

Opponent Design Document

Overview:

The opponents (entities) are tall, slender, H.P. Lovecraft-inspired creatures with bulbous heads, unnaturally long limbs, and sharp teeth. They are the main obstacle in the game, able to both kill and be killed by the player.

Movement:

The entities will wander around the house by default turning on lights and opening doors and windows. Once the player gets in range, they will follow and chase the player until the player gets out of range. If close enough to the player, they will begin damaging the player until either defeated, out of range, or the player dies.

Interactions:

Entity/Player: When within range, the entity will track and follow the player until the player is out of range. When closer, the player will be able to begin absorbing the entity. The final range threshold is the damage threshold. When the player is close enough, the entity will begin to damage them until death, defeat, or the player leaves the damaging range.

Entity/Light Switches&Windows: The entities will turn on lights and windows as they wander through the house. Once the switches are on and the windows are open, the entities will ignore them until the player turns them off or closes them again. The entities will then try to turn them on and open them again.

Entity/Light: At a certain light value, the entities will become both invisible and invulnerable. In darkness, they become visible and able to be hurt by the player.

Entity/Windows&Doors: The more windows and doors that are open, the more frequently entities can spawn in the house until they reach the entity cap. If all the doors and windows are closed, entities cannot spawn.

Movelist/Animations:

Walk: The entities stride slowly on their long legs, only moving their arms minimally. They increase in speed and make a sound when they are alerted to the player's presence.

Attack: When close enough to start harming to player, the entity will spread its arms slightly and open its mouth wide, absorbing the Icon and its power and thereby damaging the player. When the player leaves attack range, it will stop the animation and return to walking.

Death: When absorbed, the entities will fade away with a pained roar and disappear, despawning and filling the icon.

Player Death: When killing the player, they will grab the player by the shoulders and open its mouth wide, drawing closer to the camera until the player is enveloped in darkness and the game is over.