

Development Document

A Little Light

Student Name: Sakjin Sinsakullert

Course: IDD 322

Instructor name: Tuang Dheandhanoo

Date: 08/03/2563



Research#1



Lab Report #1 Concept And Design

A Little Invader

Version: 1.0

Designer: "Sakjin Sinsakullert"

Date: 08/03/2563

Research Story

I take the story of the Girl and the Wolf. The story is about the girl who lives on the second floor of the house. One day, she sees the wolf in the garden. So, she throw a stone to the wolf and tell it to go away. The wolf hitted by the stone. It challenges the girl to come down to fight it but the girl closes the window and doesn't come out. The story ends with the quote that *"Humans are more brave when they are in a safe place."*

Design Goal

My goal is to create a game that gives the emotional connection that the player plays as a girl who is seeking for her parents in the woods at night. The game is created from the quote *"Humans are more brave when they are in a safe place."* and a feeling from the story of "The girl that (might?) lives in the forest. The player may get the engagement of narrative and excitement from the story and the atmosphere in the game. The player may get tense once he has to leave his safe zone.

Intro & Overview

The top-down Puzzle Horror game that the player plays as the Little girl who is seeking for her parents at night, while the shadow shards are chasing her and the only way to escape is to stay on the lantern light.

Game Mechanics

Gameplay - Top down Puzzle Horror

Mechanic

- Moving
- Pick up/ Drop/ Use item.
- Enemy AI. moving and chasing the player, fear the light.
- Enemy AI 2. Seeking and walking to the light, not fear the light.
- Lantern Light- the enemies can't enter the light zone but it will reduce time by time.
- Tree- checkpoint, refill light

Explanation-- I make the lantern light mechanic as the core mechanic of the game. I want to present the horror game by letting the player in the light and the enemies in the shadow. And, press the player by reducing the light time by time while the enemy can come back to him anytime. Moreover, I create the pick up mechanic to force the player to place the lantern to pick the other item which is needed for passing the level. This might give the player tension since he has to move around without light. So, he has to plan to place the lantern in a good position for him and that might create the engagement of making a decision and add more intensity.

I also create the enemy ai2 mechanic to make the player still fear even if he is on the light since it is the enemies that the player can't do something against that enemy. The player is forced to run and fear from this type of enemy.

Making a tree mechanic, I want the player to gain some rest between the game. The tree works like a bonfire. Once the player interacts with it, it will restore the light in the lantern. From making this mechanic, it might give a short term target for the player to play the game. The player may get tension down once he sees the tree.

Control

- WASD - move
- Hold E - Pick up item
- E - Use item/ Drop Lantern

Explanation-- I make the player have to hold the E button to pick up items to build tension to the player. Once the player is in a hurry, the light is reduced or he stands out of light, the player has to hurry and this will give tension in that time.

Objective/ End game

- Moving from point A to point B to go to the next level.

Research#2

Fear Making

Controlling the tension

Once the player has seen all of a game's tricks, there won't be anything left to surprise them. Developers can respond to this situation by *creating a shorter experience or expanding the experience by introducing many new challenges for the player to deal with.* (reaching a safe zone, introducing new kinds of enemies, or even subverting the game's established rules)

Player agency

Agency is important because it goes hand-in-hand with the fight-or-flight concept. The very best horror games are able to strike a solid balance around player agency; if the player has too much control or power, they're less likely to be afraid.

Making the way that the player can be encouraged to judge whether fight or flight should be employed based on the situation they are confronted with. In many cases, direct confrontation with enemies isn't the best path forward.

Keep the player guessing

A big part of what drives horror is fear of the unknown, and keeping the player guessing. So there's an inherent dilemma.

Atleast, horror game ever made eventually runs out of steam, especially when you're dealing with fixed environments and enemy types. There will always be a point where the player has seen everything you can throw at them.

Fear with Aging

In large part, horror games have focused on instilling fear in players through confrontation with monsters, zombies, and demons, all storybook abstractions who become absurd when considered in the sober light of day. *It's not really zombies that scare us, but the horror of aging.*

Lab Report #2 Concept And Design

A Little Light

Version: 2.0

Designer: "Sakjin Sinsakullert"

Date: 16/03/2563

Research Story

I take the story of the Girl and the Wolf. The story is about the girl who lives on the second floor of the house. One day, she sees the wolf in the garden. So, she throw a stone to the wolf and tell it to go away. The wolf hitted by the stone. It challenges the girl to come down to fight it but the girl closes the window and doesn't come out. The story ends with the quote that *"Humans are more brave when they are in a safe place."*

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Control

- WASD - move
- Hold E - Pick up item
- E - Use item/ Drop Lantern

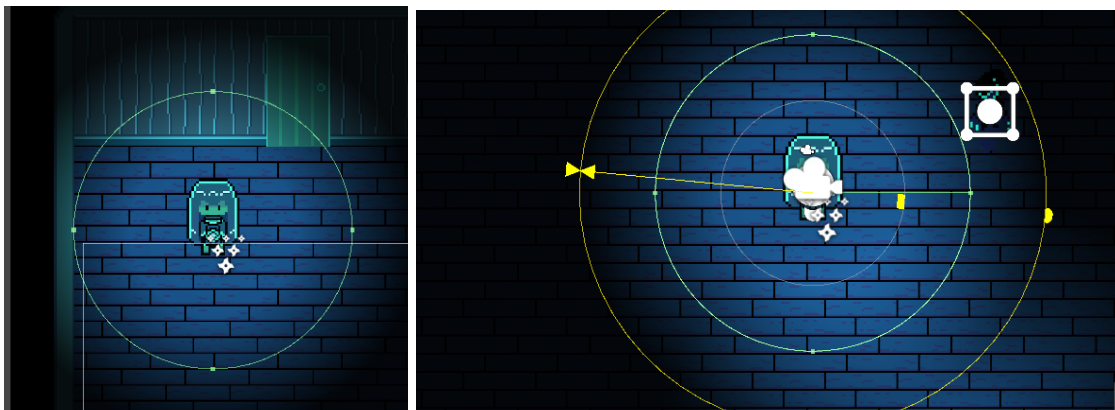
Explanation-- I make the player have to hold the E button to pick up items to build tension to the player. Once the player is in a hurry, the light is reduced or he stands out of light, the player has to hurry and this will give tension in that time.

Objective/ End game

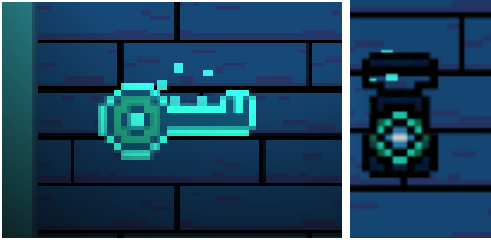
- Moving from point A to point B to go to the next level.

Version 2

- I build the code for the ghost to check if the player is in range and it will chese the player. But, if it hits the light collider, it will stop.



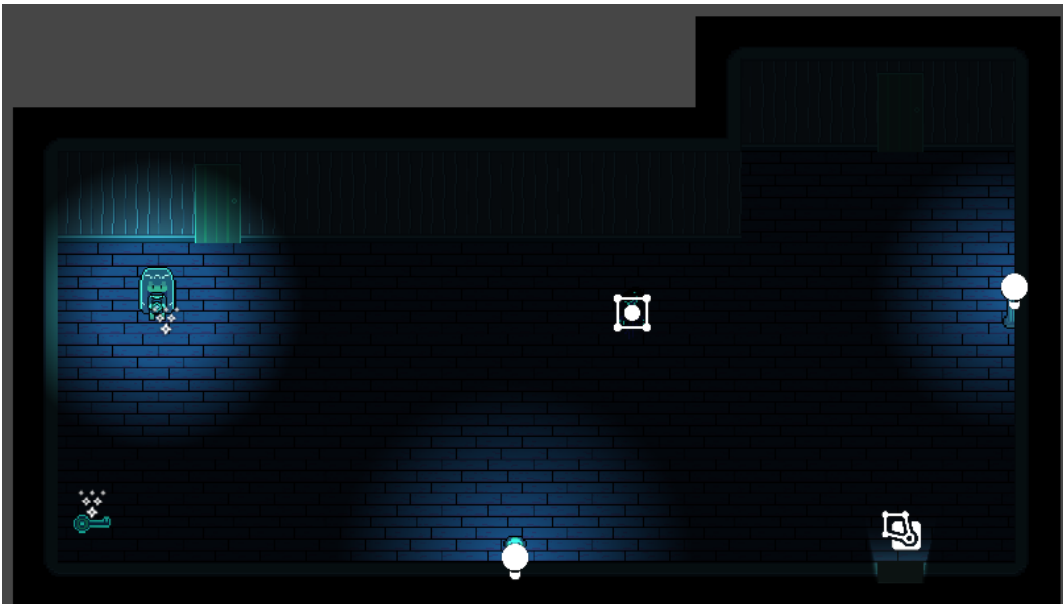
- For the light collider, I make the light collider smaller than the real light,
 - Explanation-- so the player will see that the enemy has stepped into the light for a bit and that might make him more intense.



- I make the particle at the pickable object to emphasize the object. And, create the particle when the player walks.
 - Explanation-- I create the particle to make the game more lively and create more aesthetic to the player.

Level Design

Test Level



- In this level, the player has to pick the key to unlock the door and go out with the lantern.
- Explanation-- For this first test level, I create it for the target to see the system and how the player reacts with the game element.
- I put the light at the bottom-center of the room to make the player can place a lantern at the different place before he picks the key and unlock the door before he comes back to pick the lantern and go out. (this makes for the player to play with the game mechanic.

PLAYTEST FORM

Playtest form for <A Little Light>

Designer: Sakjin Sinsakullert

Version number: 2.0

Date: 16/03/2563

Participants

Sukontee Weerawanichkul (sukontee_w@sci.tu.ac.th) <GAD>

Thanakom Srithanachai (thanakom_s@sci.tu.ac.th) <GAD>

Lab testing questions:

Does the program work? (The player can die or hit)

What does the game need to add first?(Important mechanic to improve the game)

How does the player play the game? (Player reaction with the mechanic)

How the player thinks about the game? (finding game's selling point)

Interested happening in lab:

- The tester has high intensity after he is chased by the ghost after he walks near to it again. (The ghost can enter the light)
- The tester takes the key and then moves and places the key and then walks back to the Lantern to pick it again till he can reach the point.

Players question & think while playing:

- The player gets the concept of the game.
- The player asked about the ghost behaviour.
- The tester suggests using a spacebar to pick objects or use only 1 button to interact with anything.

What to do next(Must):

- Add the mechanic that makes the lantern light doesn't come back if the player places and picks the lantern.
- Make the enemy walk as a pattern. Make it more scary.
- Build refill light mechanic.
- Making a Dialogue system to show the result after the player reacts with the object.

Analysis

Participants

Sukontee Weerawanichkul (sukontee_w@sci.tu.ac.th) <GAD>

Thanakom Srithanachai (thanakom_s@sci.tu.ac.th)<GAD>

A Little Light

What went well?

- The player gets the concept of the game.
- The player has a good reaction with the mechanic.
- The player gets the design goal of the game that he doesn't have to be afraid of the ghost if he is still in the light.(safe zone)

What failed?

- The ghost can enter the light if the player walks to it.

Why?

- Since the ghost stops because it hit the light collider so, if it is still in the light and the player moves back to it. The ghost will move again and that will make it break the collider because it is already in the collider.

Notes

- Add the mechanic that makes the lantern light doesn't come back if the player places and picks the lantern.
- Make the enemy walk as a pattern.
- Build refill light mechanic.
- Making a Dialogue system.

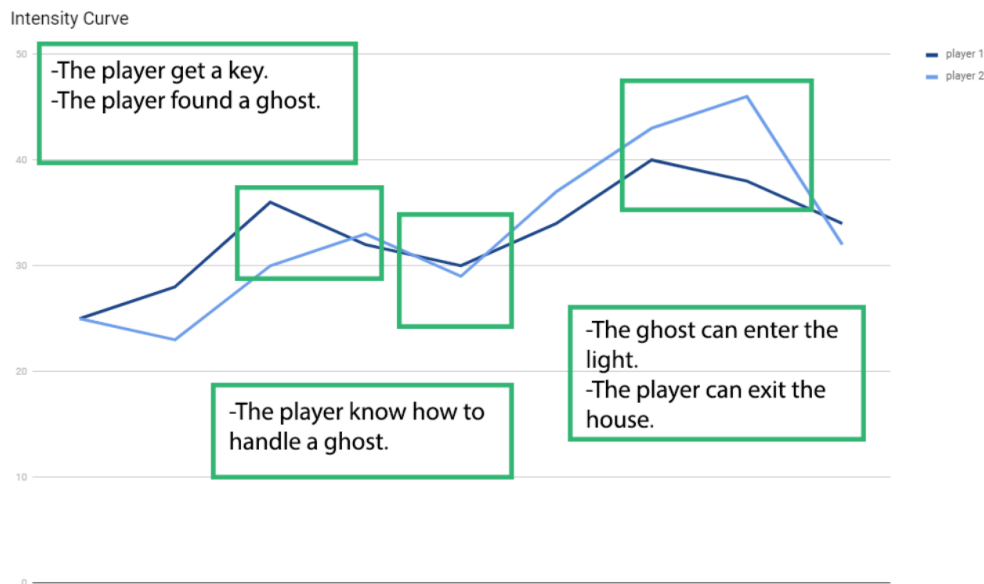
Data table

Tester	Die	Pick/Place Lantern	Pick/Place Key	Time use
Sukontee	3	6	4	3 mins

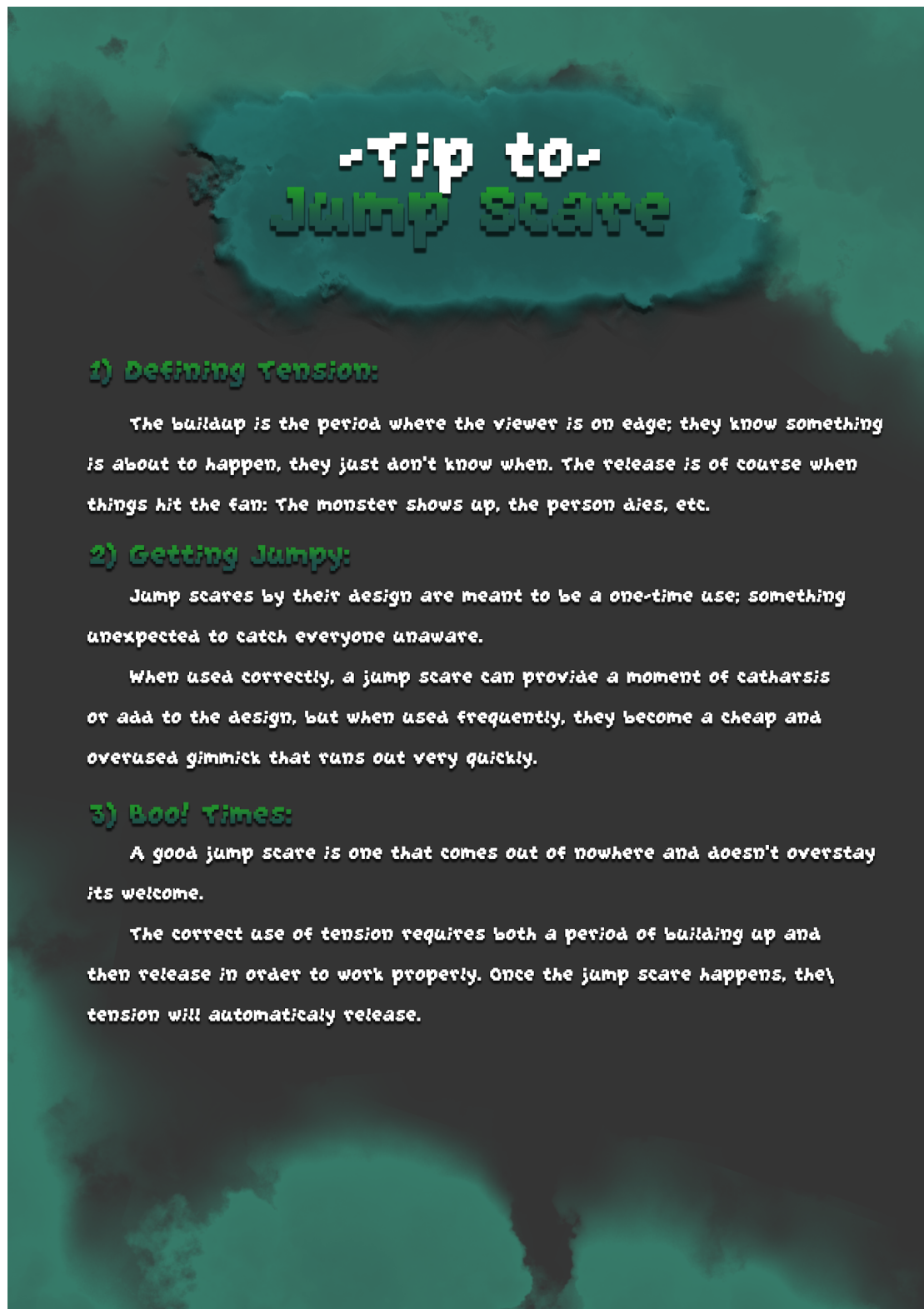
- The tester takes the key and then moves and places the key and then walks back to the Lantern to pick it again till he can reach the point.
- The tester has high intensity after he is chased by the ghost after he walks near to it again.
- The tester asked about the ghost behaviour.
- The tester doesn't have a problem with the control.

Thanakom	1	3	2	2.30 mins
<ul style="list-style-type: none"> • The tester suggests using a spacebar to pick objects or use only 1 button to interact with anything. • He thinks that he doesn't have to fear the ghost if it fears the light. • The player is more intense when something he doesn't notice happens. (me too) 				

Intensity curve



Research#3



Lab Report #3 Concept And Design

A Little Light

Version: 3.0

Designer: "Sakjin Sinsakullert"

Date: 23/03/2563

Research Story

I take the story of the Girl and the Wolf. The story is about the girl who lives on the second floor of the house. One day, she sees the wolf in the garden. So, she throw a stone to the wolf and tell it to go away. The wolf hitted by the stone. It challenges the girl to come down to fight it but the girl closes the window and doesn't come out. The story ends with the quote that *"Humans are more brave when they are in a safe place."*

Design Goal

My goal is to create a game that gives the emotional connection that the player plays as a girl who is seeking for her parents in the woods at night. The game is created from the quote *"Humans are more brave when they are in a safe place."* and a feeling from the story of "The girl that (might?) lives in the forest. The player may get the engagement of narrative and excitement from the story and the atmosphere in the game. The player may get tense once he has to leave his safe zone.

Intro & Overview

The top-down Puzzle Horror game that the player plays as the Little girl who is seeking for her parents at night, while the shadow shards are chasing her and the only way to escape is to stay on the lantern light.

Game Mechanics

Gameplay - Top down Puzzle Horror

Mechanic

- Moving
- Pick up/ Drop/ Use item.
- Enemy AI. **moving as a pattern** and chasing the player, fear the light.
- Enemy AI 2. **moving as a pattern**, seeking and walking to the light, not fear the light.
- Lantern Light- the enemies can't enter the light zone but it will reduce time by time.
- Tree- checkpoint, refill light

Explanation-- I make the lantern light mechanic as the core mechanic of the game. I want to present the horror game by letting the player in the light and the enemies in the shadow. And, press the player by reducing the light time by time while the enemy can come back to him anytime. Moreover, I create the pick up mechanic to force the player to place the lantern to pick the other item which is needed for passing the level. This might give the player tension since he has to move around without light. So, he has to plan to place the lantern in a good position for him and that might create the engagement of making a decision and add more intensity. I also create the enemy ai2 mechanic to make the player estill fear even if he is on the light since it is the enemies that the player can't do something against that enemy. The player is forced to run and fear from this type of enemy.

