



Point & Click 2D Horror Video Game

Nicholas Ramdin

Entertainment Technology, NYCCT, Brooklyn New York 11201

Introduction

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

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 a long your journey to freedom, eternal imprisonment or even worse... death.



Materials

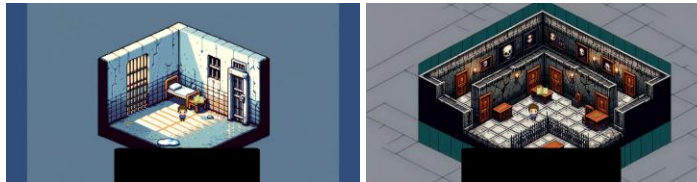
The narrative including the many decisions made by the player was created and written in Twine. Unity was chosen as the game engine to develop this game because of its robust 2D resources and mechanics. The game has been released on itch.io and is free to play and available to the public.

Game Design and Development

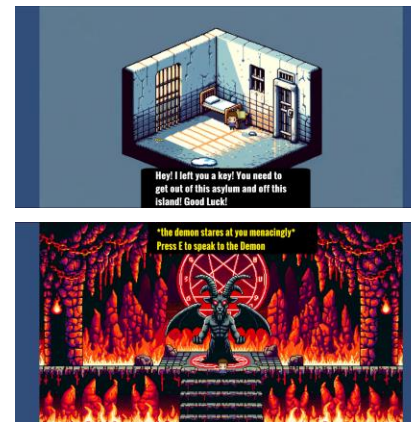
Player Navigation:

Raycasting is used to detect mouse clicks on objects and to control player movement

Each scene tackles different horror elements such as being trapped, being alone, paranormal entities and sinful regret

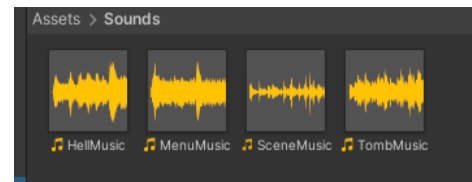


Unity's UI system is used for dialogue display handling conversations between characters. Unity's UI system is also used to display the player's inventory.



Game Art:

Game art was sketched out on MS Paint and then given to openAI to draft concepts with specific prompts. Art was then downloaded and fine tuned in Adobe Illustrator.



Soundtracks

Credits to Eric Matyas for the free open source soundtracks from soundimage.org/horrorsurreal

Conclusion

The project was able to encapsulate the game's core mechanics and concept while still maintaining a short playthrough as a demo in order to not lose the attention span of the player but still give them enough and a cliff hanger to want to play the full game.



Acknowledgments

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

For Further Information

nicholasramdin@gmail.com
<https://nicholasramdin.itch.io/escape-from-peddocks-asylum-demo>
<https://nicholasramdin.github.io/nicholasramdin/>
<https://github.com/nicholasramdin>