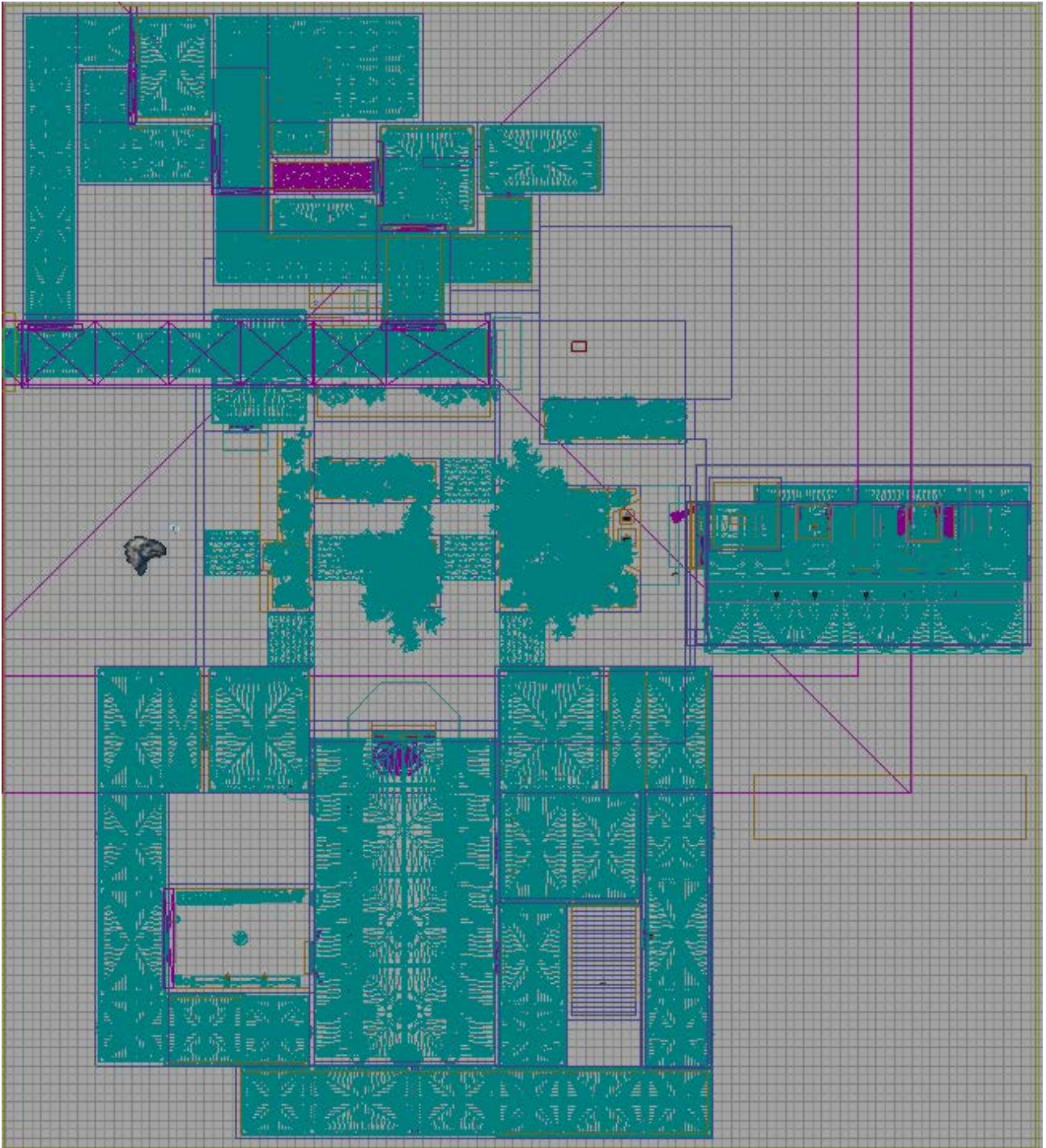
