

# Horror Stories

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Horror Stories is a game which focuses on creating a terrifying multiplayer experience. The multiple perspectives and dynamically changing environments will exploit the team's vulnerabilities and restrict them of information.

Horror Stories immerses players in team-based survival in which players:

- Use stealth to avoid enemies
- Have One item each
- Communicate to overcome challenges
- Balance threat vs. good decision making
- Survive better in groups



## Minimum Viable Product

An **Alternate Perspectives** system will be used to differentiate how each player perceives and interacts with the game world.

**Dynamic Reconfiguration** will be used to change the game world on the fly based on the teams actions.

A team of 2 to 4 will be able to join online in a **Networked Multiplayer** experience.

Players will experience **Horror** focused on being separated from your teammates and the stress of making split-second decisions.