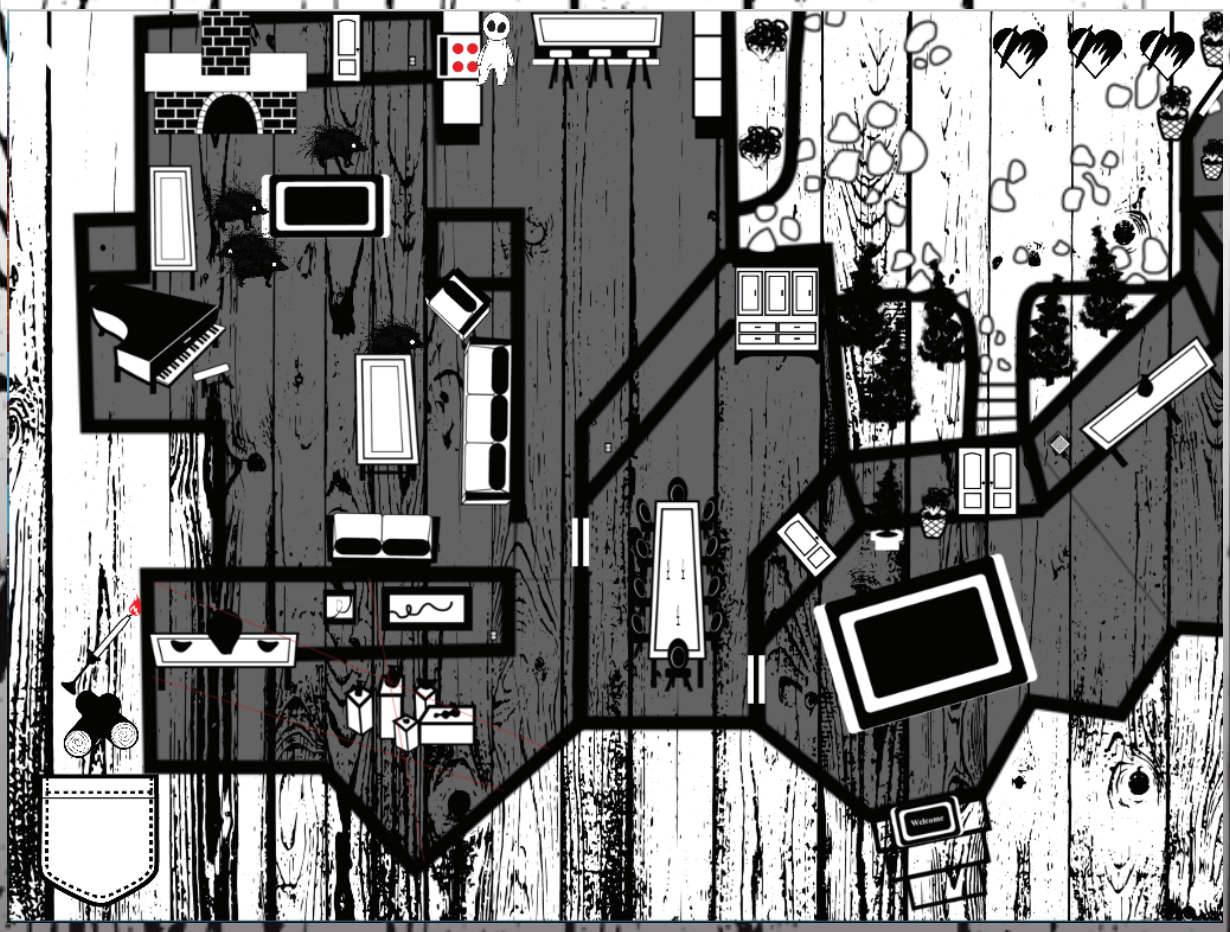
You will have a score. Your score will be determined by the enemies you kill, and the amount of rooms you light and how you light them.

