Point & Click 2D Horror Video Game

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Introduction

Escape from Peddocks Asylum is a horror themed "Point and Click" game.

Point-and-click games are a genre in which rather than navigating an environment the player must use nothing but their mouse and some logic to find and assemble clues scattering the scene in order to escape a locked area, uncover a mystery, or complete a quest.

You the player are stuck in Peddocks Asylum, an Asylum on a nightmarish deserted island when you've suddenly been given the opportunity to escape. Your decisions will lead you along your journey to freedom, eternal imprisonment or even worse… death.

Materials

The narrative including the many decisions made by the player was created and written in Twine. Unity was chosen as the game engine to develop this game because of its robust 2D resources and mechanics. The game has been released on itch.io and is free to play and available to the public.

Twine

Unity

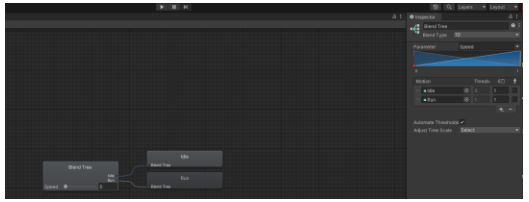
Game Design and Development

Created scenes to represent different locations within Peddocks Asylum.

Imported 2D sprites, backgrounds and other assets.
Implemented Point and Click interaction for the player character and clickable objects within each scene. Raycasting is used to detect mouse clicks on object and for player character navigation.

Unity's UI system is used for dialogue display handling conversations between characters. Unity's UI system is also used to display the player's inventory.

Animation assets were imported and then blended smoothly using Unity's animator and Blend Tree system.



Conclusion

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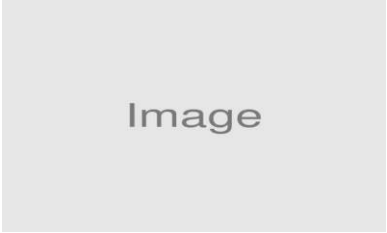

Acknowledgments

Thank you to Professor Hosni and Professor Yokum for guidance and advisement throughout development.

For Further Information

Github: github link
itch.io link to deployed game
Portfolio link
contact email