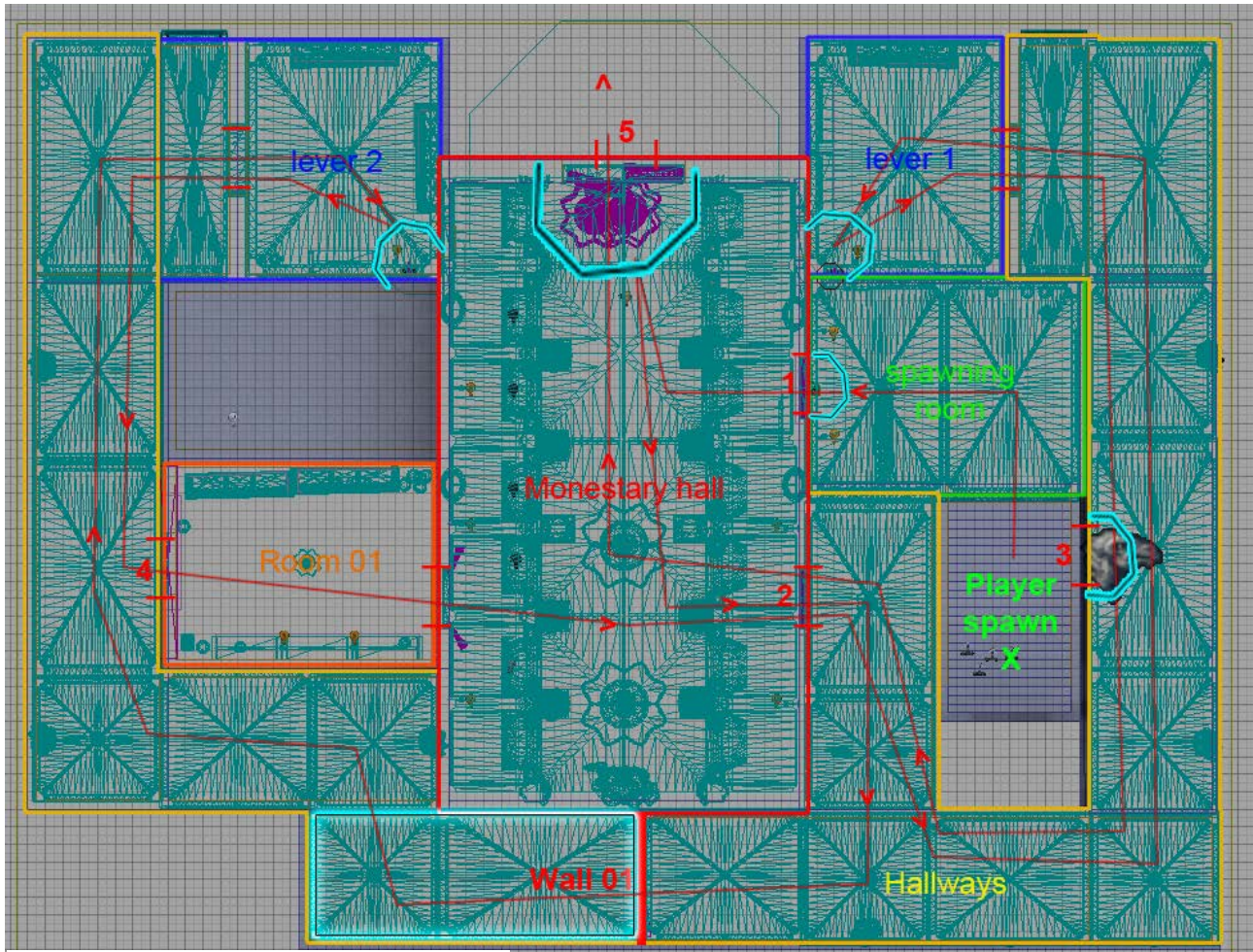