Making a tree mechanic, I want the player to gain some rest between the game. The tree works like a bonfire. Once the player interacts with it, it will restore the light in the lantern. From making this mechanic, it might give a short term target for the player to play the game. The player may get tension down once he sees the tree.

Control

- WASD - move
- Hold E - Pick up item
- E - Use item/ Drop Lantern

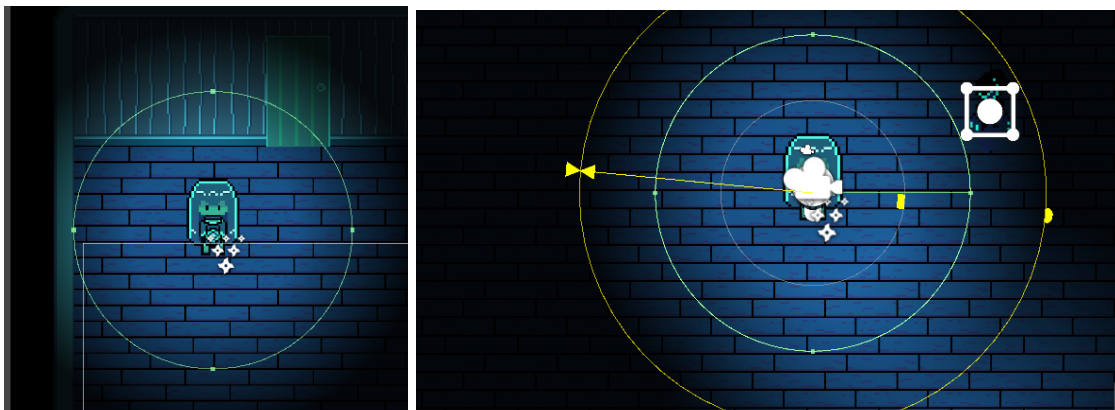
Explanation-- I make the player have to hold the E button to pick up items to build tension to the player. Once the player is in a hurry, the light is reduced or he stands out of light, the player has to hurry and this will give tension in that time.

Objective/ End game

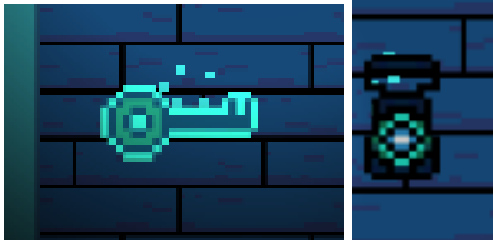
- Moving from point A to point B to go to the next level.

Version 2

- I build the code for the ghost to check if the player is in range and it will chese the player. But, if it hits the light collider, it will stop.

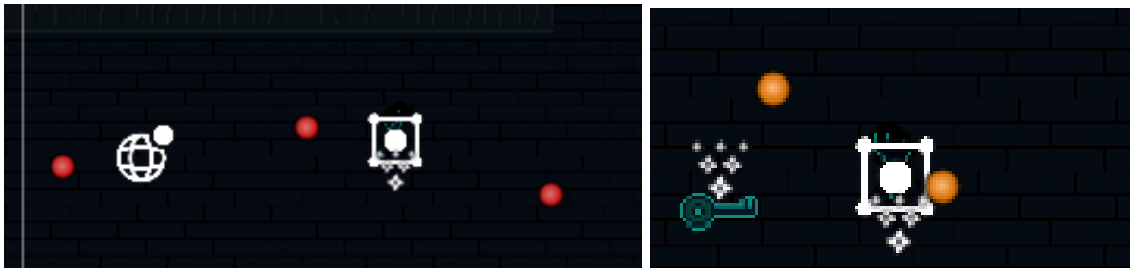


- For the light collider, I make the light collider smaller than the real light,
 - Explanation-- so the player will see that the enemy has stepped into the light for a bit and that might make him more intense.

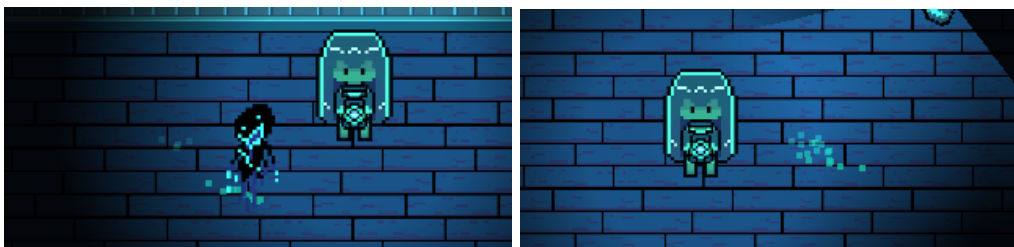


- I make the particle at the pickable object to emphasize the object. And, create the particle when the player walks.
 - Explanation-- I create the particle to make the game more lively and create more aesthetic to the player.

Version 3



- From the previous version, in this version, I create the ghost patten mechanic. It will walk following its point unit until it sees the player. But if it hits with the light, a ghost will change to move following the point again.



- The ghost will fade always and spawn the particle when it hits the light . And it will be invisible if it is still in the light.



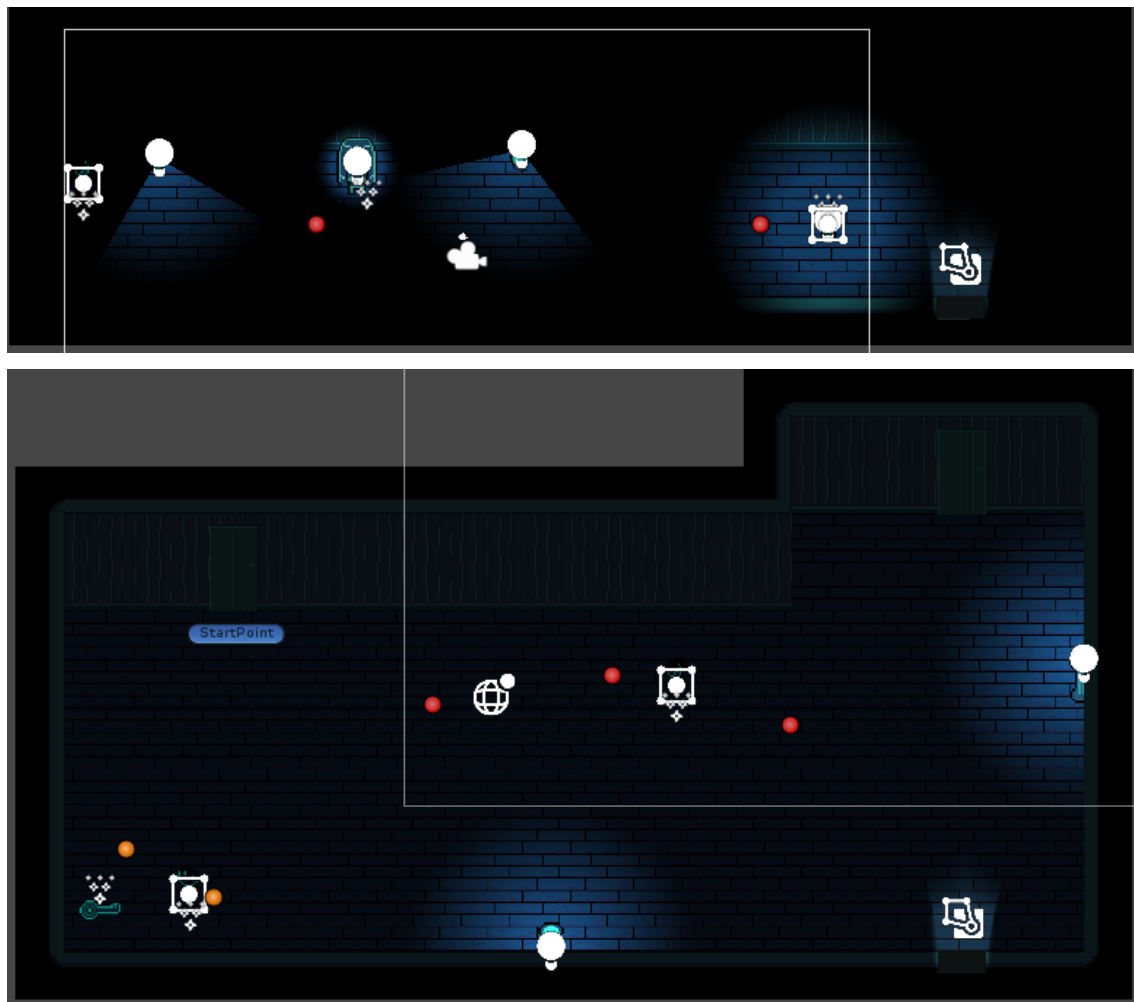
- I create the start point for the player so, after the level change, the player will spawn at the start point.



-
- I make the dialogue system, the dialogue will appear from the bottom of the scene.

Level Design

Test Level 1



-
- In this level, the player has to pick the key to unlock the door and go out with the lantern.
- Explanation-- For this first test level, I create it for the target to see the system and how the player reacts with the game element.
- I put the light at the bottom-center of the room to make the player can place a lantern at the different place before he picks the key and unlock the door before he comes back to pick the lantern and go out. (this makes for the player to play with the game mechanic.

- In version 3, I let the player start at the walk way, the ghost will move through the light and disappear but continue walking toward the player.
- **Explanation--** This point I want the player to know that the ghost will disappear if it is hit by the light but it is still moving even if it can't attack the player while it is in the light.
- In the second part, the big room, I add the ghost near the key and add the pattern to each ghost.
- **Explanation--** I create the ghost at that point to make the player try what he has learned. The player has to put the lantern to make the ghost disappear first then he can pick a key. While the player places or picks the lantern, the ghost has a second to suddenly appear and then disappear. So, it might give some intensity to the player.

PLAYTEST FORM

Playtest form for <A Little Light>

Designer: Sakjin Sinsakullert

Version number: 3.0

Date: 23/03/2563

Participants

Sukontee Weerawanichkul (sukontee_w@sci.tu.ac.th) <GAD>

Napassorn SangKeaw (VFX)

Lab testing questions:

Does the program work? (Ghost behaviour)

What does the game need to add first?(Important mechanic to improve the game)

How does the player play the game? (Player reaction with the mechanic)

How the player thinks about the game? (finding game's selling point)

Interested happening in lab:

- Time play is around 3 -10 mins up to the player.
- The game can build tension and make some players fear it.
- The player hasn't found any bugs yet.
- The player tries to run from the ghost by moving at the top of the floor and at the end, the player is caught by the ghost.
- Both testers died at the first scene.

Players question & think while playing:

- The players think that the most scary point is when they drop the lantern and the ghost suddenly appears nearby him in the light for a sec even though they know that the ghost can't do anything to them when they stay in the light.
- The player likes that he can guess the ghost pattern now.
- The player still thinks that the light is safe once the ghost disappears after it is hit by the light.

What to do next(Must):

- Make ghost 2 behavior.
- Main Scene
- UI- Stop/Resume game

Analysis

Participants

Sukontee Weerawanichkul (sukontee_w@sci.tu.ac.th) <GAD>

Napassorn SangKeaw (VFX)

A Little Light

What went well?

- The players think that the most scary point is when they drop the lantern and the ghost suddenly appears nearby him in the light for a sec even though they know that the ghost can't do anything to them when they stay in the light.
- The game can build tension and make some players fear it.
- The player hasn't found any bugs yet.
- The ghost has more life than the last version. (can be invisible, interact with the game more than one way.)
- The player still thinks that the light is safe once the ghost disappears after it is hit by the light.

What failed?

- The game has a point in the first scene that if the player walks too close to the ghost when it starts to enter the light, it will still follow the player even if it is invisible. And that when the player walks out of light the ghost will immediately kill the player.
- Both testers died at the first scene.

Why?

- The ghost is still tracking the player even if it is in the light. But, because it is in the light so, its collider is disabled and its animation is already played.

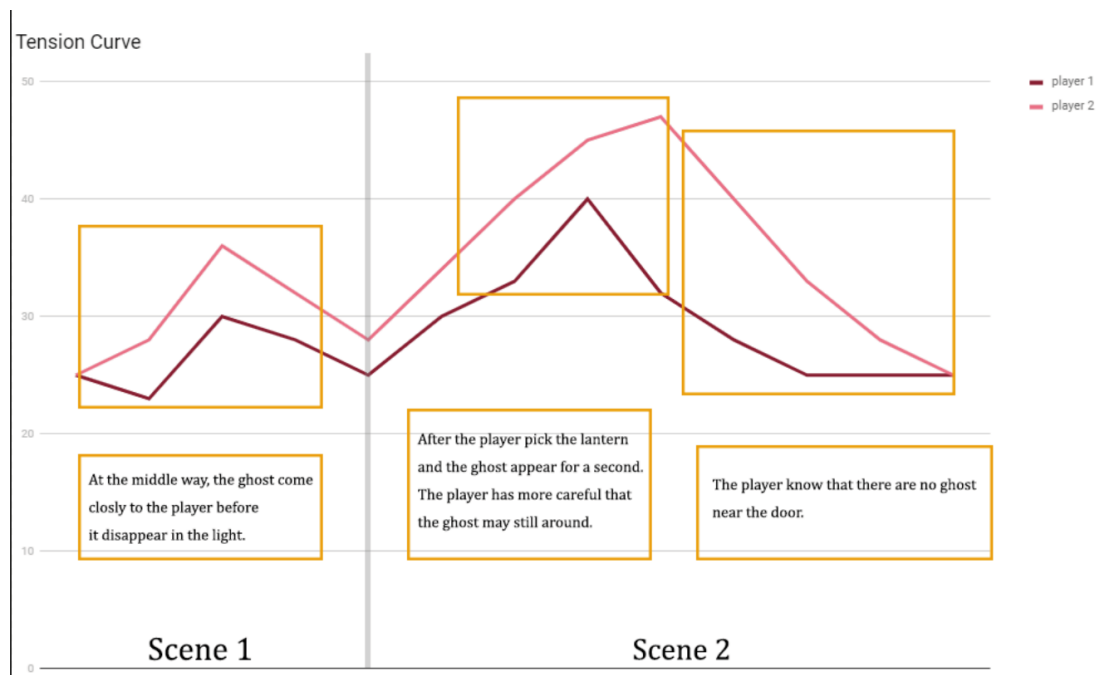
Notes

- Make UI at the object head.

Data table

Tester	Die	Pick/Place Lantern	Pick/Place Key	Time use Scene 1	Time use Scene 2
Sukontee	1	8	6	1 min	3 mins
<ul style="list-style-type: none"> The tester likes the point that the ghost pattern is more clear than the last version. The tester panicked when the ghost suddenly appeared after he dropped the lantern. The player suggests using another command to drop the item. 					
Napasorn (first time)	3	15	12	3 mins	6mins
<ul style="list-style-type: none"> The tester was careful about sending the key to the door. (Has many tension) The tester likes character and art. The tester dies 3 times in the first scene because she doesn't know that the ghost will walk back. So she immediately walked outside the light. The tester panicked when the ghost suddenly appeared after he dropped the lantern. The tester said that she felt tired after playing the game for a while. 					
<ul style="list-style-type: none"> The tester panicked when the ghost suddenly appeared after he dropped the lantern. Both testers died at the first scene. 					

Tension curve



Research#4



Lab Report #4 Concept And Design

A Little Light

Version: 4.0

Designer: "Sakjin Sinsakullert"

Date: 30/03/2563

Research Story

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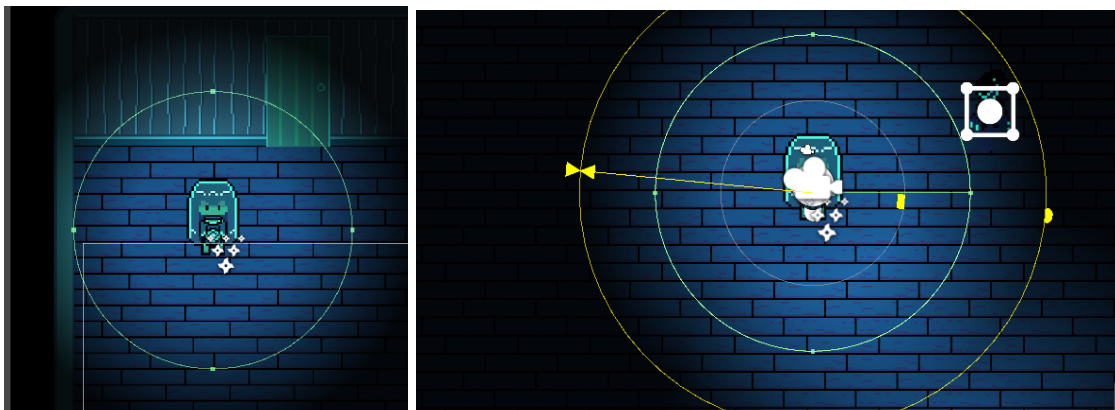
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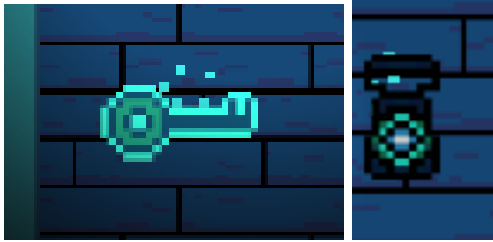
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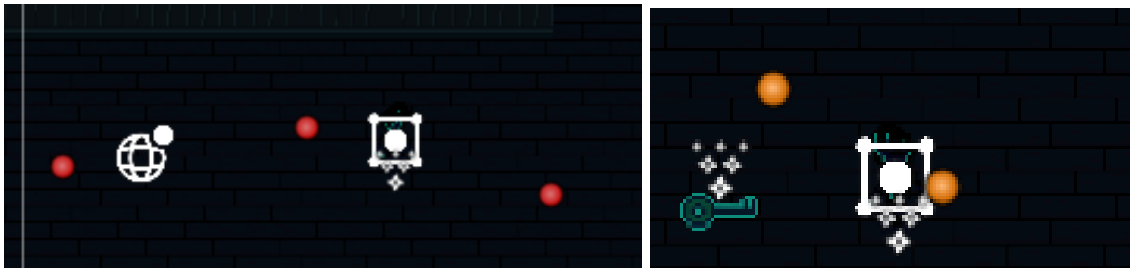


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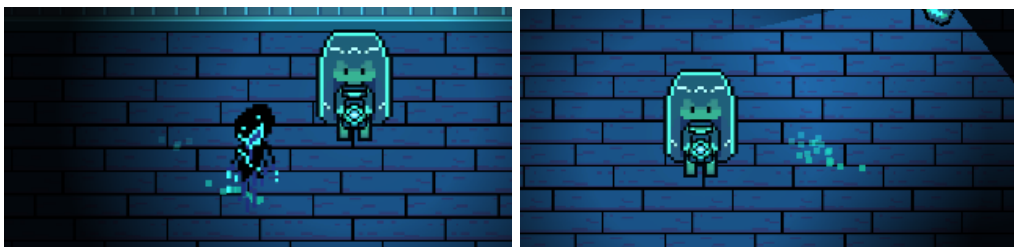


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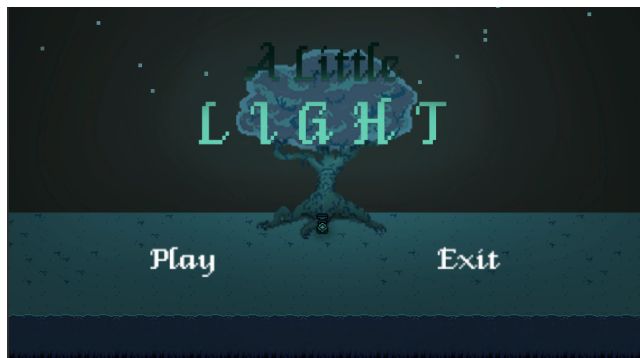


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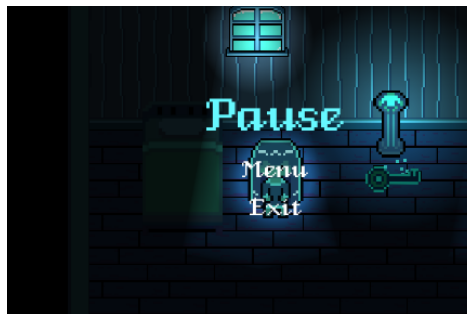


-
- I make the dialogue system, the dialogue will appear from the bottom of the scene.

