IEEE GameSIG Intercollegiate Game Showcase 2018
Game Overview: Hide and Seek   Date: April 15, 2018

One-Sentence Description	Lost and weary, you must indulge the monster who kidnapped you from your home in his twisted version of "hide and seek" for a chance to escape imminent death.
List of Team Members and Their Schools	Jennifer Ly, Chapman University, ly136@mail.chapman.edu Angelina Aslanyan, Chapman University, aslan104@mail.chapman.edu Kyle Harrington, Chapman University, harri324@mail.chapman.edu Logan Jensen, Chapman University, jense164@mail.chapman.edu Kevin Lin, Chapman University, lin212@mail.chapman.edu Matthew Shiroma, Chapman University, shiro105@mail.chapman.edu Project Lead - Jennifer Ly, Cell: (832) 762-0042
School Level	_**X**_ College/University ___ High School
Target Platform and Audience	Target Platforms: Windows PC and Macintosh Audience: Teen and older (16+)
One-Paragraph Summary of Gameplay and Objectives	*Hide and Seek* is a first-person, 3D survival-horror game with platformer elements in which the player, a small child, is taken from their home by a monster called "The Count." He offers the player a chance to escape from his manor by playing "hide and seek." The player must collect the spirits of deceased children haunting the manor by fulfilling their quests while avoiding capture. The player has limited stamina, and the monster has preemptively laid out traps to stun the player and slow them down. However, there is a variety of items available to the player that they can use to survive the night.
Key Features	• Items that help the player navigate the level and/or avoid the monster • Falling bookshelves that stun the player • Hiding spots that conceal the player from the monster • Tunnels that help player access another section of the level while hiding from the monster • Spirits that become collectible after fulfilling a unique quest • Stamina system that depletes the more the player runs and jumps, but can recover by staying in place or walking • A monster that patrols his manor and pursues the player when they're spotted or heard
Thumbnails of Game Art	
Software Libraries and Packages Used	The game was developed in Unity 2017.2.0f3 with Post-Processing Stack package. The model of the monster ("The Count") was made in Mudbox and animated using Adobe Mixamo. Sounds were created using Logic Pro X.
Third-Party and Ready Made Asset Credits	See table on next page
Faculty Member Name & Contact Information	Derek Prate, Chapman University, prate@chapman.edu
YouTube Link Misc. Notes	https://youtu.be/xml66cISlUU
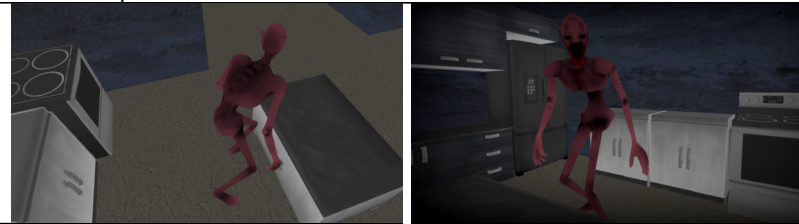
Submitted by: Jennifer Ly, email: ly136@mail.chapman.edu

List of game assets not entirely made by the team. Includes ready-made rigs, templates, images, models, textures, music, sound effects, and voice acting.

Name or brief description	Source (ideally both URL and creator's name)	If modified by team, explain how.
Free Christmas Presents (Model)	BRAiNBOX 3D <https://assetstore.unity.com/packages/3d/props/free-christmas-presents-low-poly-24356>	
Toon Furniture (Model)	Elcanetay <https://assetstore.unity.com/packages/3d/props/furniture/toon-furniture-88740>	
Battery 3D Model	aparapid <https://www.cgtrader.com/free-3d-models/electronics/other/battery--3>	
The Bloody Door (Model)	Tim's Horror Assets <https://assetstore.unity.com/packages/3d/props/interior/tim-s-horror-assets-the-bloody-door-70847>	
Another Danger (Font)	The Branded Quotes <https://www.dafont.com/another-danger.font>	
DHF Story Brush (Font)	Dexsar Harry Anugrah <https://www.dafont.com/dhf-story-brush.font>	
Kindergarten (Font)	Geronimo <https://www.dafont.com/kindergarten4.font>	
Seamless Hi-Resolution Concrete Texture	Seme Design Lab <http://www.texturise.club/2014/01/seamless-hi-resolution-concrete-texture.html>	
Concrete Texture	https://www.pinterest.com/pin/687995280546916028/	

When you send your submission, please answer the following:

What were the top technical challenges that you encountered in the project?	One challenge was integrating some of the mechanics that the programmers built separately into a playable build. There was an uncertainty to how these mechanics, such as traps and items, would work together. We solved this by programming C# scripts in separate directories and namespaces, making it much more organized and manageable. When we encountered trouble, we would reach out to each other and try to debug together. There were also problems with version control and merge conflicts in GitHub, but this was circumvented by scheduling tasks, forking repositories, and working in separate branches.
How did the design evolve during development? What changed, and what didn't?	Originally, the design for *Hide and Seek* involved a health system rather than a stun system. If the player fell or got caught in a trap, then their health points would be deducted, and they would lose when they reached zero. However, after discussing as a team, we decided that did not suit the type of game we want to achieve, so the idea was scrapped entirely. We wanted a game that focused on an eerie, haunted ambiance, and the stun system that would immobilize players seemed more appropriate because it forces the player to feel the urgency to move away from the monster. We did not prioritize artwork and, instead, made sounds and a large, winding map that would heighten the player's experience. For the gameplay itself, through playtesting we discovered how important contextual clues were, considering how many mechanics we wanted to incorporate. We try to include feedback in the HUD to let the player know what they can do in a room, such as hiding or crawling.