

# Otherhood

## Project Summary

A first-person horror game, with a focus on environment traversal and puzzles.

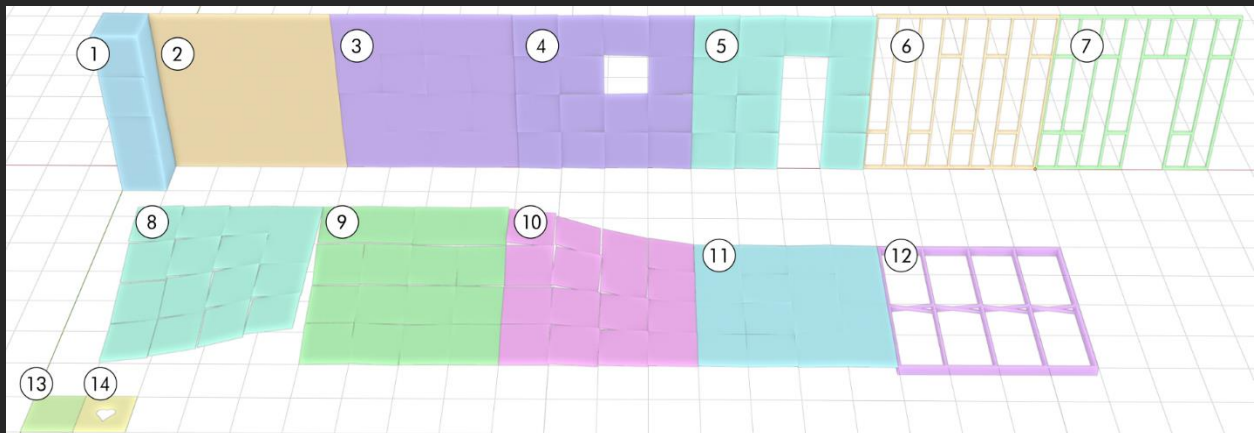
You discover a mysterious facility in the middle of the woods. Piece together it's internal logic and purpose to progress and find your way.

Make smart use of the very little tools you have.

<b>Platform</b>	PC
<b>Genre</b>	Walking sim, horror, puzzle
<b>Modes</b>	Single player
<b>Playtime</b>	2-3h
<b>Developer</b>	Studio Invisible (Me)
<b>My Role</b>	Everything



## Modular Level Basic Parts



This is a basic set of modules dedicated to the Lvl001 map. All modules can be rotated and flipped. The origin point for each is at the low, bottom left of most objects, except for:

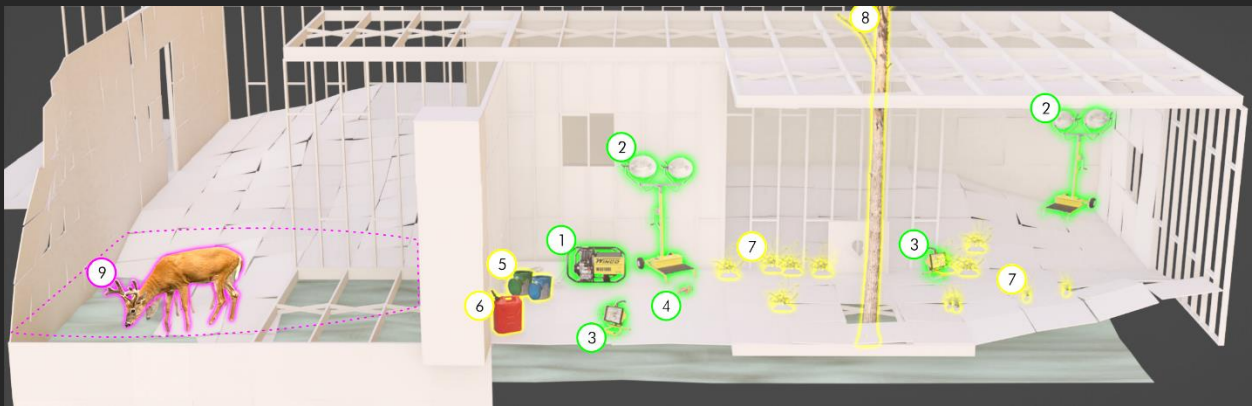
- Wall items: are made to align in front of the Wall Structure
- Floor Structure: made to align under the floor

**NOTE:** Modules made for floor or ceiling can be used interchangeably but may have characteristics that are better suited for their primary use. For Example: the level of variation of panels, type of damage in the material, backside polygons, etc.

## Portfolio – design sample

ID	Name	Units (WxLxH)	Comments
1	Column01	1x1x4	Has light variations in panel placement
2	Wall-Flat	1x4x4	
3	Wall-Var01	1x4x4	
4	Wall-Var02	1x4x4	
5	Wall-Var03	1x4x4	
6	WallStr01	1x4x4	
7	WallStr02	1x4x4	
8	Floor -2SidesUp	4x4x1	
9	Floor -Slope	4x4x1	
10	Floor -2SidesDown	4x4x1	
11	FloorFlat	4x4x1	
12	FloorStr01	4x4x1	
13	Panel01	1x1x1	
14	Panel01	1x1x1	Standard size panel with a heart cutout

## Level Example using the modules



## Interactive and Decorative Items

ID	Name	Description	Interaction
1	Generator	Electric cables are running out from it to the spot lights	Toggle on/off: Need to be on to activate the lights
2	Standing Spots		Toggle on/off: Only works if the generator is on

## Portfolio – design sample

3	Floor Spot		Toggle on/off: Only works if the generator is on
4	Crayons		Interact to get a dialog about these being kid's coloring crayons
5	Paint Buckets	It's dried	None
6	Gas Tank	Is empty (could be placed on it's side	None
7	Wild Grass	Scattered around, growing through cracks	None
8	Tree	Not in great health, but passing through the ceiling	None
9	Deer	Idly drinking grey water	If Player steps in the trigger area (pink dotted line), the deer panics and runs away, revealing a path