Version 4



- First, I make the menu screen to enter the game. Using particles to make it more interesting.

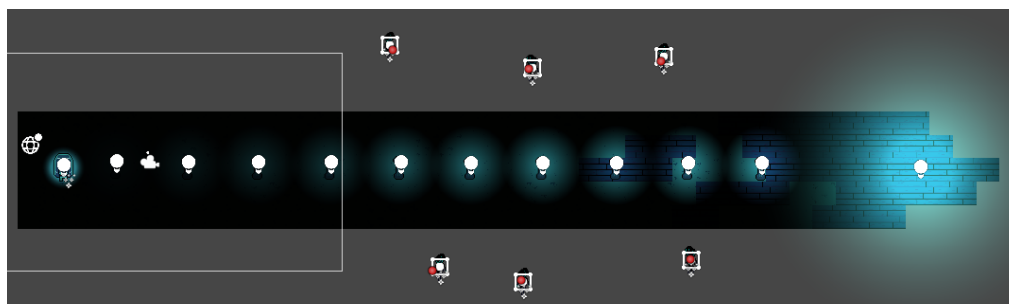


- Pause menu
- Fade in/ out transition
- Restart mechanic: when the player dies, he will respawn in the start point of each scene.

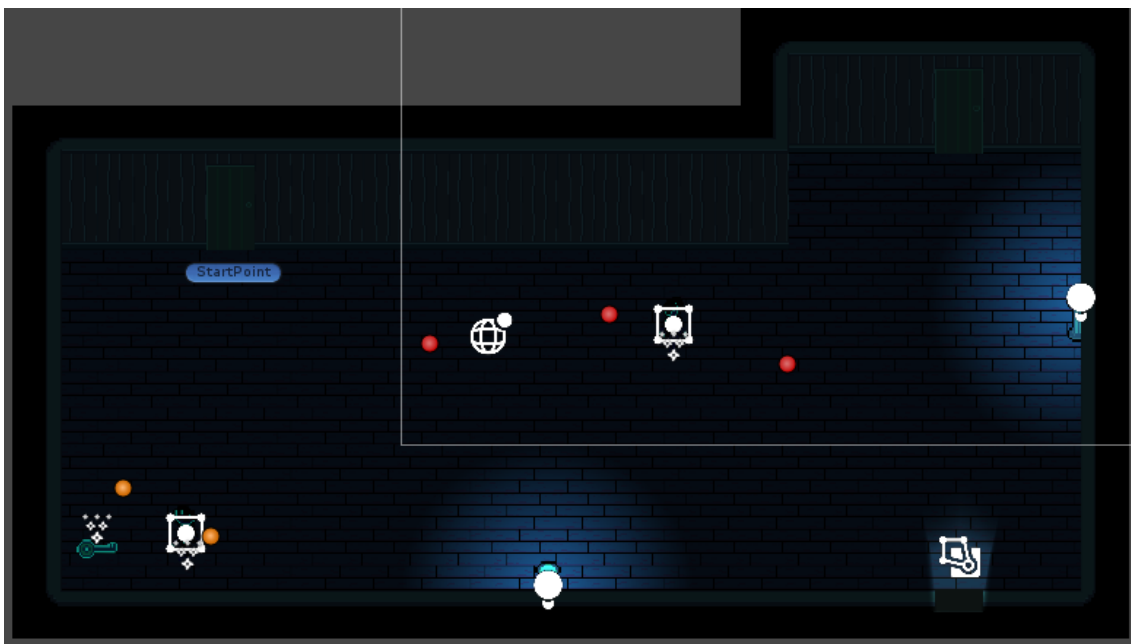
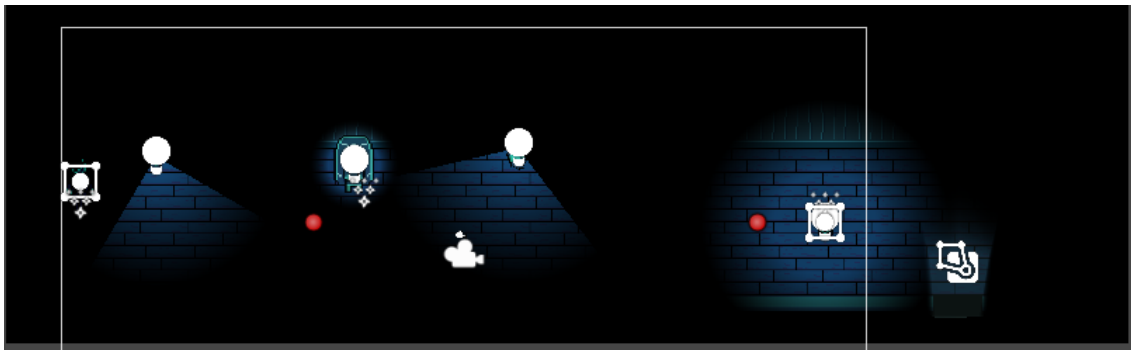
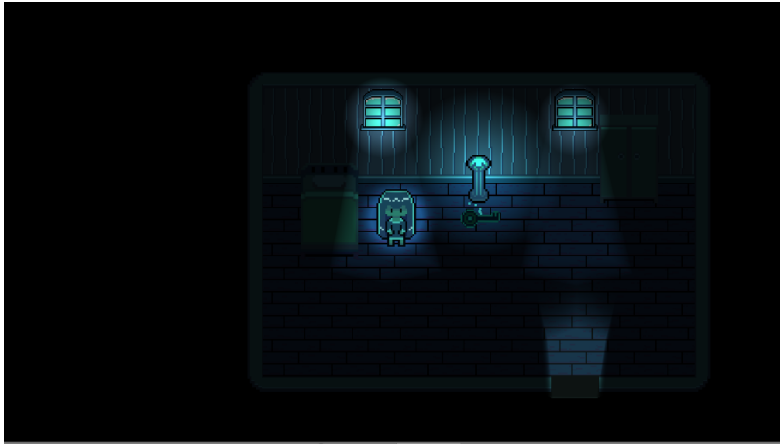
Level Design

Test Level 1

-



-



- In this level, the player has to pick the key to unlock the door and go out with the lantern.
- Explanation-- For this first test level, I create it for the target to see the system and how the player reacts with the game element.
- I put the light at the bottom-center of the room to make the player can place a lantern at the different place before he picks the key and unlock the door before he comes back to pick the lantern and go out. (this makes for the player to play with the game mechanic.

- In version 3, I let the player start at the walk way, the ghost will move through the light and disappear but continue walking toward the player.
- **Explanation--** This point I want the player to know that the ghost will disappear if it is hit by the light but it is still moving even if it can't attack the player while it is in the light.
- In the second part, the big room, I add the ghost near the key and add the pattern to each ghost.
- **Explanation--** I create the ghost at that point to make the player try what he has learned. The player has to put the lantern to make the ghost disappear first then he can pick a key. While the player places or picks the lantern, the ghost has a second to suddenly appear and then disappear. So, it might give some intensity to the player.
- **In version 4, I make more scenes to introduce the game and the mechanic. First, I create the scene that lets the player follow the light and let the ghost around him. This scene will send the player to the bed room scene.**
- **Explanation--** So, from this scene the player can see that the ghost comes to him but it will go after them hit the light. This might make the player know that ghosts fear the light. This scene may make the player interested in playing to get more story.
- **Second, I make the bedroom scene that let the player pick the key to open the door.**
- **Explanation--** So, from this scene I create it to make the game flow and make the player interesting to continue playing. I introduce the player to pick up objects. And open the room. This may help the player get used to the game mechanic before he enters more challenges.

PLAYTEST FORM

Playtest form for <A Little Light>

Designer: Sakjin Sinsakullert

Version number: 3.0

Date: 23/03/2563

Participants

Hemmawan Jindasri (VFX)

Meathus Sornthanayodsakorn (GAD)

Lab testing questions:

Does the player understand the game mechanic? (Get idea how the ghost AI work)

How does the player feel playing the game? (Player reaction with the narrative)

What Do the players think about the game? (Interesting in which part of the game)

Any bugs?

Interested happening in lab:

- The tester doesn't know what would happen if he was touched by the ghost. So, he walked far from the ghost as far as possible.
- The tester found a bug that she can die in the first scene.
- The tester doesn't know what would happen if he was touched by the ghost. So, he walked far from the ghost as far as possible.
- The player gets the design goal feeling.
- The artist tester intends the art feedback more than the gameplay.

Players question & think while playing:

- The tester isn't actually sure what the first scene means. But, he understands more once he comes into the bad room.
- The tester doesn't know what would happen if he was touched by the ghost. So, he walked far from the ghost as far as possible.

What to do next(Must):

- Make Enemy 2
- Edit the Bug
- Make more of the game session.

Analysis

Participants

Hemmawan Jindasri (VFX)

Meathus Sornthanayodsakorn (GAD)

A Little Light

What went well?

- The players get the design goal of the game. They feel more brave when they are in the comfort zone.
- The player likes the pixel art.
- The player get sense of narrative
- The game can still present the engagement I want.

What failed?

- The player can die at the first stage. The tester gets anxious once she first enters the game and that makes her don't see the ghost behavior so it causes her to die many times before she knows that the ghost is weak to the light.

Why?

- The game may need more introduction at the beginning for the player who is still not getting used to the video game. Moreover, when the player dies in the first scene. It will make the player duplicate himself.

Notes

- Make the player can't die in the first scene.
- Improve the pause scene.

Data table

Tester	Die	Pick/Place Lantern	Pick/Place Key	Time use Scene 1-2	Time use Scene 3- 4
Meathus (first time)	0	5	6	2 mins	3.5 mins

- The tester doesn't know what would happen if he was touched by the ghost. So, he walked far from the ghost as far as possible.
- He is more intense when he drops the lantern.
- The tester found a bug that increases numbers of the character.
- The tester isn't actually sure what the first scene means. But, he understands more once he comes into the bad room.

Hemmawan (first time)

7

9

8

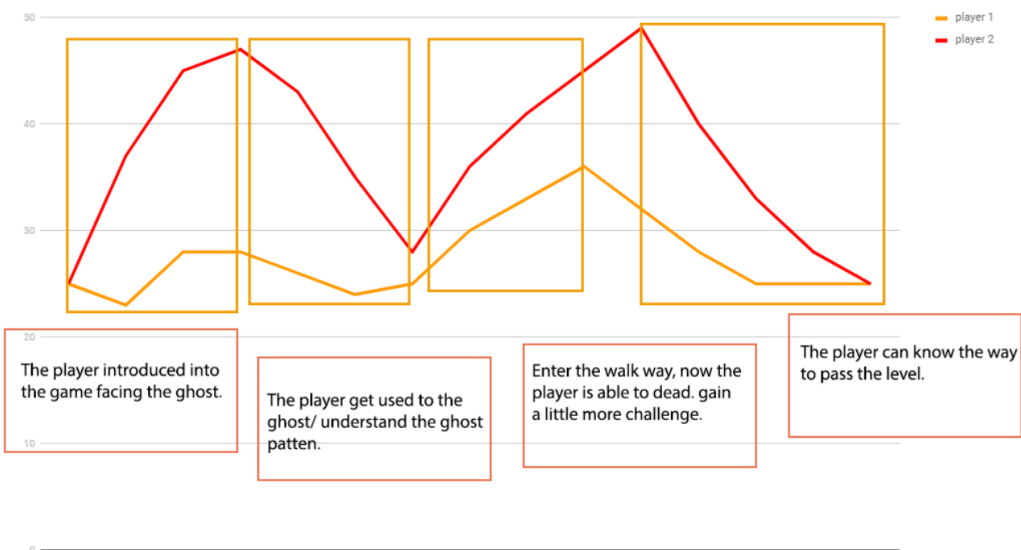
3 mins

8 mins

- The tester gets anxious once she first enters the game and that makes her don't see the ghost behavior so it causes her to die many times before she knows that the ghost is weak to the light.
- The tester likes pixel art and the lantern then moves when the player carries.
- The tester found a bug that she can die in the first scene.
- The tester gets more tension when she gets out of the light.

Tension curve

Tension Curve



- The tension is also of the player preonarity, if players don't have much experience on video games or horror games, they will get more tension.

Research#5



Lab Report #5 Concept And Design

A Little Light

Version: 5.0

Designer: "Sakjin Sinsakullert"

Date: 06/04/2563

Research Story

I take the story of the Girl and the Wolf. The story is about the girl who lives on the second floor of the house. One day, she sees the wolf in the garden. So, she throw a stone to the wolf and tell it to go away. The wolf hitted by the stone. It challenges the girl to come down to fight it but the girl closes the window and doesn't come out. The story ends with the quote that *"Humans are more brave when they are in a safe place."*

Design Goal

My goal is to create a game that gives the emotional connection that the player has as a girl who is seeking for her parents in the woods at night. The game is created from the quote *"Humans are more brave when they are in a safe place."* and a feeling from the story of "The girl that (might?) lives in the forest. The player may get the engagement of narrative and excitement from the story and the atmosphere in the game. The player may get tense once he has to leave his safe zone.

Intro & Overview

The top-down Puzzle Horror game that the player plays as the Little girl who is seeking for her parents at night, while the shadow shards are chasing her and the only way to escape is to stay on the lantern light.

Game Mechanics

Gameplay - Top down Puzzle Horror

Mechanic

- Moving
- Pick up/ Drop/ Use item.
- Enemy AI. moving as a pattern and chasing the player, fear the light.
- Enemy AI 2. moving as a pattern, seeking and walking to the light, not fear the light.
- Lantern Light- the enemies can't enter the light zone but it will reduce time by time.
- Tree- checkpoint, refill light

Explanation-- I make the lantern light mechanic as the core mechanic of the game. I want to present the horror game by letting the player in the light and the enemies in the shadow. And, press the player by reducing the light time by time while the enemy can come back to him anytime. Moreover, I create the pick up mechanic to force the player to place the lantern to pick the other item which is needed for passing the level. This might give the player tension since he has to move around without light. So, he has to plan to place the lantern in a good position for him and that might create the engagement of making a decision and add more intensity. I also create the enemy ai2 mechanic to make the player estill fear even if he is on the light since it is the enemies that the player can't do something against that enemy. The player is forced to run and fear from this type of enemy.

Making a tree mechanic, I want the player to gain some rest between the game. The tree works like a bonfire. Once the player interacts with it, it will restore the light in the lantern. From making this mechanic, it might give a short term target for the player to play the game. The player may get tension down once he sees the tree.

Control

- WASD - move
- E - Pick up item
- Q - Use item/ Drop Lantern

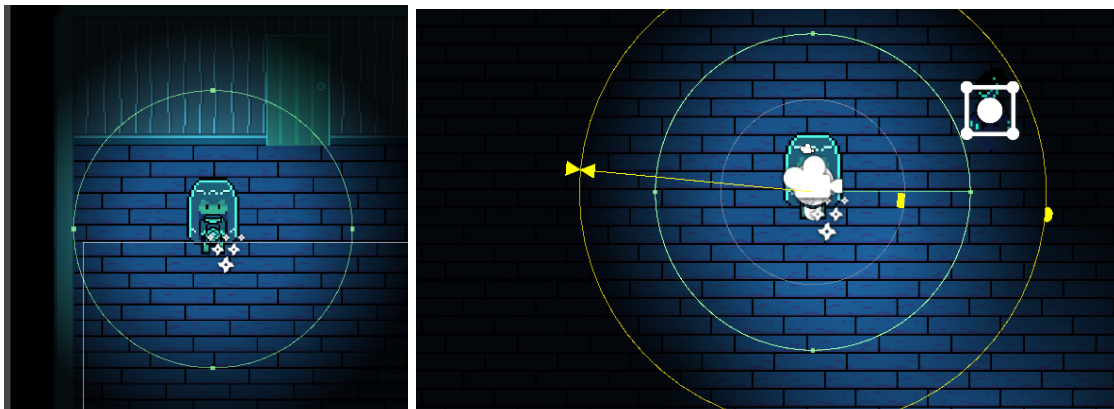
Explanation-- I change the pick and drop button into the E and Q button instead.

Objective/ End game

- Moving from point A to point B to go to the next level.

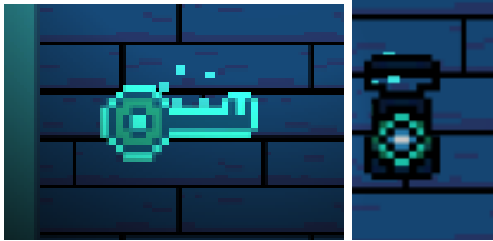
Version 2

- I build the code for the ghost to check if the player is in range and it will chese the player. But, if it hits the light collider, it will stop.



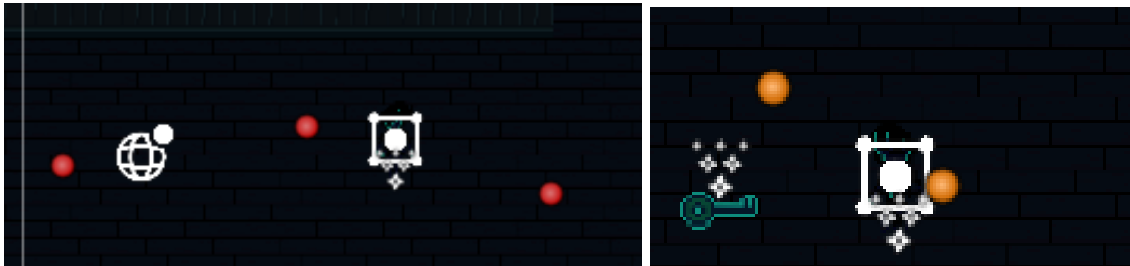
- For the light collider, I make the light collider smaller than the real light,

- Explanation-- so the player will see that the enemy has stepped into the light for a bit and that might make him more intense.