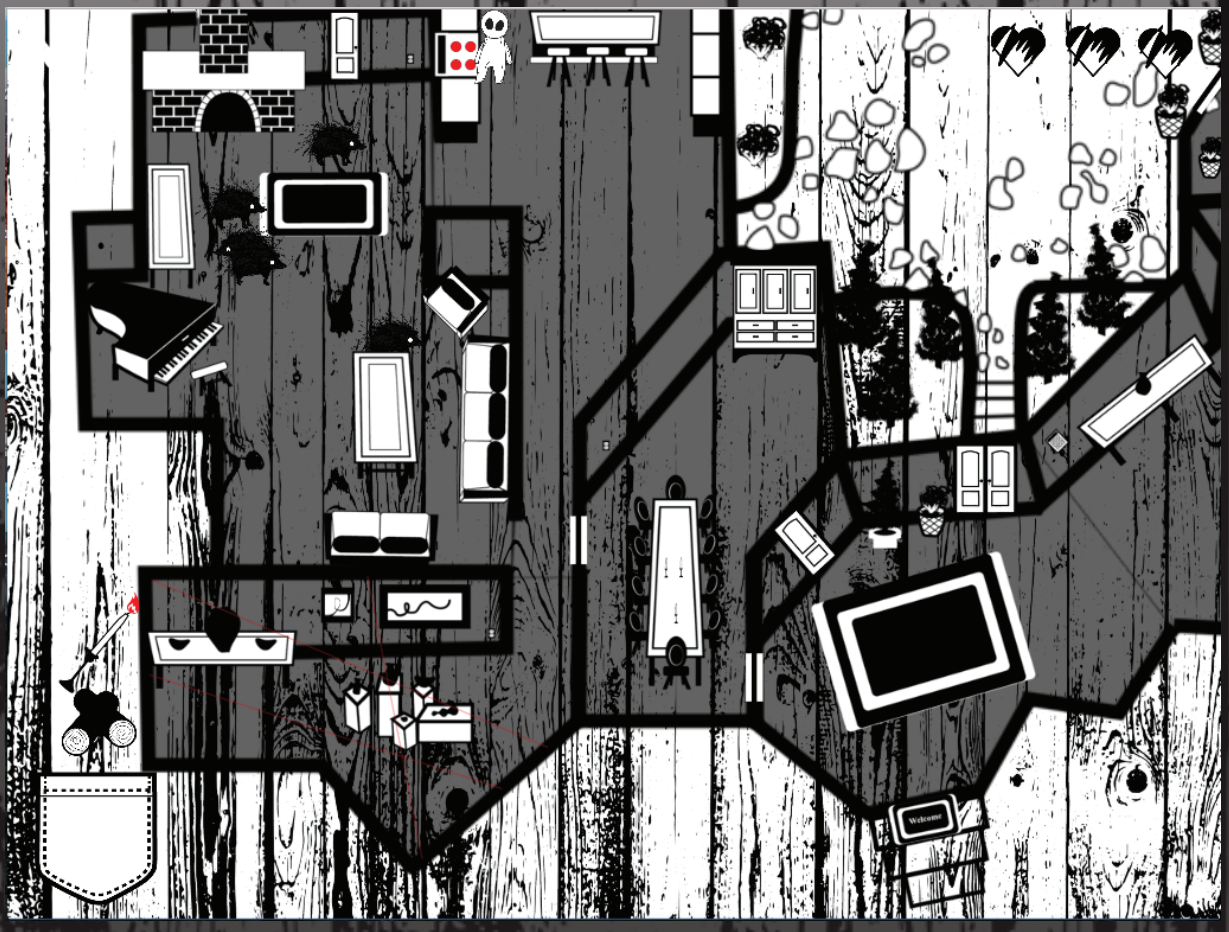
Gameplay





Inventory


Welcome

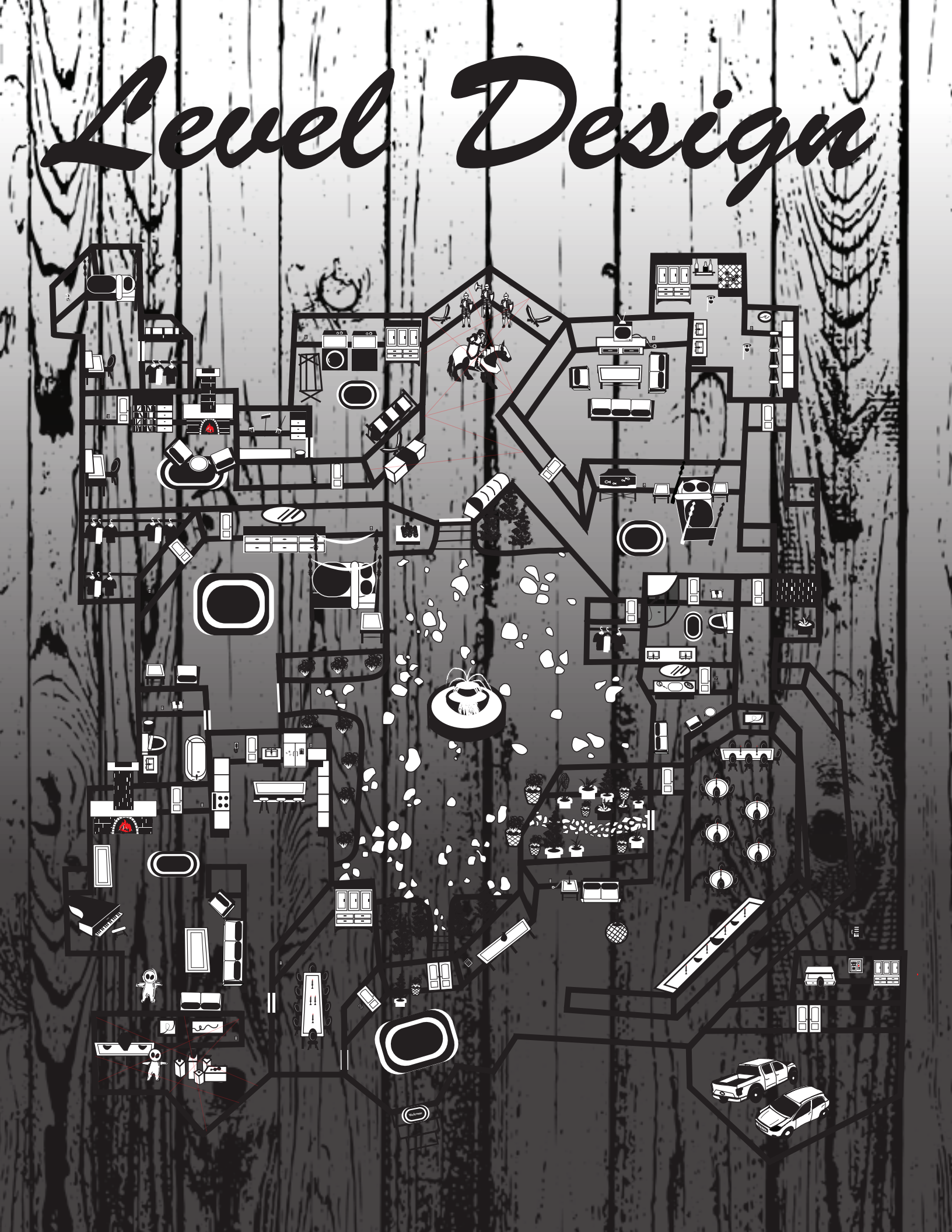

Welcome

Design

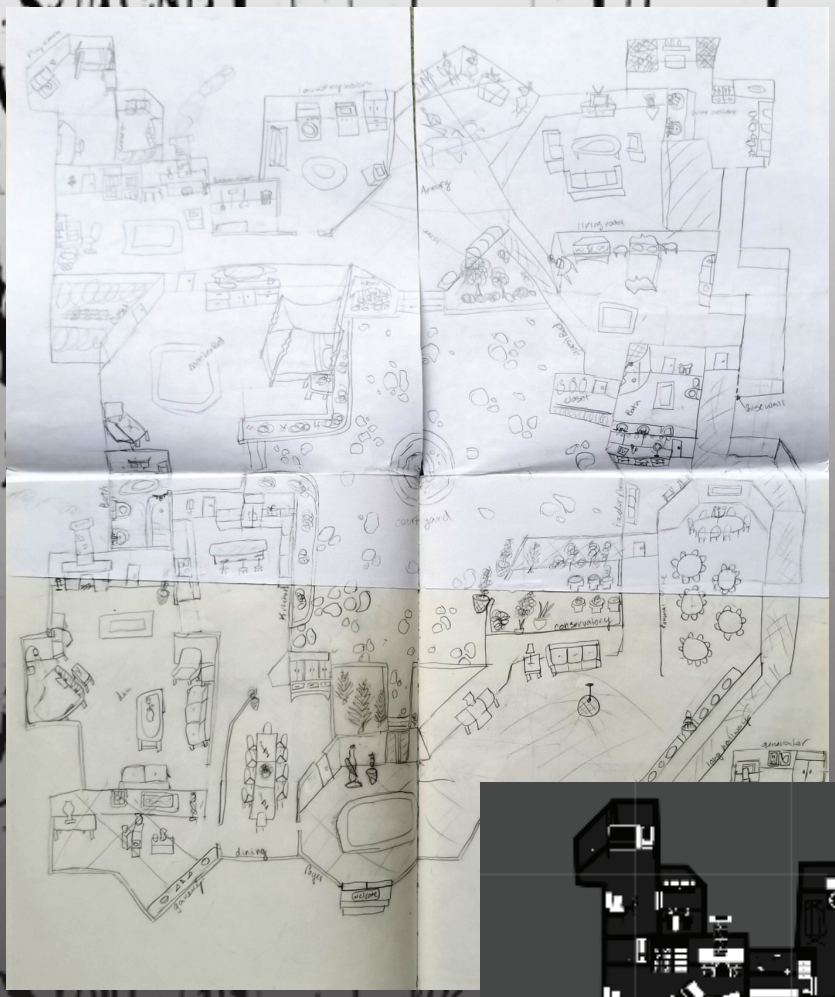
The level design is inspired by Party Hard published by tinyBuild. It shows a top-down faked perspective where the character can navigate around the 2D space as if it were a 3d space. The level's hard geometric lines contrast with the characters very organic, sketchy style. The very muted color scheme only features 3 colors, white, black, and red. The reasoning for this color selection is based around the character design. The player is all white with black eyes, and the spirits are all black with white eyes. The player being all white shows a high contrast against a black background which gives the feeling of being alone even if they aren't while the players' eyes show through best on the white background. The enemies are the exact opposite. They blend in with the black background where only their white eyes show up, giving an old school cartoon feel allowing them to hide in the shadows; however, on a white background they show up like a sore thumb.

Health System (Lives)