# Whitebox & game logic diagram – Monastery hall (part 1)

Top down of the full level.



## Monastery hall (part 1)



Critical player path



Trigger



Door

## Walkthrough (Part 1)

The player begins on a staircase leading to a small room.

By pressing E the player can open the 2 doors (door 1) leading to the monastery hall. As the player moves close to the hall entrance doors, from which the left door is blocked by a large chandelier, a second chandelier will fall from the ceiling in front off the player, blocking the second door as well.

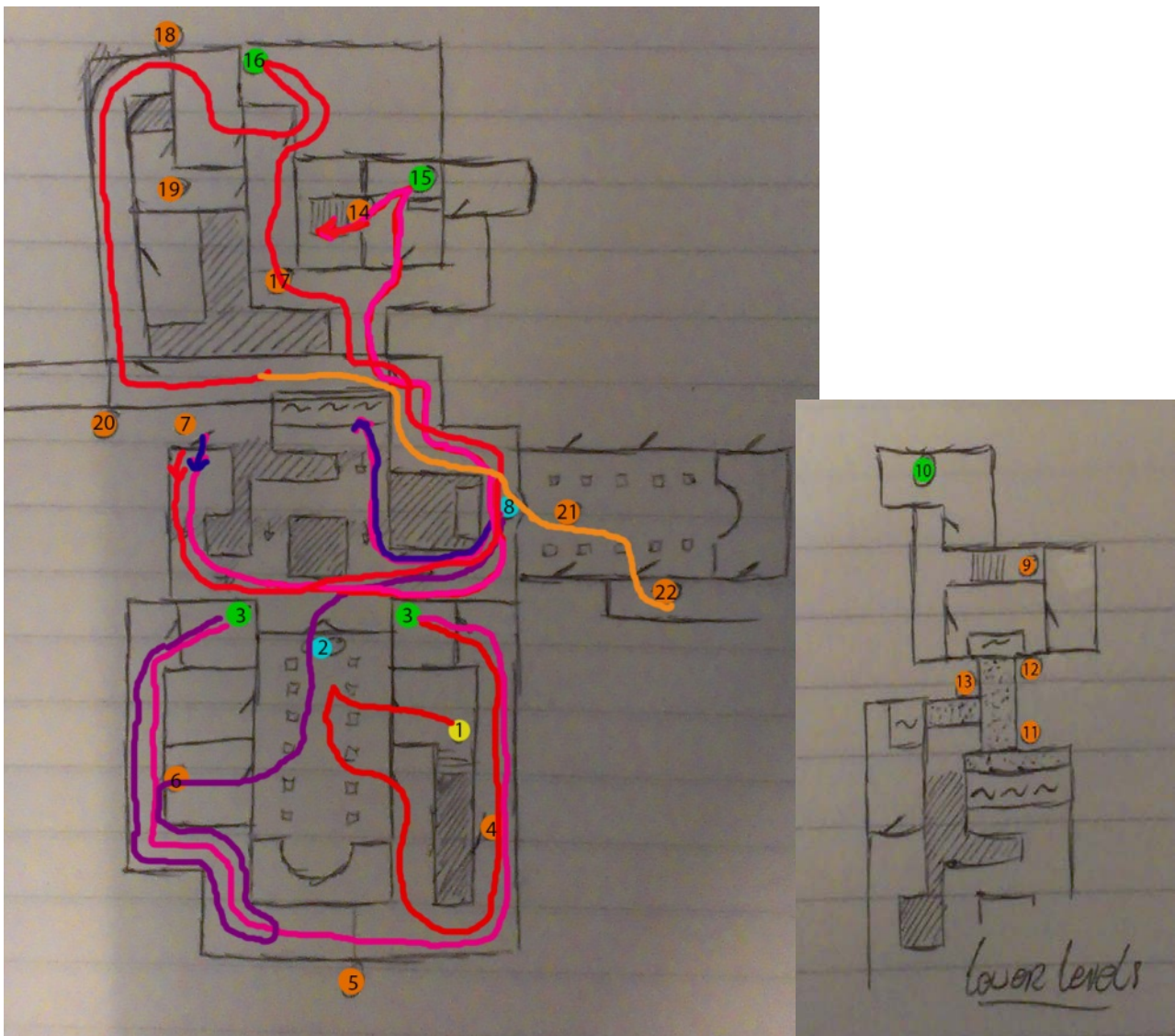
Triggered by the chandelier crash, door number 2 has opened. This door leads to the hallways. The chandeliers have to be lifted again and this can be done from 2 rooms on both sides of the entrance doors. It doesn't matter which lever the player activates first, but activating lever 2 first is the fastest. To reach level 2, the player takes the right path in the hallways. Wall 01 has not appeared yet at this point and neither has door 4. As the player activates lever 2 the chandelier on