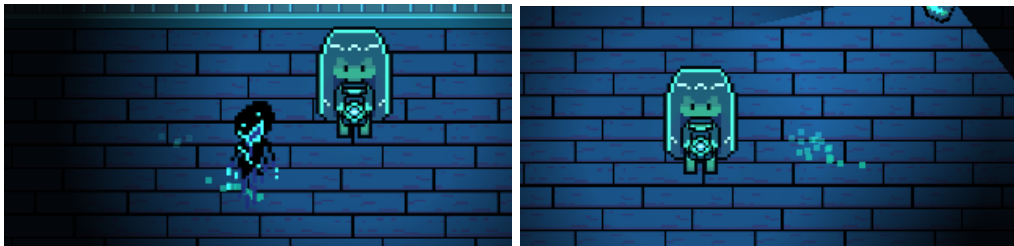


-
- I make the particle at the pickable object to emphasize the object. And, create the particle when the player walks.
 - Explanation-- I create the particle to make the game more lively and create more aesthetic to the player.

Version 3



-
- From the previous version, in this version, I create the ghost patten mechanic. It will walk following its point unit until it sees the player. But if it hits with the light, a ghost will change to move following the point again.



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- The ghost will fade always and spawn the particle when it hits the light . And it will be invisible if it is still in the light.

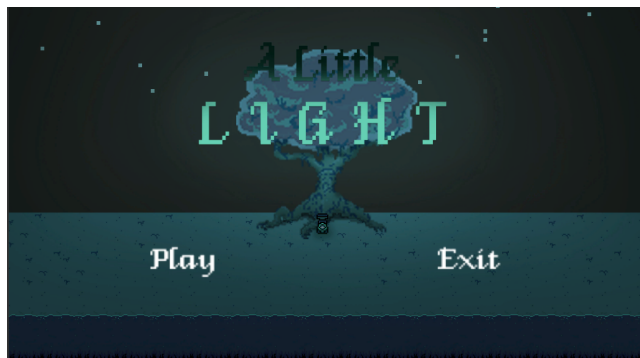


- I create the start point for the player so, after the level change, the player will spawn at the start point.

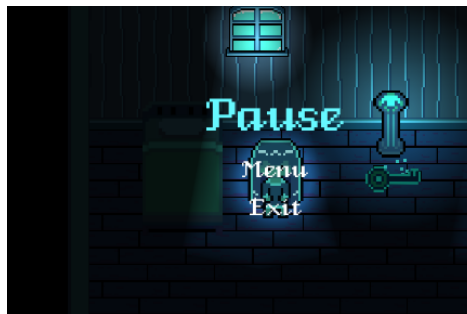


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- I make the dialogue system, the dialogue will appear from the bottom of the scene.

Version 4

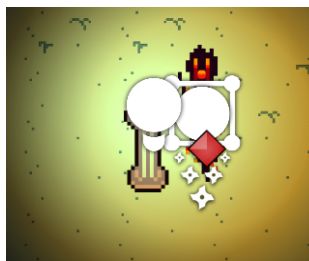


- First, I make the menu screen to enter the game. Using particles to make it more interesting.

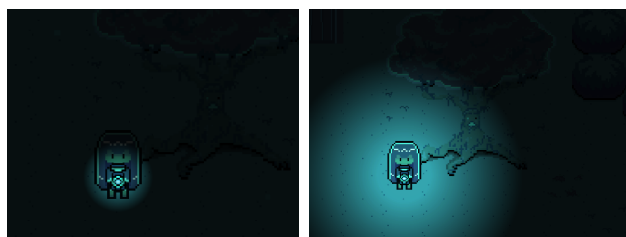


- Pause menu
- Fade in/ out transition
- Restart mechanic: when the player dies, he will respawn in the start point of each scene.

Version 5



- **Spirit Mechanic:** The spirit will walk from the light source to the other light source. If the spirit sees the player with the lantern light, it will attack the player suddenly. But, if the player doesn't open the light or drop the lantern before seeing the spirit, it will not attack the player. And the light around the Spirit still has the same effect as the soul light.

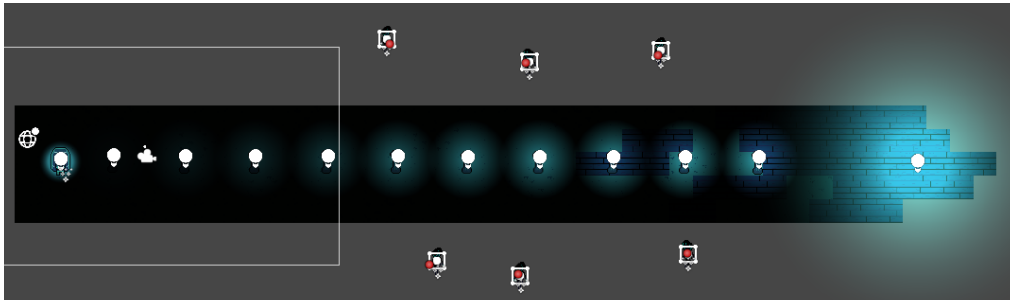


- **Spirit Tree Mechanic:** The player can come near the spirit tree and press the E button to close or open the Lantern light.

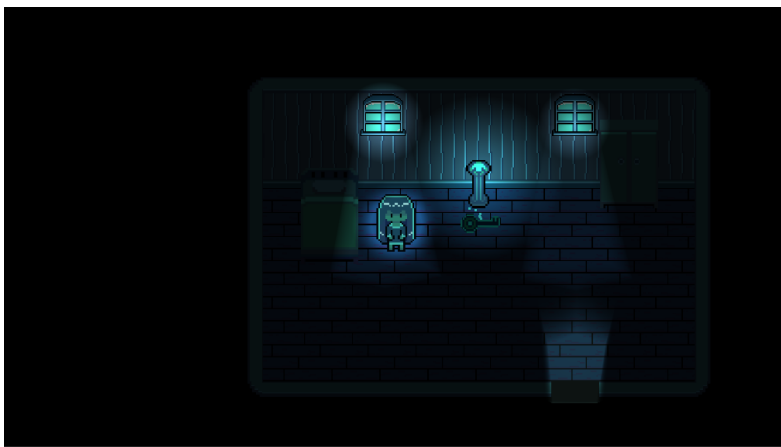
Level Design

Level 1

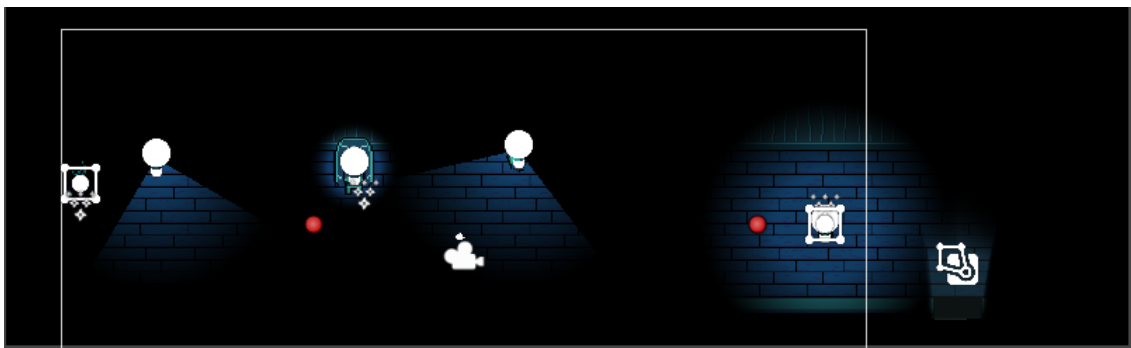
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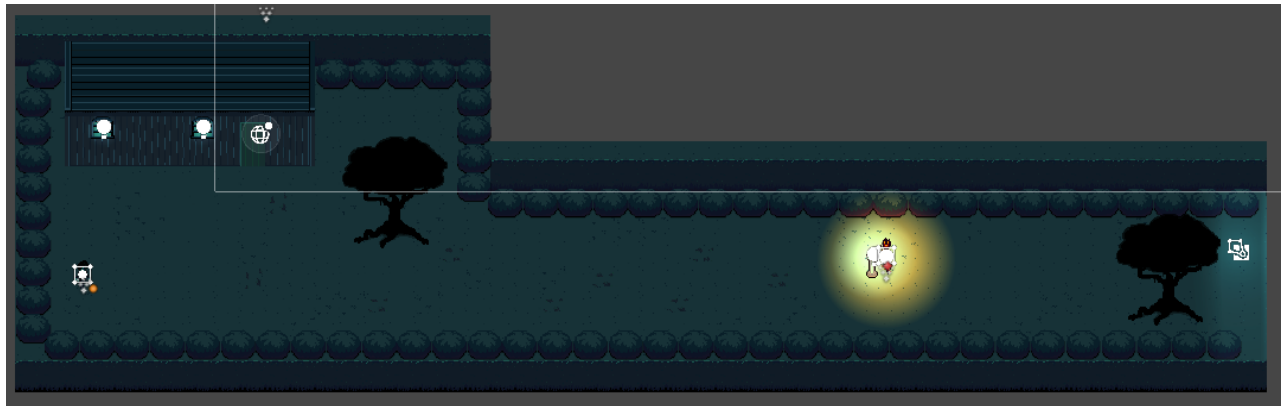
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- In this level, the player has to pick the key to unlock the door and go out with the lantern.
- Explanation-- For this first test level, I create it for the target to see the system and how the player reacts with the game element.
- I put the light at the bottom-center of the room to make the player can place a lantern at the different place before he picks the key and unlock the door before he comes back to pick the lantern and go out. (this makes for the player to play with the game mechanic.
- In version 3, I let the player start at the walk way, the ghost will move through the light and disappear but continue walking toward the player.
- Explanation-- This point I want the player to know that the ghost will disappear if it is hit by the light but it is still moving even if it can't attack the player while it is in the light.
- In the second part, the big room, I add the ghost near the key and add the pattern to each ghost.
- Explanation-- I create the ghost at that point to make the player try what he has learned. The player has to put the lantern to make the ghost disappear first then he can pick a key. While the player places or picks the lantern, the ghost has a second to suddenly appear and then disappear. So, it might give some intensity to the player.
- In version 4, I make more scenes to introduce the game and the mechanic. First, I create the scene that lets the player follow the light and let the ghost around him. This scene will send the player to the bed room scene.
- Explanation-- So, from this scene the player can see that the ghost comes to him but it will go after them hit the light. This might make the player know that ghosts fear the light. This scene may make the player interested in playing to get more story.
- Second, I make the bedroom scene that let the player pick the key to open the door.
- Explanation-- So, from this scene I create it to make the game flow and make the player interesting to continue playing. I introduce the player to pick up objects. And open the

room. This may help the player get used to the game mechanic before he enters more challenges.

Level 2



- In version 5, I start making new scenes to introduce new mechanics. In this map, I start inserting the Soul tree and the Spirit.
- Explanation-- I put the soul tree in front of the home to introduce the Soul tree mechanic. The player who comes from the home can see the effect after interacting with the tree immediately and the player will get the idea how it will work after he faces the Spirit. So, the scene the player will focus on will concentrate with the new mechanic.

PLAYTEST FORM

Playtest form for <A Little Light>

Designer: Sakjin Sinsakullert

Version number: 5.0

Date: 06/04/2563

Participants

Titiporn Wangthumaert

Napassorn SangKeaw (VFX)

Lab testing questions:

Does the player understand the game mechanic? (Get idea how the Spirit AI work)

How does the player feel playing the game? (Player reaction with the narrative)

Does the spirit mechanic work correctly?

Any bugs?

Interested happening in lab:

- The testers die 1 time before they get past the spirit.
- The new tester feels safe when they are in the light.
- The tester fears when they face the spirit.
- The testers who are new to the video game prefer to use the arrow key.
- The tester feels that the game has a story.

Players question & think while playing:

- The tester prefers to use an arrow key to move the character.
- The tester thinks that the game is easy to play.

What to do next(Must):

- Make the level that develops the soul tree and the soul tree mechanic.
- Make the game can tell the mechanic itself.

Analysis

Participants

Napassorn SangKeaw (VFX)

Titiporn Wangthumaert

A Little Light

What went well?

- I Haven't seen any bugs yet.
- The tester thinks that the game is easy to play.
- The tester fears when they face the spirit because it can break through the light.
- The tester thinks that the game is easy to play.
- The tester feels that the game has a story.

What failed?

- The game still cannot present the mechanic itself.

Why?

- Now, I have to present the game mechanics on my own. So, I have to create something to make the game present the mechanic by itself.

Notes

- Make the game support arrow keys.
- Make the level that develops the soul tree and the soul tree mechanic.

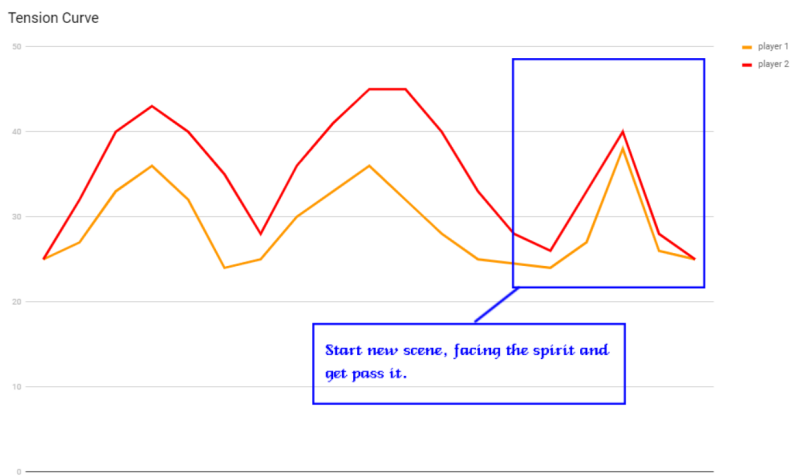
Data table

Tester	Die	Pick/Place Lantern	Pick/Place Key	Time use Scene 1-2	Time use Scene 3- 4
Napassorn (progress)	1	10	6	4 mins	4 mins
<ul style="list-style-type: none"> • The tester feels that the game has a story. • The game can begin more smoothly. • The tester thinks that the spirit is scary and that she has to make sure that it does not see the lantern light. 					

<ul style="list-style-type: none"> The tester likes to use the arrow key to move the character. The tester died 1 time from the spirit. 					
Titiporn (new)	1	6	5	6 mins	3 mins
<ul style="list-style-type: none"> The tester prefers to use an arrow key to move the character. The tester feels safe when living in the light. The tester can understand the ghost mechanic. The tester likes to move around. The tester thinks that the game is easy to play. 					

- The tester who does not get used to the video game prefers to use the arrow key more than WASD.

Tension curve



- After the player knows how to get through it the tension is lower but not low as the normal ghost. Because, even if the player can get through it, she is still not sure that this works 100%, different from the normal ghost that the player can see it fade clearly.

Research#6

A DESIGN EXAMINATION ON RESIDENT EVIL 2 REMAKE

RESIDENT REDO:

The main reason to return to Raccoon City however is the gameplay, as Capcom has completely rebuilt the game from top to bottom.

A NEW EVIL:

The point is the enemy redesigns, and how the game features arguably some of the best enemies in a horror title.

THE BULLET SPONGE DEAD:

Every zombie moves at a different pace and gait at you: speeding up or slowing down depending on damage. Previously, head shots were a way to do bonus damage; now they are almost required to kill. Combining with the number of ammo and the aim system, this make the player a lot of tension that fighting with the zombie in other game.

MISTER X:

Mr.X stalk you throughout the police station, with threats of punches and slams. you cannot kill him with any weapon, but you can slow him down.

MR.X is the sell point of the Resident evil 2 remake. It very rise the tension of the player since he can do only run and slow him.



Lab Report #6 Concept And Design

A Little Light

Version: 6.0

Designer: "Sakjin Sinsakullert"

Date: 13/04/2563

Research Story

I take the story of the Girl and the Wolf. The story is about the girl who lives on the second floor of the house. One day, she sees the wolf in the garden. So, she throw a stone to the wolf and tell it to go away. The wolf hitted by the stone. It challenges the girl to come down to fight it but the girl closes the window and doesn't come out. The story ends with the quote that *"Humans are more brave when they are in a safe place."*

Design Goal

My goal is to create a game that gives the emotional connection that the player has as a girl who is seeking for her parents in the woods at night. The game is created from the quote *"Humans are more brave when they are in a safe place."* and a feeling from the story of "The girl that (might?) lives in the forest. The player may get the engagement of narrative and excitement from the story and the atmosphere in the game. The player may get tense once he has to leave his safe zone.

Intro & Overview

The top-down Puzzle Horror game that the player plays as the Little girl who is seeking for her parents at night, while the shadow shards are chasing her and the only way to escape is to stay on the lantern light.

Game Mechanics

Gameplay - Top down Puzzle Horror

Mechanic

- Moving
- Pick up/ Drop/ Use item.
- Enemy AI. moving as a pattern and chasing the player, fear the light.
- Enemy AI 2. moving as a pattern, seeking and walking to the light, not fear the light.
- Lantern Light- the enemies can't enter the light zone but it will reduce time by time.
- Tree- checkpoint, refill light

Explanation-- I make the lantern light mechanic as the core mechanic of the game. I want to present the horror game by letting the player in the light and the enemies in the shadow. And, press the player by reducing the light time by time while the enemy can come back to him anytime. Moreover, I create the pick up mechanic to force the player to place the lantern to pick the other item which is needed for passing the level. This might give the player tension since he has to move around without light. So, he has to plan to place the lantern in a good position for him and that might create the engagement of making a decision and add more intensity. I also create the enemy ai2 mechanic to make the player estill fear even if he is on the light since it is the enemies that the player can't do something against that enemy. The player is forced to run and fear from this type of enemy.

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Control

- WASD - move
- E - Pick up item
- Q - Use item/ Drop Lantern

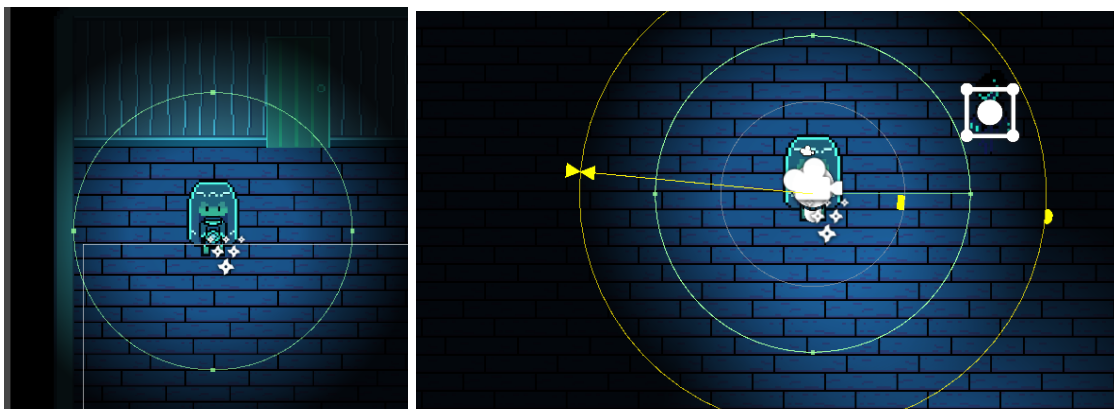
Explanation-- I change the pick and drop button into the E and Q button instead.

Objective/ End game

- Moving from point A to point B to go to the next level.