Level Design

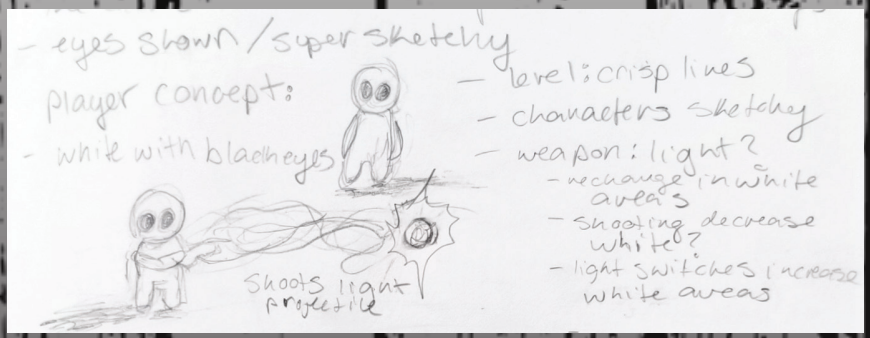


Level Concept

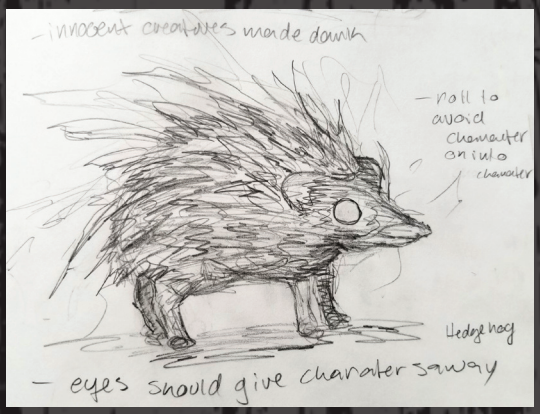


Character Design

PLAYER
-Can shoot light
-Rechargable ammo
-Interacts with objects
-Lights rooms



HEDGEHOG
-Stays in the dark
-Spawns after death
-Attacks by rolling
-Hard to see in the dark



Character Concept

Enemies
-Eyes are each different so you can decipher the charater in darkness
-Inspired by innocent animals showing a corruption of good
-Each differing in attacks

Puzzles

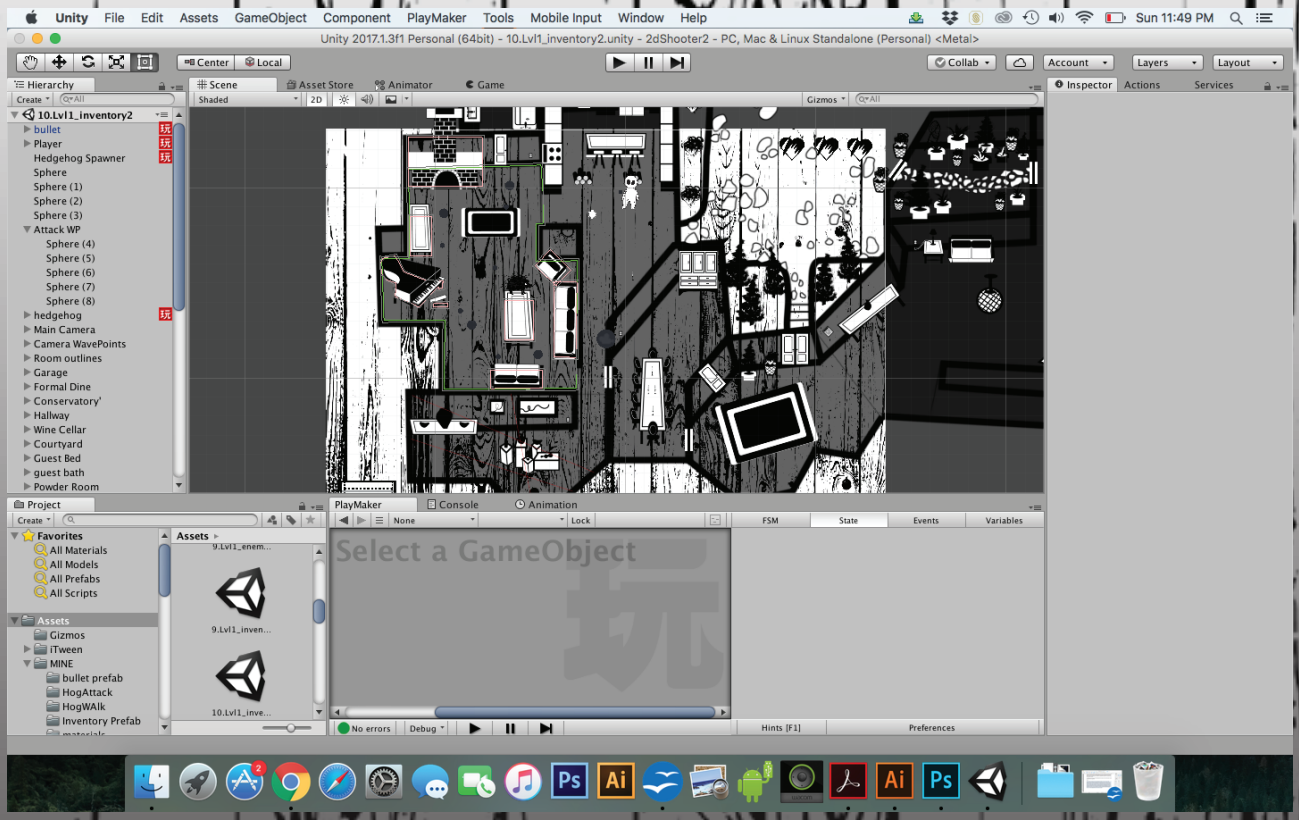
Garage
GOAL: light the car headlights
1. get house key under welcome mat to get into generator room
2. get car keys in generator room in the cabinet and turn headlights on