the left is lifted up to the ceiling again and a wall (wall 01) has appeared in the middle of the hallways, blocking the way back. As the player moves to wall 01 door 4 will appear in the previously empty hallway wall. Through room 01 the player can move back to the hall, and the other side of the hallways, back through door 2.

Going left in these hallways the player crosses door 3. These doors are closed and as the player presses E to open them an animation and sound effect start playing of something smashing 3 times against the doors from the other side. After this has been triggered the doors will remain closed.

Moving further through the hallway the player reaches the room with lever 1. Activating lever 1 lifts the second chandelier back up to the ceiling. The player can now move back to the hall and open the large entrance doors (door 5), to move to the next area of the level.

## Whitebox & game logic diagram – Courtyard (part 2)



Clear top down image of both parts of the level. (Upper levels)

(Lower levels)

After completing the first part of the level the player can move outside to the courtyard. Number 8 on the map marks the position of a puzzle. 3 differently sized lit gaps can be found across a locked door. The player has to find 3 corresponding crates and put them in the correct

hole to open the door.

Moving to part 9 the player finds a staircase leading up to a closed door, so the only option is to move to number 10. Here the player will find the first crate for the puzzle. The player has no option, but take the route back through the underwater tunnels. The player will drown when staying too long in the water without getting air. At number 11 a wall will appear in front of the player, as this wall has appeared another one will close the way back at number 12, behind the player. A route on the left to number 13 opens up and allows to player to climb out of the water.

Staircase number 14 leads the player back up. The first crate can be placed back at the puzzle location and the other two crates are located at the green 15 and 16 on the map. When the crate at number 16 has been collected a wall appears in the hallway at 17, together with a door at 19 and wall number 18 disappears.

At number 20 another wall disappears and all doors in this long hallway vanish. The ceiling starts coming down at the end, moving in parts towards the player. The player has to run for the door to avoid getting crushed. The door closes behind the player. Re-opening it would reveal the hallway back to normal.

After all crates have been placed in corresponding gaps, the doors leading to room 21 open up. This reveals the monastery hall of the first part of the level, now moved to this part of the map. On top of this a cutscene is triggered in which the room starts rotating 90 degrees to the left. The player has to jump over the side of the pillars on the right or risk falling down and dying. Room and door number 22 have also rotated along with the hall, but show water at the bottom of the room.

The player can safely jump through the doorway into room 22 and land into a (not rotated) familiar hallway. At the end of the hallway is a door that leads the player to some stairs, back into the spawning room from part 1, so it seems like the level will go on forever.

## **Horror aims**

### **Weakness of the player**

From the beginning the weakness of the player is apparent. The player spawns without a weapon and no weapons can be found during the game. We have also adjusted the player's movement speed and removed the double jump.

### **Alone/isolation**

The building seems is large, dark, empty and isolated.

### **Undefeatable enemy**

At the beginning the player isn't sure if the level itself really changed. This invokes a feeling of doubt and mystery. Throughout the level it becomes more and more clear that the building itself is the enemy. This reinforces the feeling of an undefeatable, supernatural enemy and also a strong feeling of misdirection, as walls appear and disappear throughout the game, or complete rooms even turn around completely. This event clearly messes with the player's normal senses and perception of what is up and down.