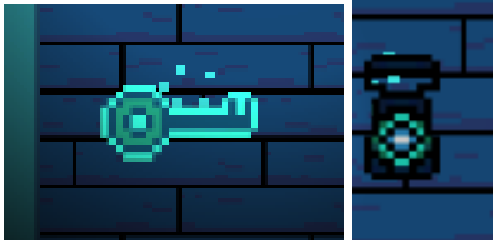
Version 2

- I build the code for the ghost to check if the player is in range and it will chese the player. But, if it hits the light collider, it will stop.



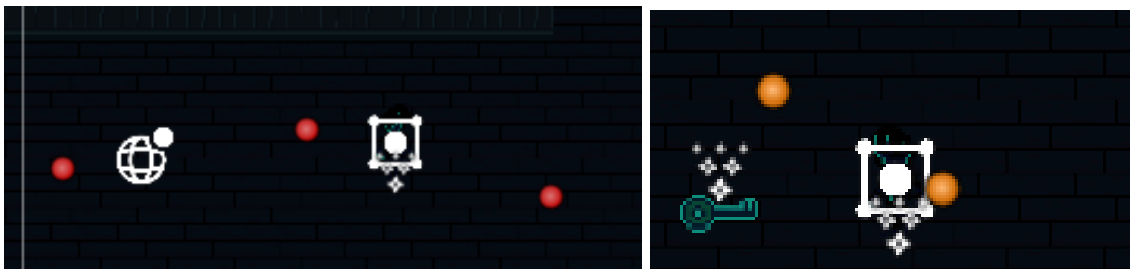
- For the light collider, I make the light collider smaller than the real light,

- Explanation-- so the player will see that the enemy has stepped into the light for a bit and that might make him more intense.

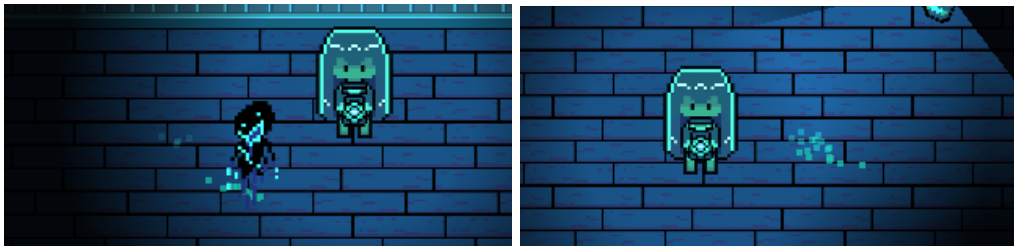


-
- I make the particle at the pickable object to emphasize the object. And, create the particle when the player walks.
 - Explanation-- I create the particle to make the game more lively and create more aesthetic to the player.

Version 3



-
- From the previous version, in this version, I create the ghost patten mechanic. It will walk following its point unit until it sees the player. But if it hits with the light, a ghost will change to move following the point again.



-
- The ghost will fade always and spawn the particle when it hits the light . And it will be invisible if it is still in the light.

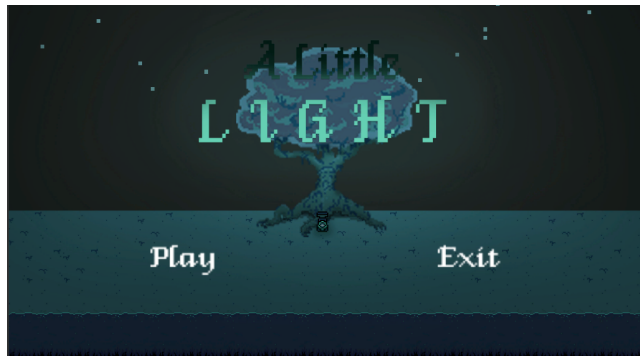


- I create the start point for the player so, after the level change, the player will spawn at the start point.



-
- I make the dialogue system, the dialogue will appear from the bottom of the scene.

Version 4

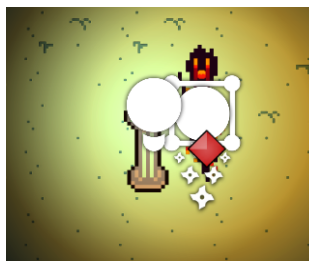


- First, I make the menu screen to enter the game. Using particles to make it more interesting.

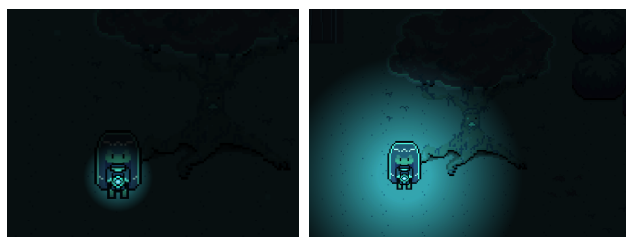


- Pause menu
- Fade in/ out transition
- Restart mechanic: when the player dies, he will respawn in the start point of each scene.

Version 5



- Spirit Mechanic: The spirit will walk from the light source to the other light source. If the spirit sees the player with the lantern light, it will attack the player suddenly. But, if the player doesn't open the light or drop the lantern before seeing the spirit, it will not attack the player. And the light around the Spirit still has the same effect as the soul light.

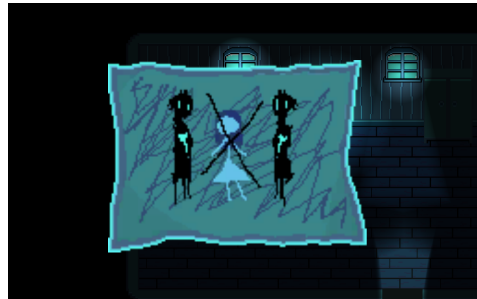
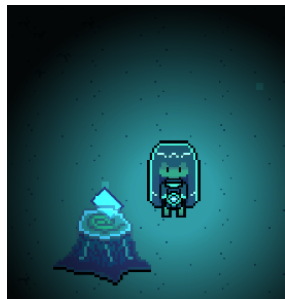


- Spirit Tree Mechanic: The player can come near the spirit tree and press the E button to close or open the Lantern light.

Version 6



- Remake the Soul tree Ulto make it look like it is able to interact. I set the light in the face of the tree and give the particle to make it feel like the other item that can be interacted with.
- Moreover, I remake the lantern light. So, after the player interacts with the Soul tree, the lantern light will turn to orange (same as the Spirit's light color).

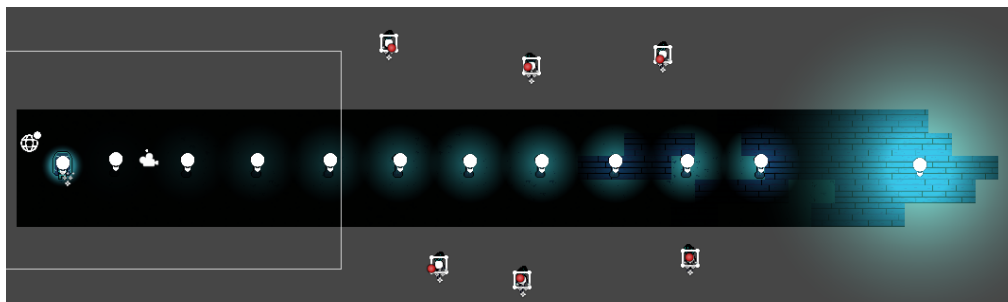


- I make the paper with the picture that will show some narrative and give the clue to the player at the same time.
- I remake the respawn mechanic. Now, I can set the player to respawn with property that I set. Because, yet, the respawn system will send the player back to the point I set but if he has the key, he will still have a key after respawn.

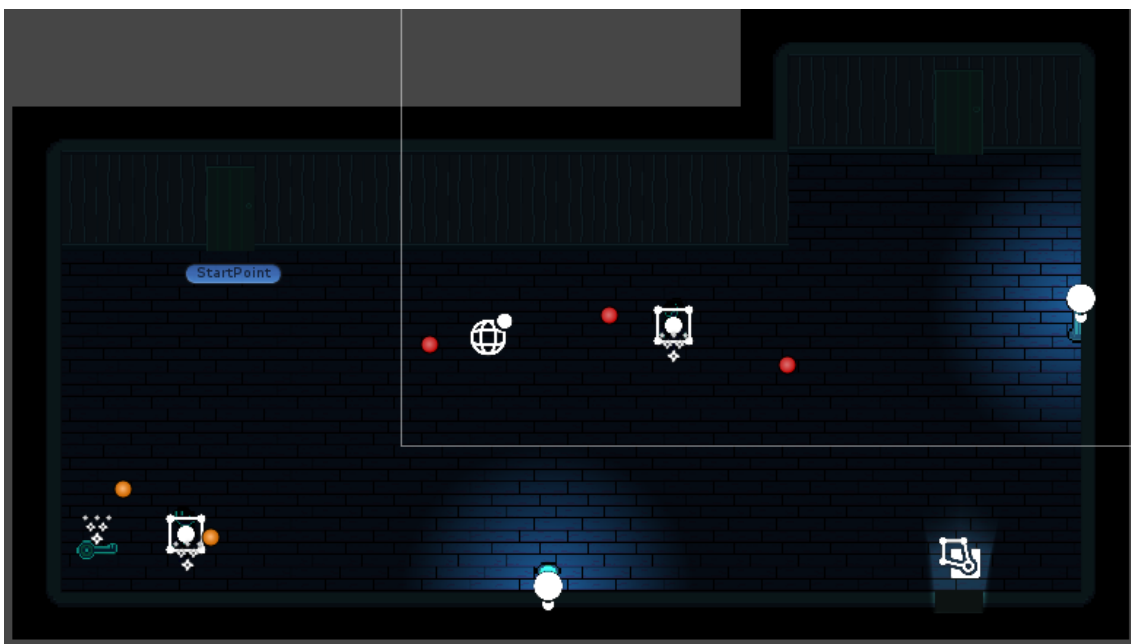
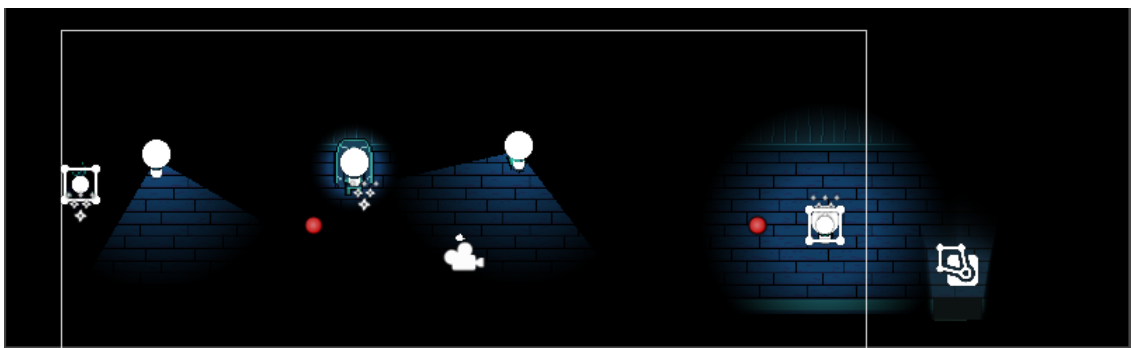
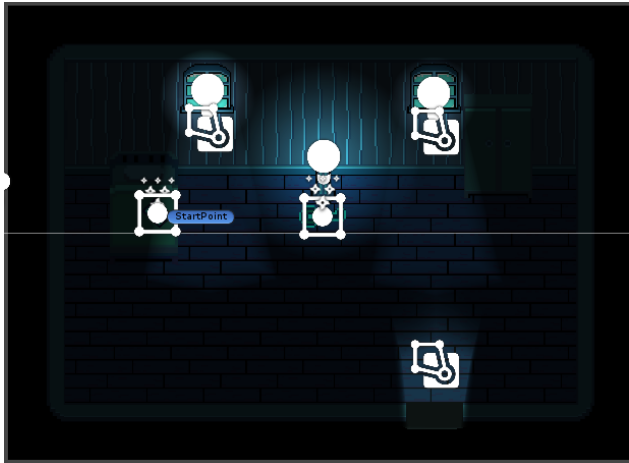
Level Design

Level 1

•



•



- In this level, the player has to pick the key to unlock the door and go out with the lantern.
- Explanation-- For this first test level, I create it for the target to see the system and how the player reacts with the game element.

- I put the light at the bottom-center of the room to make the player can place a lantern at the different place before he picks the key and unlock the door before he comes back to pick the lantern and go out. (this makes for the player to play with the game mechanic.
- In version 3, I let the player start at the walk way, the ghost will move through the light and disappear but continue walking toward the player.
- Explanation-- This point I want the player to know that the ghost will disappear if it is hit by the light but it is still moving even if it can't attack the player while it is in the light.
- In the second part, the big room, I add the ghost near the key and add the pattern to each ghost.
- Explanation-- I create the ghost at that point to make the player try what he has learned. The player has to put the lantern to make the ghost disappear first then he can pick a key. While the player places or picks the lantern, the ghost has a second to suddenly appear and then disappear. So, it might give some intensity to the player.
- In version 4, I make more scenes to introduce the game and the mechanic. First, I create the scene that lets the player follow the light and let the ghost around him. This scene will send the player to the bed room scene.
- Explanation-- So, from this scene the player can see that the ghost comes to him but it will go after them hit the light. This might make the player know that ghosts fear the light. This scene may make the player interested in playing to get more story.
- Second, I make the bedroom scene that let the player pick the key to open the door.
- Explanation-- So, from this scene I create it to make the game flow and make the player interesting to continue playing. I introduce the player to pick up objects. And open the room. This may help the player get used to the game mechanic before he enters more challenges.

Level 2





- In version 5, I start making new scenes to introduce new mechanics. In this map, I start inserting the Soul tree and the Spirit.
- **Explanation--** I put the soul tree in front of the home to introduce the Soul tree mechanic. The player who comes from the home can see the effect after interacting with the tree immediately and the player will get the idea how it will work after he faces the Spirit. So, the scene the player will focus on will concentrate with the new mechanic.
- **In version 6, I make more 2 scenes to introduce the ghost mechanic and develop it in the next scene.**
- **Explanation--** I insert the paper to make the player gain more story and give the clue to the player. So the player will understand the spirit mechanic. Moreover, I put another spirit and ghost to show that the ghost light also works like the lantern light before the player moves to the next scene that uses the same method to get across the scene. So the player can get into the game before I put the mechanic together in the next scene.

PLAYTEST FORM

Playtest form for <A Little Light>

Designer: Sakjin Sinsakullert

Version number: 6.0

Date: 13/04/2563

Participants

Sukontee Weerawanichkul (sukontee_w@sci.tu.ac.th) <GAD>

Napassorn SangKeaw (VFX)

Lab testing questions:

Does the player understand the game mechanic? (Get idea how the Spirit AI work and I don't need to tell)

How does the player feel playing the game? (Player reaction with the paper)

Does the respawn mechanic work well? Does the game clash?

Any bugs?

Interested happening in lab:

- The game time is around 10 mins.
- The tester interacts with the paper and moves around the room to check what else he can interact with.
- The tester avoids getting into the spirit light because he isn't sure about the hitbox.
- The player tries to combine the story from paper.
- The players give attention on the paper first before the other thing in the scene.

Players question & think while playing:

- The tester thinks that the paper is easy to see and interesting to interact with.
- The tester is not sure about the hitbox of the spirit.
- The tester thinks that the game may be better if the spirit has a more clear hitblock.

What to do next(Must):

- Make the level that combines the mechanic key, lantern and spirit to make the engagement of making a decision to the player.
- Make the spirit hitbox clearly to see.
- Make the dialogue that is said to show that the player can handle 1 item at a time.

Analysis

Participants

Napassorn SangKeaw (VFX)

Sukontee Weerawanichkul (sukontee_w@sci.tu.ac.th) <GAD>

A Little Light

What went well?

- The spirit can give some tension to the player.
- The player tries to combine the story from paper.
- The players give attention on the paper.
- The player can figure out the spirit mechanic on their own.

What failed?

- The spirit doesn't have a clear hitblock and that makes the players have to guess it hit block while they have to walk next to it.
- Sometime, after the player is dead, the lantern light will change on its own. This may not affect the gameplay but I still have no idea why it changed.

Why?

- Without a clear hitblock, it makes the player feel a little bit confused and annoying.

Notes

- New time, making the level that combines the mechanic key, lantern and spirit. Test if the player can pass this.
- This time, I want the player who has understood the base mechanic to play the spirit part and see if they can understand or not.

Data table

Tester	Die	Pick/Place Lantern	Pick/Place Key	Time use Scene 1-3	Time use Scene 4- 5
Sukontee (testing spirit)	5	9	7	3 mins	6 mins

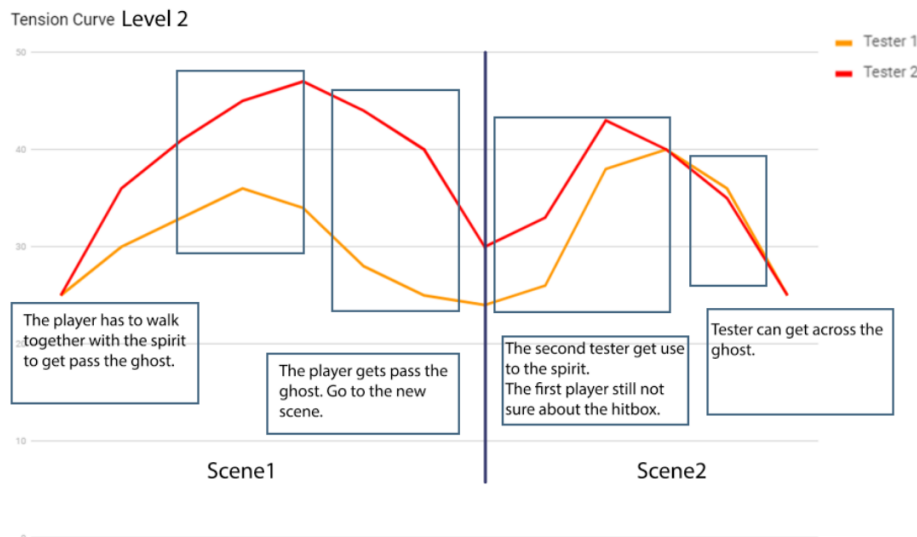
- The tester interacts with the paper first once he enters the room.
- The tester thinks that the paper is very clear to see.
- The tester dies 2 times because he gets too close to the Spirit.
- The tester can understand the spirit mechanic.
- The tester avoids getting into the spirit light because he isn't sure about the hitbox.
- The tester can use the spirit to travel through the ghost.

Napassorn(testing spirit)	1	10	9	3 mins	8 mins
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- The tester stops for 4 mins to think how she can cross the ghost. The tester is confused for a bit before she sees that the ghost disappears when it touches the spirit light then she can use the spirit as a taxi.
- The tester tries to combine the story from papers.
- The tester has gained a lot of tension once she has more things to handle but she can't use a lantern.

- Now, the game is around 10 mins.
- The players have to stay in the spirit light but they can't get too close that makes some tension to the player.

Tension curve



- Since the player can go through the first scene, the player gets less tension the second time once I use the same method even the level is harder to get through.

Research#7

How **Hard** Should Your Game Be?

Designing Difficulty

Start by think about the ultimate purpose for the game. It upto the market that you want. Not all players are looking for a challenge. **Who are you trying to target with your game? Find out the difficulty they like.**

Easy Game Benefits

An easy game opens up opportunities for people with disabilities to play, too Younger kids can play. Older generations can play. Non-gamer friends or significant others can play.

The Hardcore Experience

To make a hard game more accessible, **first try simplifying the concept.** Collect the yellow dots. Avoid the blue circles. Easy to understand.