Den
GOAL: light the fireplace
1. get mirror from powder room to reflect lazors in armory
2. reflect lazors in armory and get the axe
3. chop wood with axe in the courtyard and place wood in the fireplace
4. turn generator on, then turn stove on
5. get candle/torch and light it in the stove
6. place candle flame in fireplace

Dining
GOAL: light candles
1. light candles using the fireplace or with other candles

Fomal Dining
GOAL: light candles
1. light candles from fire place or with other candles

Prototype


Unity File Edit Assets GameObject Component PlayMaker Tools Mobile Input Window Help
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Unity 2017.1.3f1 Personal (64bit) - 10.Lvl1_inventory2.unity - 2dShooter2 - PC, Mac & Linux Standalone (Personal) <Metal>
Hierarchy
Scene
Asset Store
Animator
Game
Inspector
Actions
Services
10.Lvl1_inventory2
bullet
Player
Hedgehog Spawner
Sphere
Sphere (1)
Sphere (2)
Sphere (3)
Attack WP
Sphere (4)
Sphere (5)
Sphere (6)
Sphere (7)
Sphere (8)
hedgehog
Main Camera
Camera WavePoints
Room outlines
Garage
Formal Dine
Conservatory'
Hallway
Wine Cellar
Courtyard
Guest Bed
guest bath
Powder Room
Project
PlayMaker
Console
Animation
Select a GameObject
Favorites
All Materials
All Models
All Prefabs
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Gizmos
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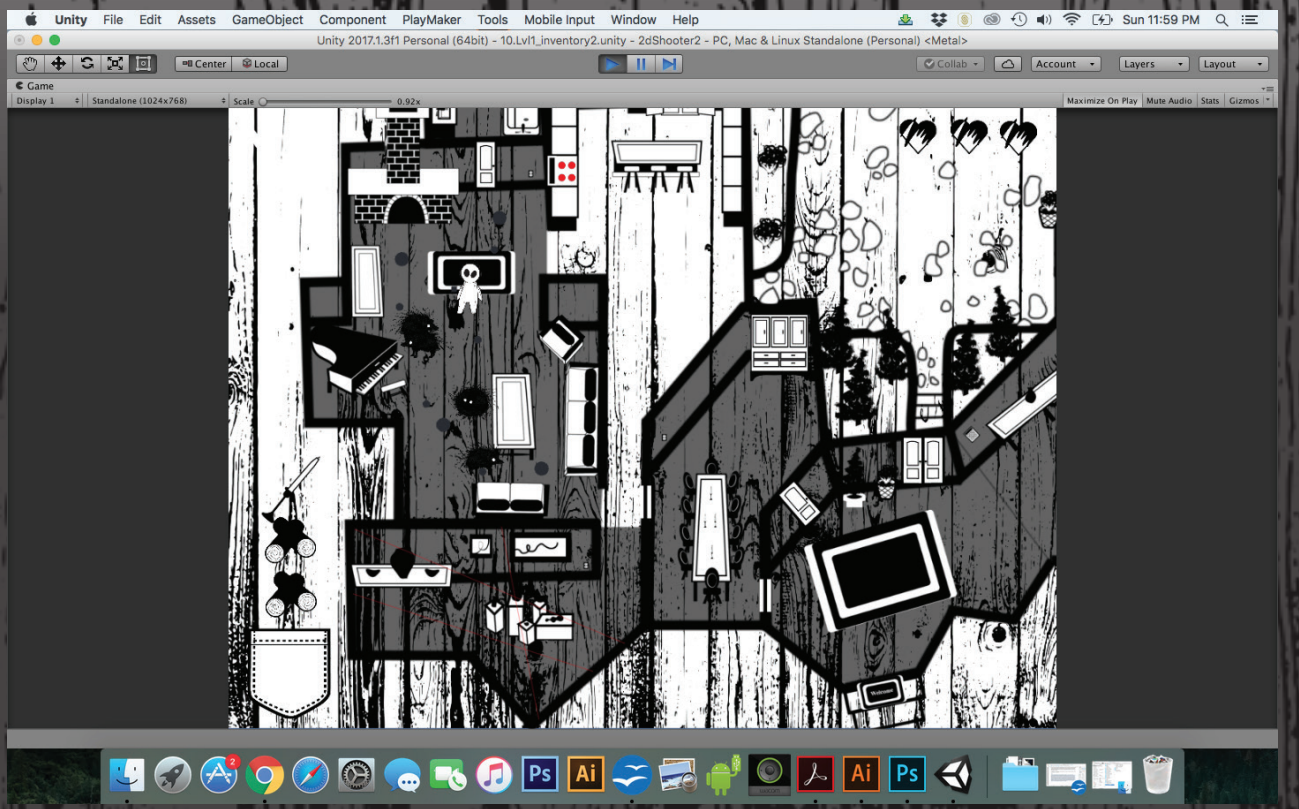
MINE
bullet prefab
HogAttack
HogWAlk
Inventory Prefab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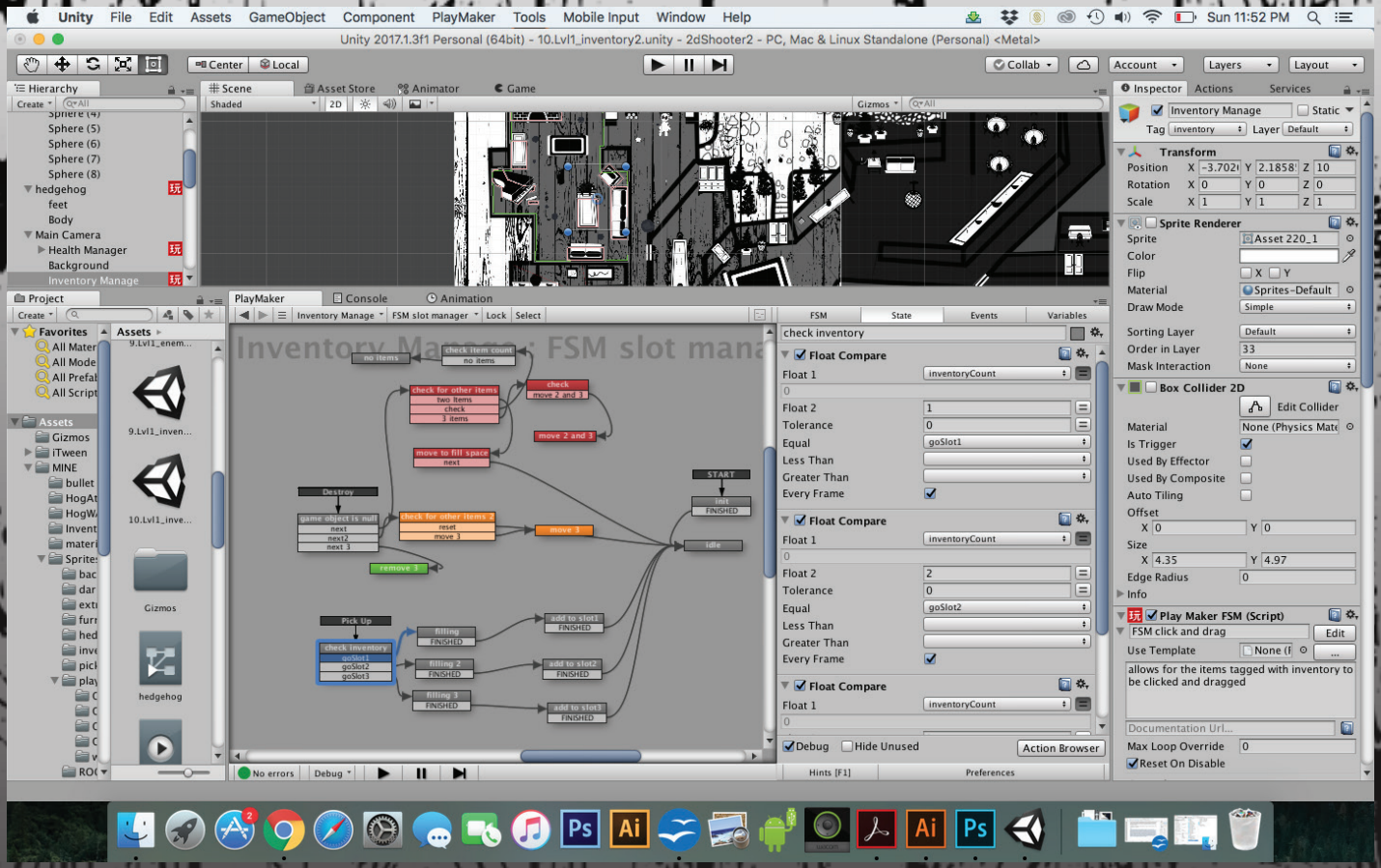
Game

