

TERRIFYING RETURN OF PENNYWISE

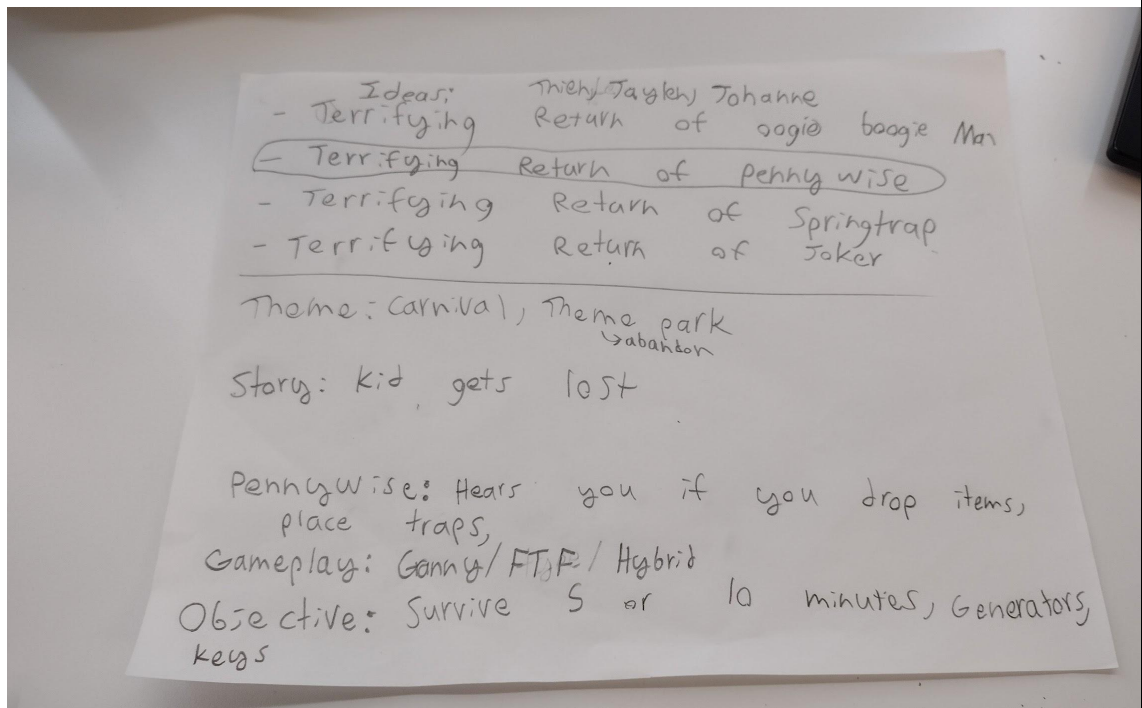
Roles:

Thien: Main Coder

Johanne: Writer, Mechanics Designer

Jaylen: Map Designer

Beginning Process:



Story:

- Kid gets lost at an abandoned theme park and gets stuck with Pennywise

- Backstory:
 - Pennywise is back and has decided to haunt a theme park. A kid gets lost and ends up at the theme park, where he is trapped and chased around by Pennywise. The objective is to survive and escape
- The game takes place in the same world as the It series but is a couple years have passed

Map Design:

Main setting: theme park (abandoned), inside a empty circus area, where the player can use items and clues hidden inside. Pennywise will spawn inside the circus, chasing around the maze like structure of the backstage of the circus. In this area there will be also generators that the player will attempt to fix, which will reduce the time needed to survive in the circus. An exit door will open a random position in the circus. Below is the base map design



Pennywise Design



Gameplay

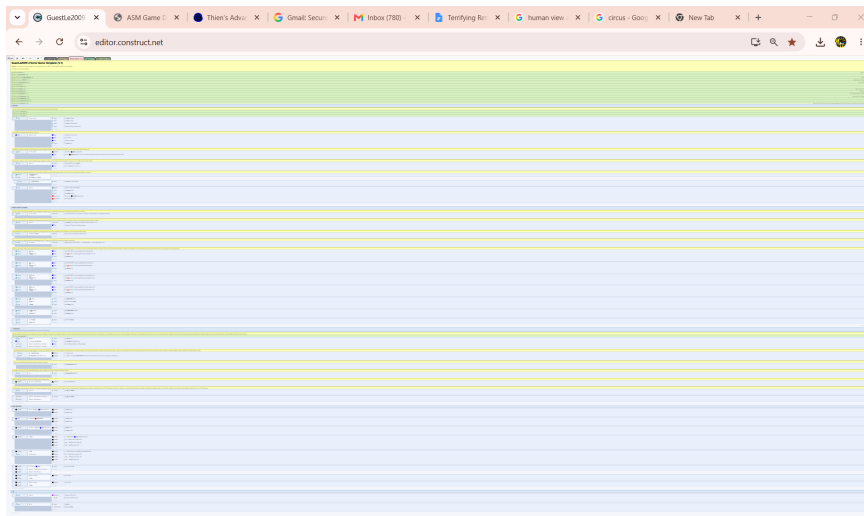
- Pennywise functions similar to Granny: can hear items being dropped, can manipulate objects (like breaking fixed generators), can be stunned if an object is thrown at him
- Pennywise can set traps around the map which captures the player and tells him their location

- Find items and fix generators to escape.
Doing this also reduces the amount of time to survive
- Once all generators are fixed, the exit doors open and the player can find it and escape
- Notes from past kids are scattered around the map and act as clues for the player

Gameplay and Code Images

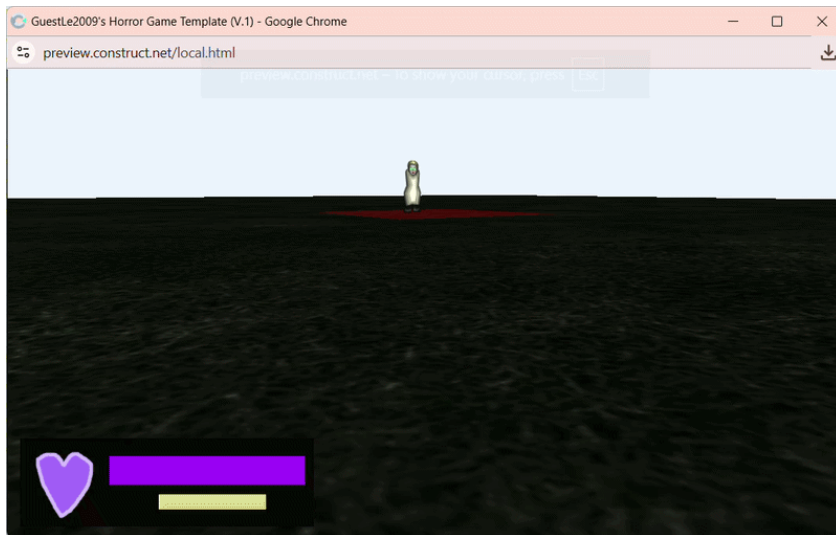
Strategy for completing the game:

1. Turn my own horror game template into a better horror game template (Coding).
2. Build the Map, Items, and keys.
3. Check for any bugs.
4. Code more to make it into a more unique game.



I modified the code I made for a horror game and try

to make the code have more options and features so that people using this template have an easier time making a horror game without having to code from the start.



Right now I'm testing the Killer's AI for any bugs.