Want the player to feel challenged? Not ripped-off. A game where the player randomly dies wouldn't be fun.

Avoid random spikes in the difficulty. A boss fight will naturally be harder than the enemies on the level leading up to it, but it shouldn't be so hard that the player all of a sudden stands no chance.



Lab Report #7 Concept And Design

A Little Light

Version: 7.0

Designer: “Sakjin Sinsakullert”

Date: 20/04/2563

Research Story

I take the story of the Girl and the Wolf. The story is about the girl who lives on the second floor of the house. One day, she sees the wolf in the garden. So, she throw a stone to the wolf and tell it to go away. The wolf hitted by the stone. It challenges the girl to come down to fight it but the girl closes the window and doesn't come out. The story ends with the quote that *“Humans are more brave when they are in a safe place.”*.

Design Goal

My goal is to create a game that gives the emotional connection that the player has as a girl who is seeking for her parents in the woods at night. The game is created from the quote *“Humans are more brave when they are in a safe place.”* and a feeling from the story of “The girl that (might?) lives in the forest. The player may get the engagement of narrative and excitement from the story and the atmosphere in the game. The player may get tense once he has to leave his safe zone.

Intro & Overview

The top-down Puzzle Horror game that the player plays as the Little girl who is seeking for her parents at night, while the shadow shards are chasing her and the only way to escape is to stay on the lantern light.

Game Mechanics

Gameplay - Top down Puzzle Horror

Mechanic

- Moving
- Pick up/ Drop/ Use item.
- Enemy AI. moving as a pattern and chasing the player, fear the light.
- Enemy AI 2. moving as a pattern, seeking and walking to the light, not fear the light.
- Lantern Light- the enemies can't enter the light zone but it will reduce time by time.
- Tree- checkpoint, refill light

Explanation-- I make the lantern light mechanic as the core mechanic of the game. I want to present the horror game by letting the player in the light and the enemies in the shadow. And, press the player by reducing the light time by time while the enemy can come back to him anytime. Moreover, I create the pick up mechanic to force the player to place the lantern to pick the other item which is needed for passing the level. This might give the player tension since he has to move around without light. So, he has to plan to place the lantern in a good position for him and that might create the engagement of making a decision and add more intensity. I also create the enemy ai2 mechanic to make the player estill fear even if he is on the light since it is the enemies that the player can't do something against that enemy. The player is forced to run and fear from this type of enemy.

Making a tree mechanic, I want the player to gain some rest between the game. The tree works like a bonfire. Once the player interacts with it, it will restore the light in the lantern. From making this mechanic, it might give a short term target for the player to play the game. The player may get tension down once he sees the tree.

Control

- WASD - move
- E - Pick up item
- Q - Use item/ Drop Lantern

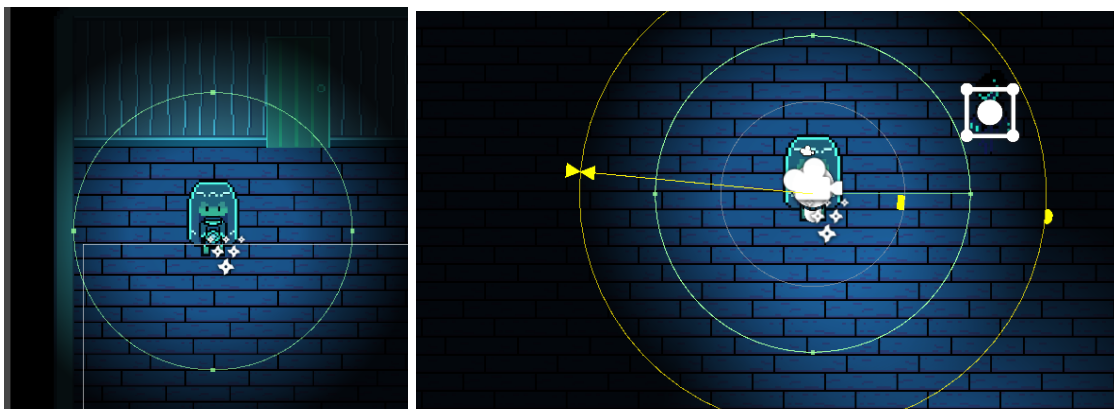
Explanation-- I change the pick and drop button into the E and Q button instead.

Objective/ End game

- Moving from point A to point B to go to the next level.

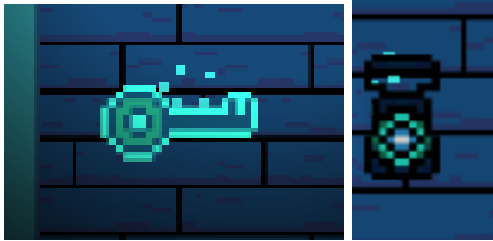
Version 2

- I build the code for the ghost to check if the player is in range and it will chese the player. But, if it hits the light collider, it will stop.



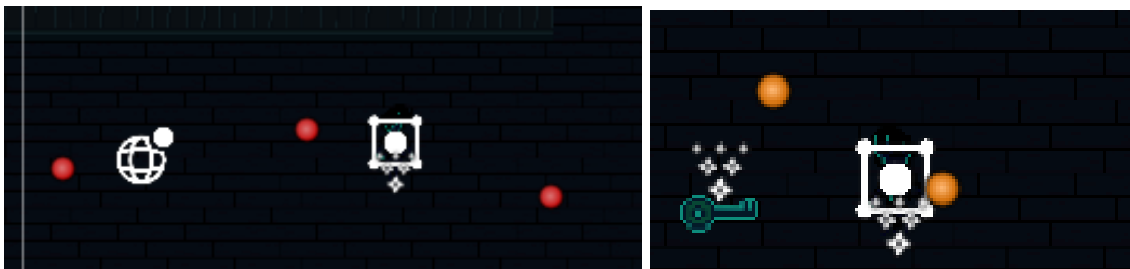
- For the light collider, I make the light collider smaller than the real light,

- Explanation-- so the player will see that the enemy has stepped into the light for a bit and that might make him more intense.

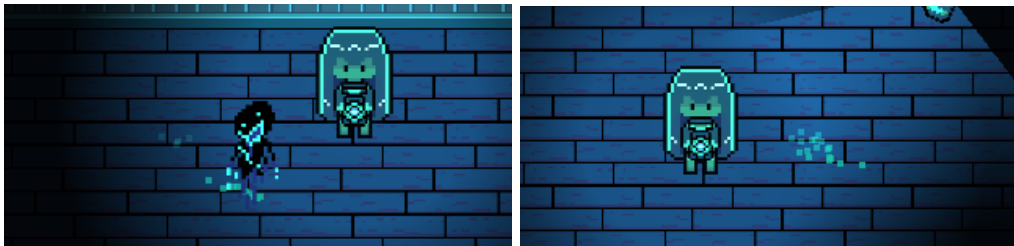


-
- I make the particle at the pickable object to emphasize the object. And, create the particle when the player walks.
 - Explanation-- I create the particle to make the game more lively and create more aesthetic to the player.

Version 3



-
- From the previous version, in this version, I create the ghost patten mechanic. It will walk following its point unit until it sees the player. But if it hits with the light, a ghost will change to move following the point again.



-
- The ghost will fade always and spawn the particle when it hits the light . And it will be invisible if it is still in the light.

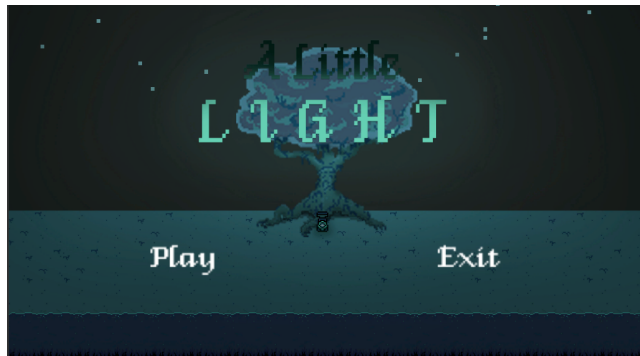


- I create the start point for the player so, after the level change, the player will spawn at the start point.



-
- I make the dialogue system, the dialogue will appear from the bottom of the scene.

Version 4

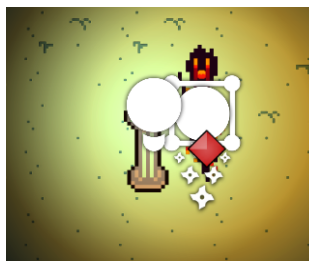


- First, I make the menu screen to enter the game. Using particles to make it more interesting.

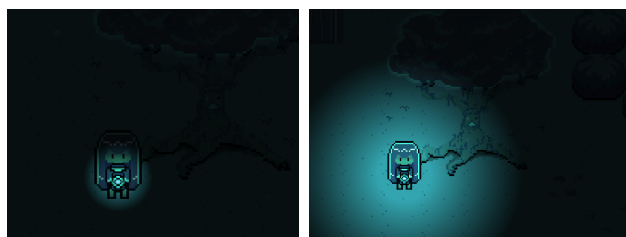


- Pause menu
- Fade in/ out transition
- Restart mechanic: when the player dies, he will respawn in the start point of each scene.

Version 5



- Spirit Mechanic: The spirit will walk from the light source to the other light source. If the spirit sees the player with the lantern light, it will attack the player suddenly. But, if the player doesn't open the light or drop the lantern before seeing the spirit, it will not attack the player. And the light around the Spirit still has the same effect as the soul light.

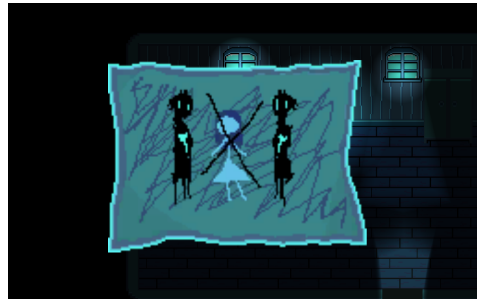
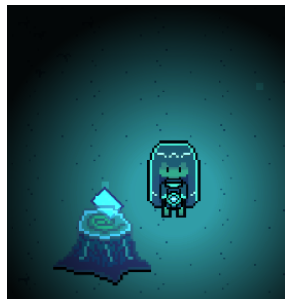


- Spirit Tree Mechanic: The player can come near the spirit tree and press the E button to close or open the Lantern light.

Version 6

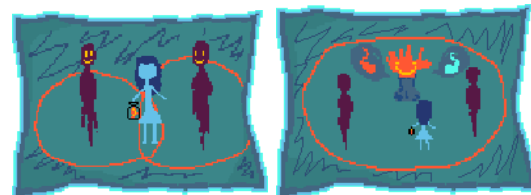
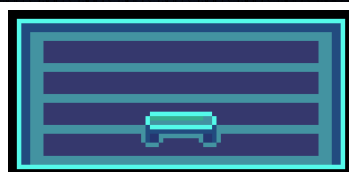


- Remake the Soul tree UI to make it look like it is able to interact. I set the light in the face of the tree and give the particle to make it feel like the other item that can be interacted with.
- Moreover, I remake the lantern light. So, after the player interacts with the Soul tree, the lantern light will turn to orange (same as the Spirit's light color).



- I make the paper with the picture that will show some narrative and give the clue to the player at the same time.
- I remake the respawn mechanic. Now, I can set the player to respawn with property that I set. Because, yet, the respawn system will send the player back to the point I set but if he has the key, he will still have a key after respawn.

Version 7

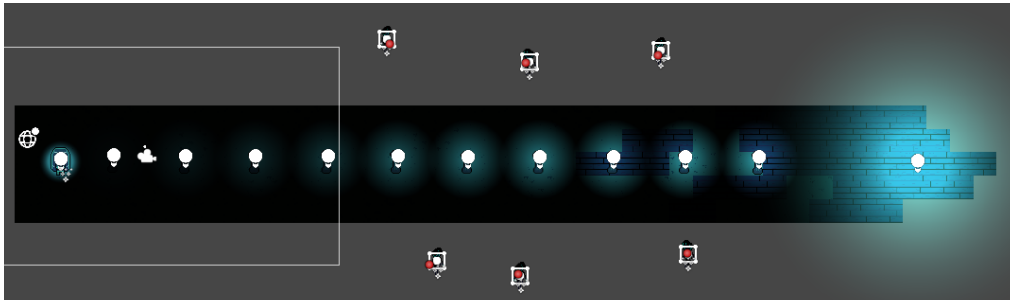


- This version, I change the light and upgrade the asset of the main menu to make it more dynamic.
- I change the spirit of the spirit to make it faster and produce more intensity.

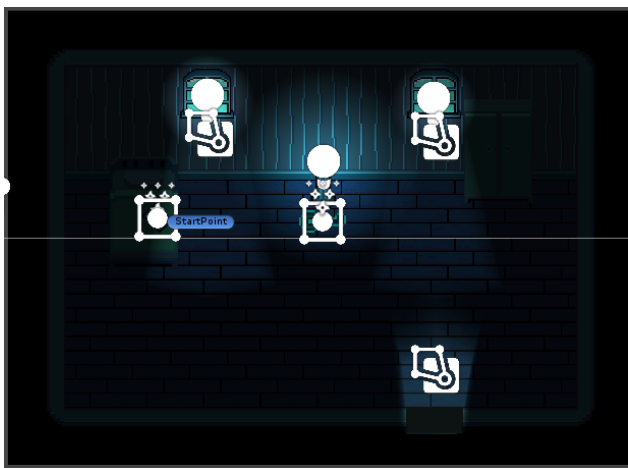
Level Design

Level 1

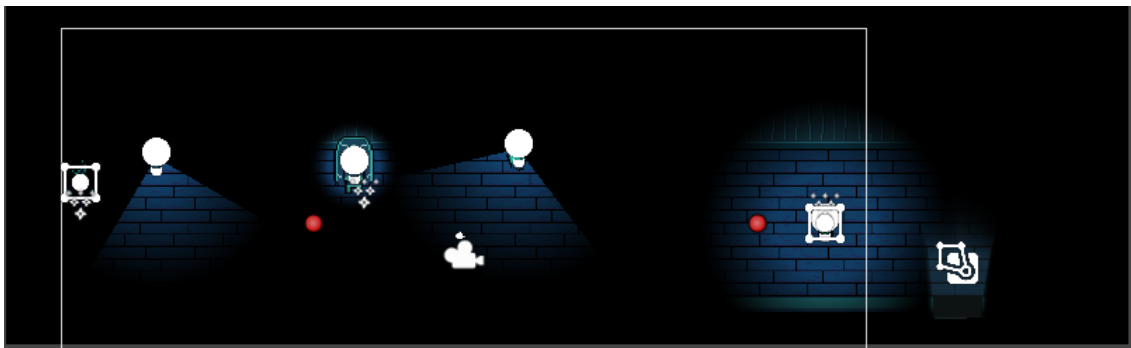
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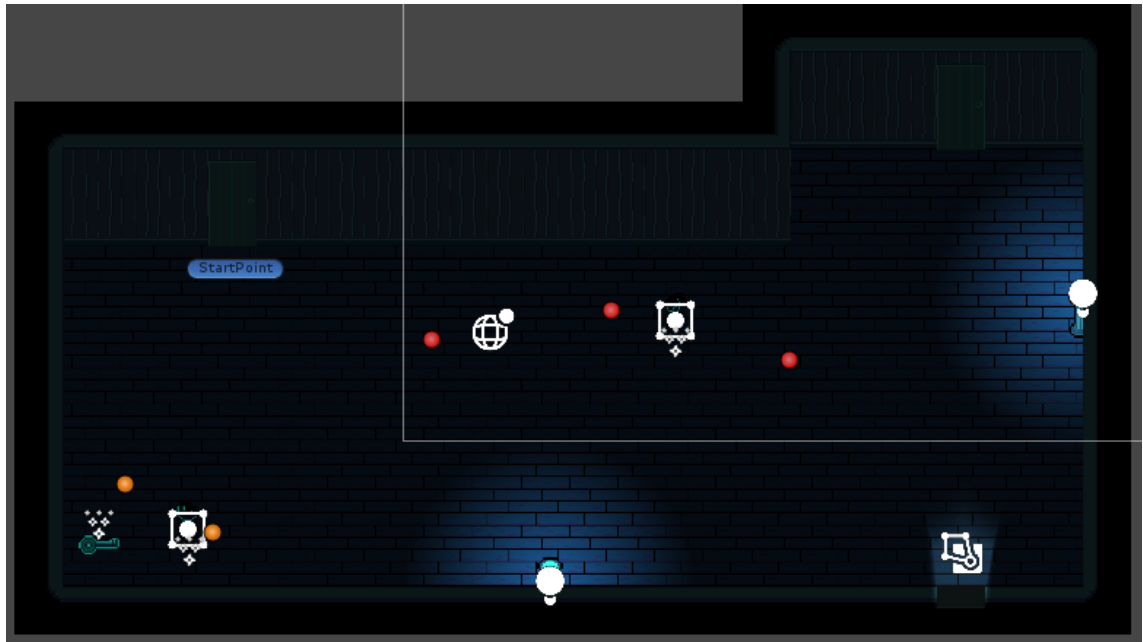
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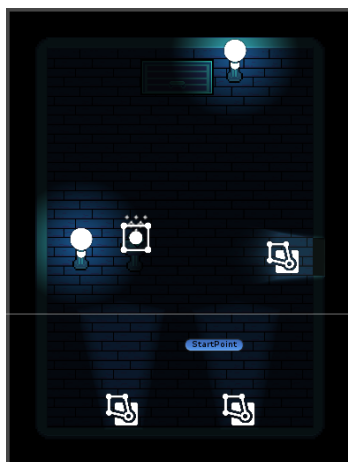
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- In this level, the player has to pick the key to unlock the door and go out with the lantern.
- Explanation-- For this first test level, I create it for the target to see the system and how the player reacts with the game element.
- I put the light at the bottom-center of the room to make the player can place a lantern at the different place before he picks the key and unlock the door before he comes back to pick the lantern and go out. (this makes for the player to play with the game mechanic.
- In version 3, I let the player start at the walk way, the ghost will move through the light and disappear but continue walking toward the player.
- Explanation-- This point I want the player to know that the ghost will disappear if it is hit by the light but it is still moving even if it can't attack the player while it is in the light.
- In the second part, the big room, I add the ghost near the key and add the pattern to each ghost.
- Explanation-- I create the ghost at that point to make the player try what he has learned. The player has to put the lantern to make the ghost disappear first then he can pick a key. While the player places or picks the lantern, the ghost has a second to suddenly appear and then disappear. So, it might give some intensity to the player.
- In version 4, I make more scenes to introduce the game and the mechanic. First, I create the scene that lets the player follow the light and let the ghost around him. This scene will send the player to the bed room scene.
- Explanation-- So, from this scene the player can see that the ghost comes to him but it will go after them hit the light. This might make the player know that ghosts fear the light. This scene may make the player interested in playing to get more story.
- Second, I make the bedroom scene that let the player pick the key to open the door.
- Explanation-- So, from this scene I create it to make the game flow and make the player interesting to continue playing. I introduce the player to pick up objects. And open the

room. This may help the player get used to the game mechanic before he enters more challenges.

Level 2



- In version 5, I start making new scenes to introduce new mechanics. In this map, I start inserting the Soul tree and the Spirit.