Prototype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Hierarchy
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Box Collider 2D
Play Maker FSM (Script)
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Console
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Inventory Manage : FSM slot mana
Float Compare
Debug
Hide Unused
Action Browser

Playroom
GOAL: plug in night light
1. get key under child's bed to unlock the chest in the playroom closet to get night light
2. plug in night light in an outlet

Foyer
GOAL: turn light switch on
1. turn light switch on

Powder Room
GOAL: turn light switch on
1. turn light switch on

Ballroom
GOAL: light disco ball
1. get mirror from powder room
2. plug in lamp to outlet
3. reflect lamp light to disco ball

Kitchen
GOAL: open fridge
1. open fridge

Wine Cellar
GOAL: pull the chain
1. open false door with book in study
2. pull chain

Living room
GOAL: turn on TV
1. plug in TV
2. turn TV on

Hallway
GOAL: trigger motion sensitive lights
1. find robot in toy chest in playroom closet
2. find wind up key under pillow in child's bed
3. let robot loose in the hallway to constantly trigger lights

Conservatory
GOAL: collect fireflies in jar
1. get wine bottles from cellar
2. get net in conservatory
3. catch fireflies in courtyard and put in jar
4. place jars in the conservatory

Study
GOAL: light fireplace
1. get wood from courtyard
2. light with candle

Guest Bed
GOAL: turn on fish tank
1. turn on fish tank

Closets
GOAL: light with flashlights
1. there are 4 closets
2. one flashlight will have full power
3. two others will need batteries
4. one closet will need a bulb

Armory/Gallery
GOAL: turn off the lazors
1. flip over the painting in the gallery and type in the code on the back of the painting into the alarm system in the foyer
2. when the lazors go off, the room lights will turn on

Bathrooms/Laundry Room/Master Bed
GOAL: find light bulbs
1. find light bulbs throughout the house and install them
2. or use jars of lightning bugs