### **Environment**

The level takes place in both a very dark and gloomy monastery interior, as well as a very foggy exterior. The poorly lit monk statues can seem fairly threatening to the player and, together with

the supernatural enemy, give the idea of a strange, cursed place. The interior contains both large open halls that can invoke a feeling of agoraphobia, as well as smaller, long and dark corridors that can give a more claustrophobic feeling to the player.

### **Endless loop**

It seems like the game will go on forever as the player starts back in the spawning room at the end of the level.

## **Setpiece diagrams**

### **Setpiece diagram 01 – The chandeliers**

**Kevin van Schaijk**

#### **Chandelier drop**

Initially the monastery hall leads to just the hall and one open door to a room that is empty, besides some furniture. The hall has two large entrance doors at one side. The left door is blocked by a large chandelier that lies in front of it. The door is opened slightly and some light shines through it. As the player moves close to it a second chandelier falls in front of the door, next to the other chandelier with a loud sound effect. The light on this part of the hall goes out as well. As this setpiece is triggered a door that was previously locked will silently open, allowing the player to move on.

#### **Lifting the chandeliers**

To move the chandeliers blocking the player's exit, the player has to activate two levers. One for each chandelier. After both have been lifted the player is able to open the now unblocked doors in the hall. The levers are located in two separate rooms to the left and right of the hall. The door that has opened after the chandelier was dropped in front of the player leads to a hallway that is split to the left and right. The player does not have to activate the levers in any particular order.

Activating the lever on the right of the doors will lift the chandelier that was previously dropped in front of the player to its original position above the doors, in the middle of the ceiling. The chandelier is broken and will not emit any light.

Activating the lever on the left of the doors will also lift up and re-position the chandelier on the left, but triggers more changes in the building as well. Walking back to the hallway's entrance the player will now find a solid wall where blocking the hallway's exit point. After the wall has been seen the player has no choice but to walk back the hallway. Triggered by the player's notice of the new wall a door has now appeared back in the hallway where a wall used to be. This door leads the player back into the main hall, through a room that previously was a dead end.

The player is now able to open the previously blocked doors and move to the next area.

### **Setpiece diagram 02 – The Underwater Tunnel**

**Bart Vossen**

There is an underwater tunnel which leads from the small pond in the courtyard to the lower floor of the second building. Underwater the player's depth of view decreases by a large amount, colors are less saturated and become more blue and there is also some fog present. Because of all these

the player can't see clearly or very far ahead, leaving them in the dark of what's to come. Besides that the tunnel is also very narrow. With this it is intended to give the player a claustrophobic feeling. As the player is also swimming underwater this can result in drowning if they stay under for too long. All these factors work together in making it an unpleasant environment for the player to move through.

The player can move through these tunnels to obtain the crate placed there, which is needed for the puzzle. Should the player go for this crate first, then nothing will happen in the tunnels. It already seems like an area where something might happen, however it doesn't. Thus the player travels back and forth expecting something to go wrong. Which already creates tension for the player.

When the player goes to obtain the small box upstairs, the player is forced to move through the tunnel again. However as the player nears the exit, a wall moves up from the ground, blocking the player's path. This will force the player to go back, making them fear drowning. However as they go around the corner another wall moves down in front of them. This will make the player think they are locked in the underwater tunnel. However the player is given an exit; a new tunnel has appeared which is just around the corner. This tunnel is even tighter than the other ones, increasing the feeling of claustrophobia. Around this time the player will also have been underwater for too long, and will start drowning. This means the player takes 5% damage every second, increasing the chance the player will panic. As they reach the end of the tunnel they'll immediately try to swim up, however there is a small tile blocking their way. This way the end of the tunnel gave a false feeling of hope, and this can increase their panic even further. It forces them to swim a little more before they reach the water surface. As the player can breathe again they'll have a feeling of relieve, being happy they managed to survive that.