- Explanation-- I put the soul tree in front of the home to introduce the Soul tree mechanic. The player who comes from the home can see the effect after interacting with the tree immediately and the player will get the idea how it will work after he faces the Spirit. So, the scene the player will focus on will concentrate with the new mechanic.

- In version 6, I make more 2 scenes to introduce the ghost mechanic and develop it in the next scene.

- Explanation-- I insert the paper to make the player gain more story and give the clue to the player. So the player will understand the spirit mechanic. Moreover, I put another spirit and ghost to show that the ghost light also works like the lantern light before the player moves to the next scene that

uses the same method to get across the scene. So the player can get into the game before I put the mechanic together in the next scene.

- **In version 7, I make 2 more scenes to develop the mechanics and the story of the game.**
- **Explanation-- This time, I created more dirt assets to make the level of the floor to insert in the scene 3. In scene 3, I want the player to have some mental challenge. The player has to use the previous mechanic to solve the way to the key.**
- **To pass this scene, the player has to put down the lighted lantern to destroy the ghost near the key first, then he can go pass the spirit to the key. So, he can get into another house that has the underground way.**

PLAYTEST FORM

Playtest form for <A Little Light>

Designer: Sakjin Sinsakullert

Version number: 7.0

Date: 20/04/2563

Participants

Hemmawan Jindasri (VFX)

Sukontee Weerawanichkul (sukontee_w@sci.tu.ac.th) <GAD>

Lab testing questions:

Time that the player spends to pass the puzzle? (take care of intensity curve)

What does the player think between the puzzle?

Does the player can pass the puzzle

Any bugs?

Interested happening in lab:

- The testers get excited when she can pass the puzzle.
- The testers spent around 5-9 mins to pass the puzzle.
- The Spirit stops when the player places down the lantern.
- Ghost does not disappear even if it is hitted by the light.

Players question & think while playing:

- The tester thinks that the tree doesn't look intense to interact with.
- The tester thinks that the ground level is the part of the clue that makes him understand the puzzle since it first happened in this scene and it is near the key.

What to do next(Must):

- The underground level.
- Try fixing some ghost that doesn't disappear when hit by the light.

Analysis

Participants

Hemmawan Jindasri (VFX)

Sukontee Weerawanichkul (sukontee_w@sci.tu.ac.th) <GAD>

A Little Light

What went well?

- The tester can learn about the mechanic and pass the puzzle.
- The puzzle can give me the excitement that I want.
- The spirit chasing speed makes the game more intense.

What failed?

- The tester thinks that the tree doesn't look intense to interact with.
- The Spirit stops when the player places down the lantern.
- In the new scene, the ghost does not disappear even if it is hit by the light. But it still can't attack the player.

Why?

- The tester walks past the Soul tree and doesn't intend to interact with it. So, it makes the player can't get pass because the player doesn't know that the tree can change the color of the lantern.

Notes

- Change the color of light and particles of the Soul tree to be more orange to make it easy to correct with the spirit.
- Fix the ghost to continue following the player even if he places the lantern.

Data table

Tester	Die	Pick/Place Lantern	Pick/Place Key	Change Lantern	Time use Scene 1-3	Time use Scene 4- 5
Hemmawan (new scene)	7	12	9	9	2	18
<ul style="list-style-type: none"> • Tester doesn't try to interact with the soul tree. She thinks that it doesn't stand out enough. 						

- The spirit suddenly stopped when the tester put down the lantern. (already fix)
- Spend 10 mins to pass the puzzle. Tries to get through the spirit by placing the lantern down.
- Most of the dead are because the tester was hit by spirits.
- The tester doesn't try to use the soultree to pass the puzzle.

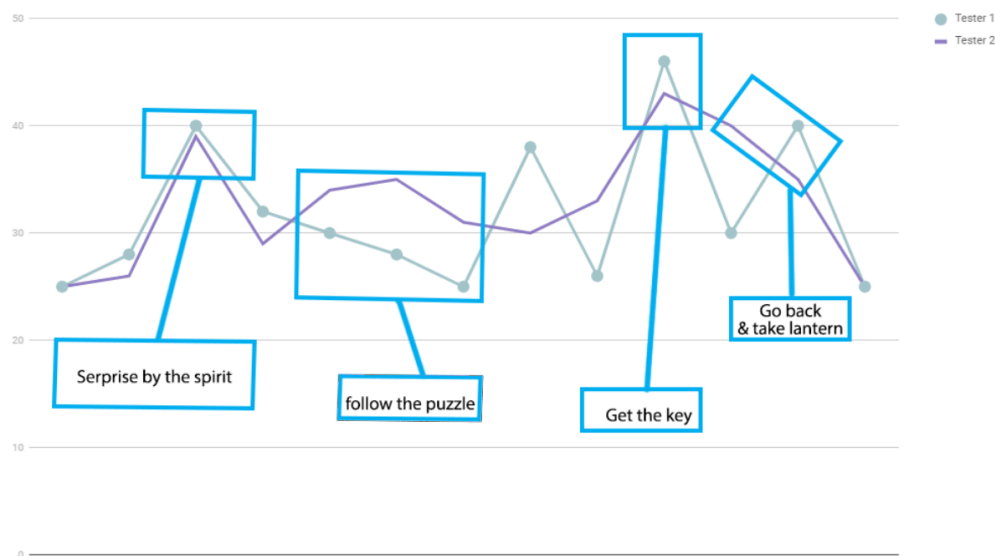
Sukontee (new scene)	3	7	5	5	2	7
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- Testers use only 5 mins to pass the puzzle.
- The spirit with fast speed can give a lot of intensity.
- He thinks that the ground level is the part of the clue that makes him understand the puzzle since it first happened in this scene and it is near the key.

- The speed of the spirit surely increases the intensity of the game.

Tension curve

Intensity Curve level 2 Scene 3



- The first tester, try to get past the puzzle by letting the spirit walk always then go after it and place the lantern before it comes back and after it goes, she picks the lantern and walks to the key. In this time, the spirit bug stopped when she placed the lantern down so it did not continue to follow her.

Research#8



Lab Report #8 Concept And Design

A Little Light

Version: 8.0

Designer: "Sakjin Sinsakullert"

Date: 27/04/2563

Research Story

I take the story of the Girl and the Wolf. The story is about the girl who lives on the second floor of the house. One day, she sees the wolf in the garden. So, she throw a stone to the wolf and tell it to go away. The wolf hitted by the stone. It challenges the girl to come down to fight it but the girl closes the window and doesn't come out. The story ends with the quote that *"Humans are more brave when they are in a safe place."*

Design Goal

My goal is to create a game that gives the emotional connection that the player has as a girl who is seeking for her parents in the woods at night. The game is created from the quote *"Humans are more brave when they are in a safe place."* and a feeling from the story of "The girl that (might?) lives in the forest. The player may get the engagement of narrative and excitement from the story and the atmosphere in the game. The player may get tense once he has to leave his safe zone.

Intro & Overview

The top-down Puzzle Horror game that the player plays as the Little girl who is seeking for her parents at night, while the shadow shards are chasing her and the only way to escape is to stay on the lantern light.

Game Mechanics

Gameplay - Top down Puzzle Horror

Mechanic

- Moving
- Pick up/ Drop/ Use item.
- Enemy AI. moving as a pattern and chasing the player, fear the light.
- Enemy AI 2. moving as a pattern, seeking and walking to the light, not fear the light.
- Lantern Light- the enemies can't enter the light zone but it will reduce time by time.
- Tree- checkpoint, refill light

Explanation-- I make the lantern light mechanic as the core mechanic of the game. I want to present the horror game by letting the player in the light and the enemies in the shadow. And, press the player by reducing the light time by time while the enemy can come back to him anytime. Moreover, I create the pick up mechanic to force the player to place the lantern to pick the other item which is needed for passing the level. This might give the player tension since he has to move around without light. So, he has to plan to place the lantern in a good position for him and that might create the engagement of making a decision and add more intensity. I also create the enemy ai2 mechanic to make the player estill fear even if he is on the light since it is the enemies that the player can't do something against that enemy. The player is forced to run and fear from this type of enemy.

Making a tree mechanic, I want the player to gain some rest between the game. The tree works like a bonfire. Once the player interacts with it, it will restore the light in the lantern. From making this mechanic, it might give a short term target for the player to play the game. The player may get tension down once he sees the tree.

Control

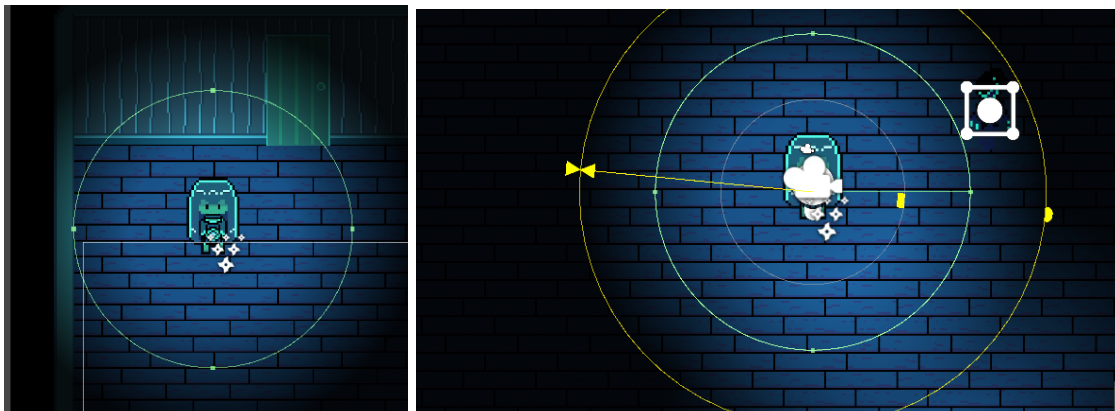
- WASD - move
- E - Pick up item
- **(Hold E)**- Use item/ Drop Lantern

Objective/ End game

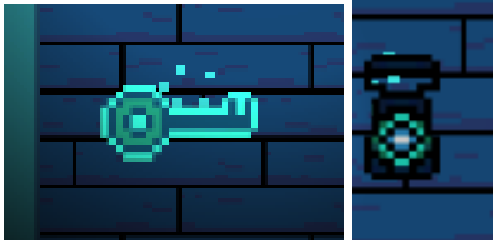
- Moving from point A to point B to go to the next level.

Version 2

- I build the code for the ghost to check if the player is in range and it will chese the player. But, if it hits the light collider, it will stop.

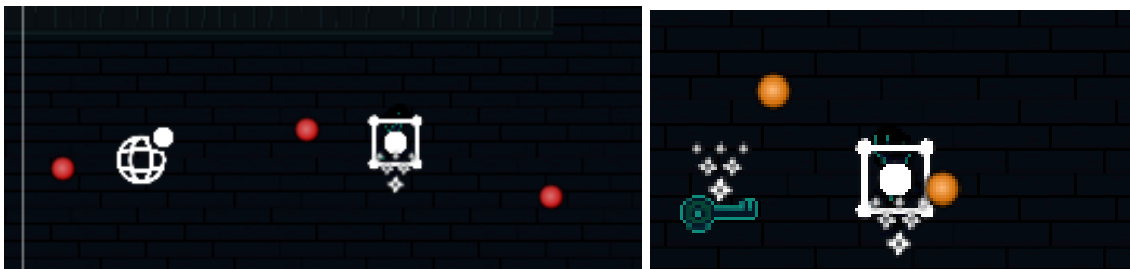


- For the light collider, I make the light collider smaller than the real light,
 - Explanation-- so the player will see that the enemy has stepped into the light for a bit and that might make him more intense.

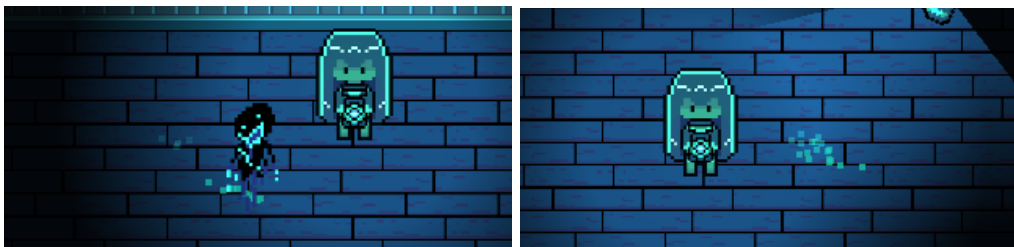


-
- I make the particle at the pickable object to emphasize the object. And, create the particle when the player walks.
 - [Explanation-- I create the particle to make the game more lively and create more aesthetic to the player.](#)

Version 3



-
- From the previous version, in this version, I create the ghost patten mechanic. It will walk following its point unit until it sees the player. But if it hits with the light, a ghost will change to move following the point again.



-
- The ghost will fade always and spawn the particle when it hits the light . And it will be invisible if it is still in the light.

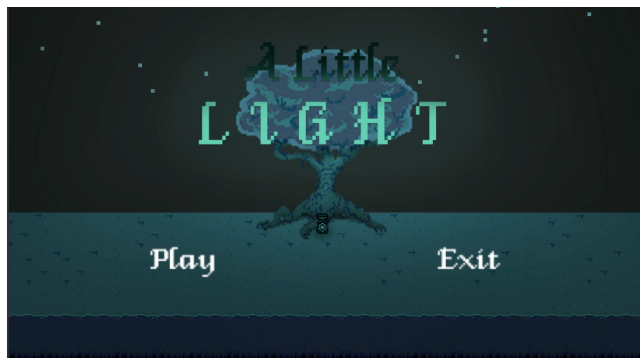


- I create the start point for the player so, after the level change, the player will spawn at the start point.



-
- I make the dialogue system, the dialogue will appear from the bottom of the scene.

Version 4

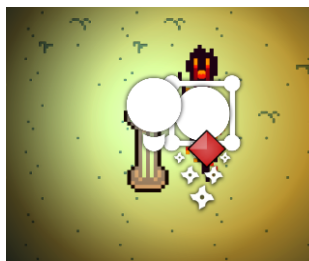


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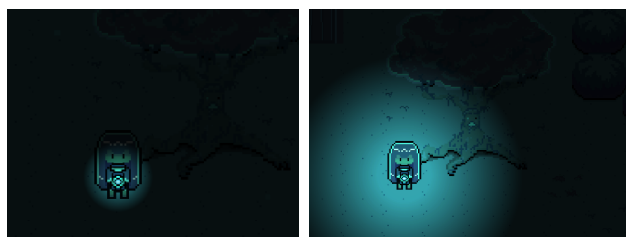


- Pause menu
- Fade in/ out transition
- Restart mechanic: when the player dies, he will respawn in the start point of each scene.

Version 5



- Spirit Mechanic: The spirit will walk from the light source to the other light source. If the spirit sees the player with the lantern light, it will attack the player suddenly. But, if the player doesn't open the light or drop the lantern before seeing the spirit, it will not attack the player. And the light around the Spirit still has the same effect as the soul light.

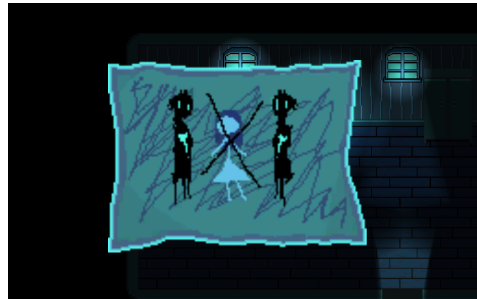
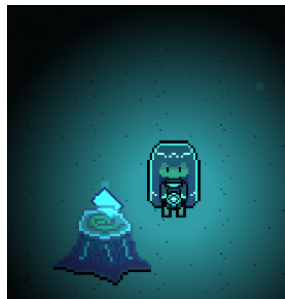


- Spirit Tree Mechanic: The player can come near the spirit tree and press the E button to close or open the Lantern light.

Version 6

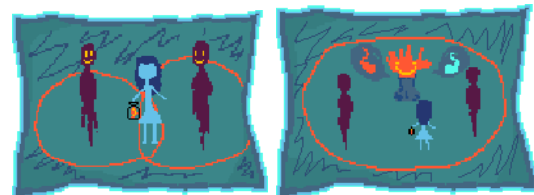
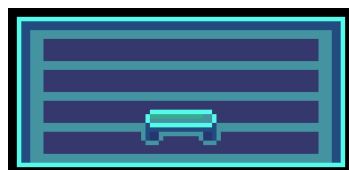


- Remake the Soul tree UI to make it look like it is able to interact. I set the light in the face of the tree and give the particle to make it feel like the other item that can be interacted with.
- Moreover, I remake the lantern light. So, after the player interacts with the Soul tree, the lantern light will turn to orange (same as the Spirit's light color).



- I make the paper with the picture that will show some narrative and give the clue to the player at the same time.
- I remake the respawn mechanic. Now, I can set the player to respawn with property that I set. Because, yet, the respawn system will send the player back to the point I set but if he has the key, he will still have a key after respawn.

Version 7



- This version, I change the light and upgrade the asset of the main menu to make it more dynamic.
- I change the spirit of the spirit to make it faster and produce more intensity.

Version 8

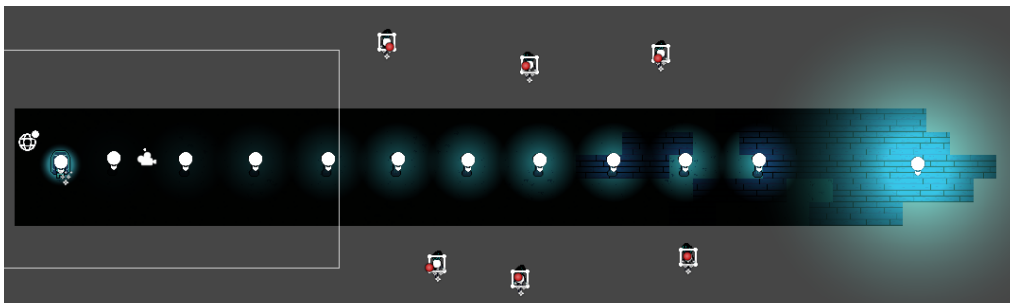


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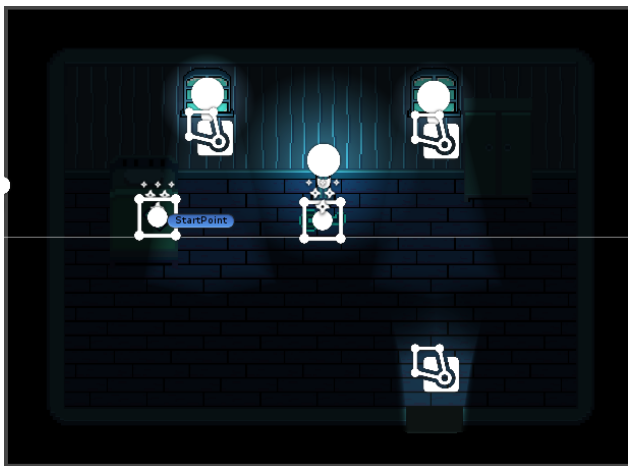
Level Design

Level 1

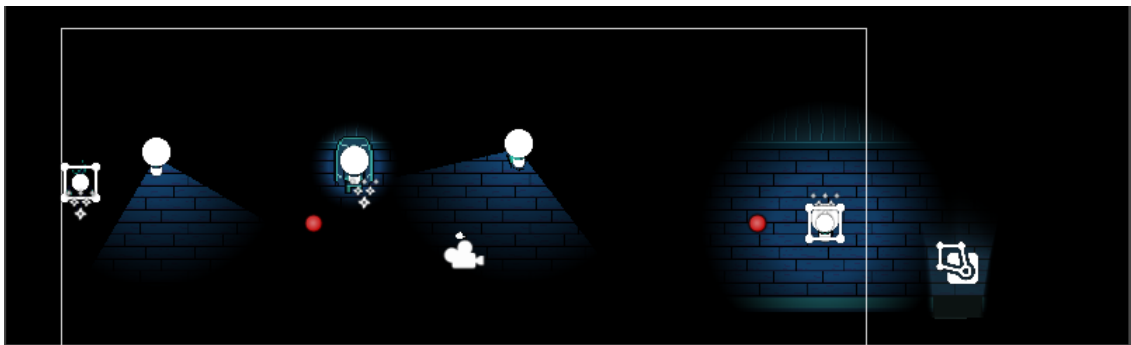
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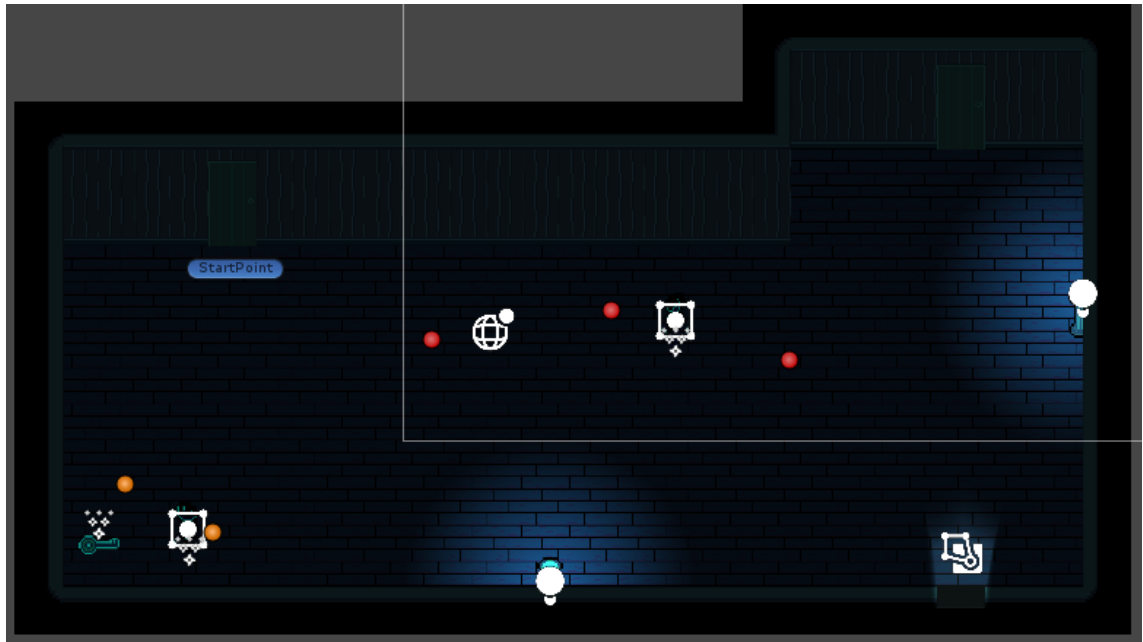
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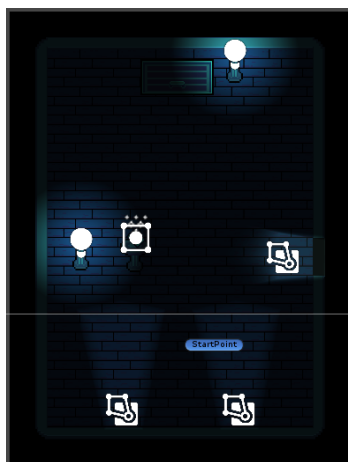
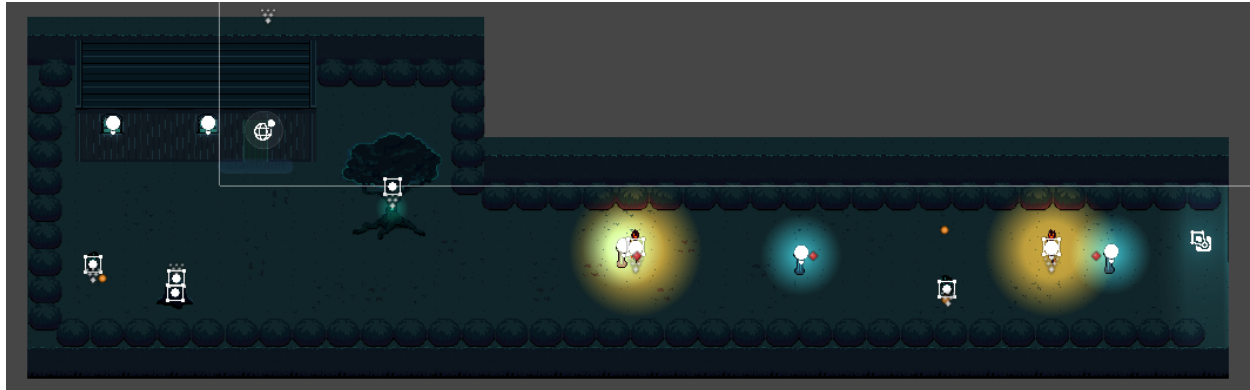
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- In this level, the player has to pick the key to unlock the door and go out with the lantern.
- Explanation-- For this first test level, I create it for the target to see the system and how the player reacts with the game element.
- I put the light at the bottom-center of the room to make the player can place a lantern at the different place before he picks the key and unlock the door before he comes back to pick the lantern and go out. (this makes for the player to play with the game mechanic.
- In version 3, I let the player start at the walk way, the ghost will move through the light and disappear but continue walking toward the player.
- Explanation-- This point I want the player to know that the ghost will disappear if it is hit by the light but it is still moving even if it can't attack the player while it is in the light.
- In the second part, the big room, I add the ghost near the key and add the pattern to each ghost.
- Explanation-- I create the ghost at that point to make the player try what he has learned. The player has to put the lantern to make the ghost disappear first then he can pick a key. While the player places or picks the lantern, the ghost has a second to suddenly appear and then disappear. So, it might give some intensity to the player.
- In version 4, I make more scenes to introduce the game and the mechanic. First, I create the scene that lets the player follow the light and let the ghost around him. This scene will send the player to the bed room scene.
- Explanation-- So, from this scene the player can see that the ghost comes to him but it will go after them hit the light. This might make the player know that ghosts fear the light. This scene may make the player interested in playing to get more story.
- Second, I make the bedroom scene that let the player pick the key to open the door.
- Explanation-- So, from this scene I create it to make the game flow and make the player interesting to continue playing. I introduce the player to pick up objects. And open the

room. This may help the player get used to the game mechanic before he enters more challenges.

Level 2



- In version 5, I start making new scenes to introduce new mechanics. In this map, I start inserting the Soul tree and the Spirit.

- Explanation-- I put the soul tree in front of the home to introduce the Soul tree mechanic. The player who comes from the home can see the effect after interacting with the tree immediately and the player will get the idea how it will work after he faces the Spirit. So, the scene the player will focus on will concentrate with the new mechanic.

- In version 6, I make more 2 scenes to introduce the ghost mechanic and develop it in the next scene.

- Explanation-- I insert the paper to make the player gain more story and give the clue to the player. So the player will understand the spirit mechanic. Moreover, I put another spirit and ghost to show that the ghost light also works like the lantern light before the player moves to the next scene that

uses the same method to get across the scene. So the player can get into the game before I put the mechanic together in the next scene.

- In version 7, I make 2 more scenes to develop the mechanics and the story of the game.
- Explanation-- This time, I created more dirt assets to make the level of the floor to insert in the scene 3. In scene 3, I want the player to have some mental challenge. The player has to use the previous mechanic to solve the way to the key.
- To pass this scene, the player has to put down the lighted lantern to destroy the ghost near the key first, then he can go pass the spirit to the key. So, he can get into another house that has the underground way.

Level 3



- In version 8, I made new scenes with the concept of the underground way. In this level, I want the player to go through a narrow way to build more tension.
- Explanation-- By this narrow way map. I place the spirit in the location to make the gameplay that the player has to be more quicker than the previous level so that the player can just stand and think until he finds a safe way. So this might build more intense tension and tension to the player to finish the game.

PLAYTEST FORM

Playtest form for <A Little Light>

Designer: Sakjin Sinsakullert

Version number: 8.0

Date: 27/04/2563

Participants

Napassorn SangKiew (VFX)

Titiporn Wangthumaert

Lab testing questions:

What does the player think about holding 'E' to pick + UI?

Time that the player spends to pass the puzzle? (take care of intensity curve)

What does the player think between the puzzle?

Can the player pass and enjoy the puzzle?

Any bugs? Does the UI and ghost work okay?

Interested happening in lab:

- (BUG) The Interact UI disappears when there are many interactable items in the range.
- (BUG) The ghost still doesn't disappear sometimes.
- (BUG) The tester can't drop the lantern once she enters scene 6.
- Have tension searching for the way out because the dark ambiance and the ghost. Especially because the spirit is also moving around and the tester has to beware all the time.

Players question & think while playing:

- The tester thinks that scene 6 is very tense. She has to bring the lantern from position to position across the spirit and she has to be careful about the light.
- The tester likes the puzzle in scene 5. Excite when knowing the puzzle.
- Have tension searching for the way out because the dark ambiance and the ghost. Especially because the spirit is also moving around and the tester has to beware all the time.

What to do next(Must):

- Fixing the bug as fast as I can.
- Another 1 puzzle level.

Analysis

Participants

Napassorn Sangkiew (VFX)

Titiporn Wangthumaert

A Little Light

What went well?

- Scene 6 can give good tension and intensity.
- The puzzle isn't too hard to do.
- Holding the 'E' button can build tension when the player is in a hurry.
- This still supports the design goal of the game.

What failed?

- (BUG) The Interact UI disappears when there are many interactable items in the range.
- (BUG) The ghost still doesn't disappear sometimes.
- (BUG) The tester can't drop the lantern once she enters scene 6.

Why?

- The UI will disappear when the item is out of range so when the player still enters the item range but he is moved out of another item, the UI will disappear.
- The ghost problem is similar to the UI problem. It will appear when it is out of light so even if it is still in the other light, it will appear but still doesn't make damage.

Notes

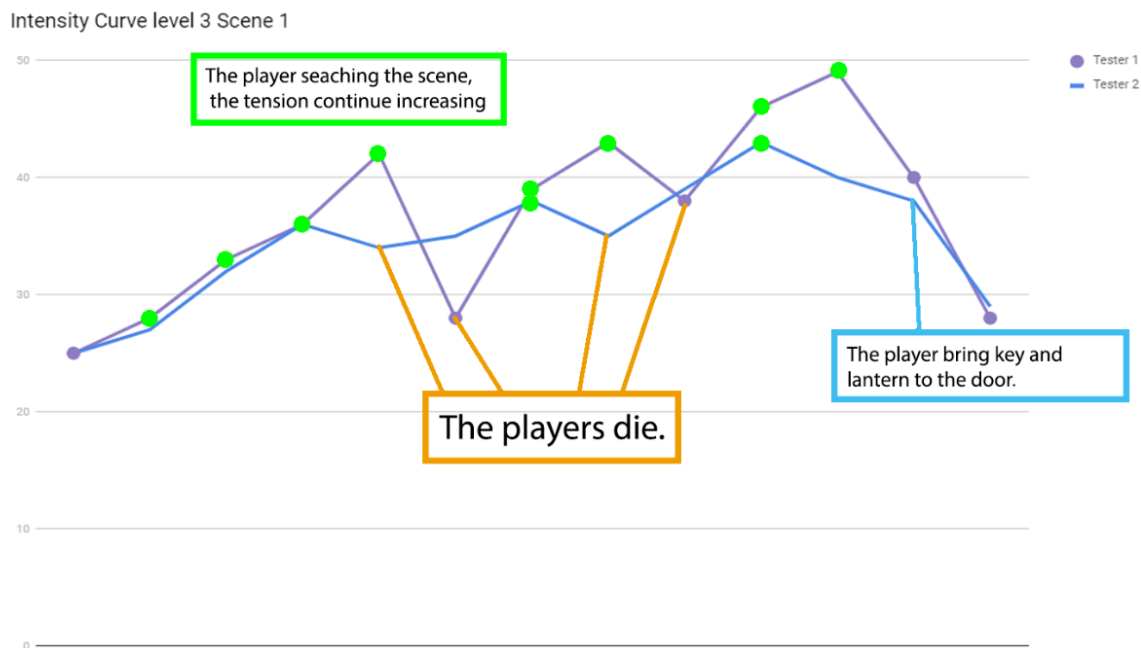
- Hold E can make tension but it still has a bug and sometimes it may make the player feel annoyed.

Data table

Tester	Die	Pick/Place Lantern	Pick/Place Key	Change Lantern	Time use Scene 1-5	Time use Scene 6
--------	-----	-----------------------	-------------------	-------------------	-----------------------	---------------------

Napassorn (new level)	9	21	16	8	14	8
<ul style="list-style-type: none"> • (BUG)The Interact UI disappears when there are many interactable items in the range. • In scene 5, the tester tries to walk fast to pass the ghost. • The tester dies in scene 5 for 8 times before she can finish the puzzle. • The tester dies 7 times before she knows how to win the puzzle. • The tester likes the puzzle in scene 5. • (BUG)The ghost still doesn't disappear sometimes. • (BUG) The tester can't drop the lantern once she enters scene 6. • The tester thinks that scene 6 is very tense. She has to bring the lantern from position to position across the spirit and she has to be careful about the light. 						
Titiporn (only new scene)	4	9	7	-	-	10
<ul style="list-style-type: none"> • Have tension searching for the way out because the dark ambience and the ghost. Especially because the spirit is also moving around and the tester has to beware all the time. • The tester dies from bringing a lantern in the incorrect time so the spirit saw her. 						

Tension curve



Lab Report #9 Concept And Design

A Little Light

Version: 9.0

Designer: "Sakjin Sinsakullert"

Date: 04/05/2563

Research Story

I take the story of the Girl and the Wolf. The story is about the girl who lives on the second floor of the house. One day, she sees the wolf in the garden. So, she throw a stone to the wolf and tell it to go away. The wolf hitted by the stone. It challenges the girl to come down to fight it but the girl closes the window and doesn't come out. The story ends with the quote that *"Humans are more brave when they are in a safe place."*

Design Goal

My goal is to create a game that gives the emotional connection that the player has as a girl who is seeking for her parents in the woods at night. The game is created from the quote *"Humans are more brave when they are in a safe place."* and a feeling from the story of "The girl that (might?) lives in the forest. The player may get the engagement of narrative and excitement from the story and the atmosphere in the game. The player may get tense once he has to leave his safe zone.

Intro & Overview

The top-down Puzzle Horror game that the player plays as the Little girl who is seeking for her parents at night, while the shadow shards are chasing her and the only way to escape is to stay on the lantern light.

Game Mechanics

Gameplay - Top down Puzzle Horror

Mechanic

- Moving
- Pick up/ Drop/ Use item.
- Enemy AI. moving as a pattern and chasing the player, fear the light.
- Enemy AI 2. moving as a pattern, seeking and walking to the light, not fear the light.
- Lantern Light- the enemies can't enter the light zone but it will reduce time by time.
- Tree- checkpoint, refill light

Explanation-- I make the lantern light mechanic as the core mechanic of the game. I want to present the horror game by letting the player in the light and the enemies in the shadow. And, press the player by reducing the light time by time while the enemy can come back to him anytime. Moreover, I create the pick up mechanic to force the player to place the lantern to pick the other item which is needed for passing the level. This might give the player tension since he has to move around without light. So, he has to plan to place the lantern in a good position for him and that might create the engagement of making a decision and add more intensity. I also create the enemy ai2 mechanic to make the player estill fear even if he is on the light since it is the enemies that the player can't do something against that enemy. The player is forced to run and fear from this type of enemy.

Making a tree mechanic, I want the player to gain some rest between the game. The tree works like a bonfire. Once the player interacts with it, it will restore the light in the lantern. From making this mechanic, it might give a short term target for the player to play the game. The player may get tension down once he sees the tree.

Control

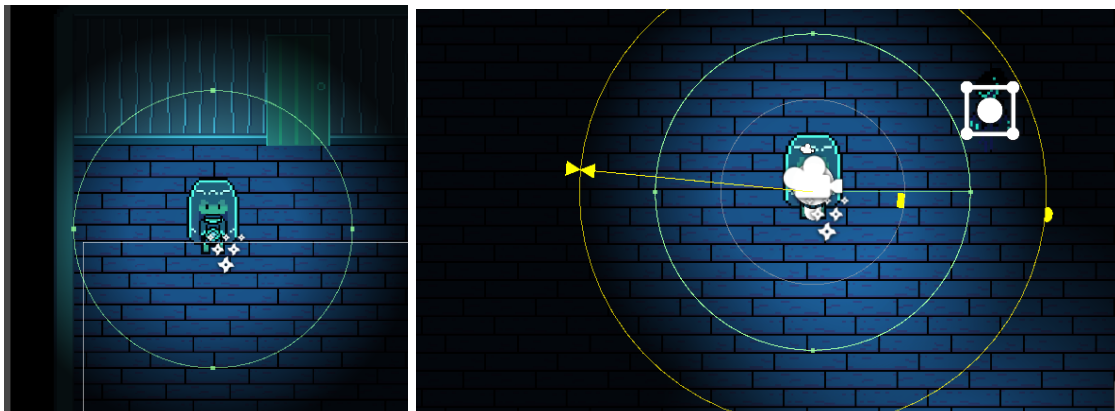
- WASD - move
- E - Pick up item
- (Hold E)- Use item/ Drop Lantern

Objective/ End game

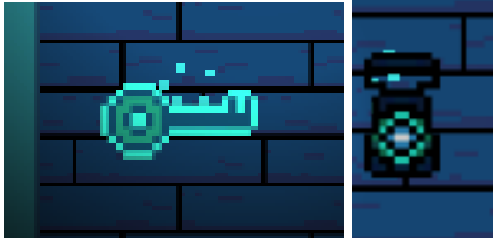
- Moving from point A to point B to go to the next level.

Version 2

- I build the code for the ghost to check if the player is in range and it will chese the player. But, if it hits the light collider, it will stop.

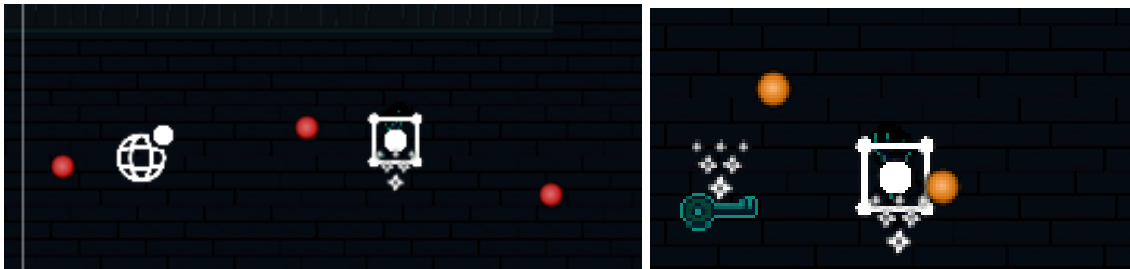


- For the light collider, I make the light collider smaller than the real light,
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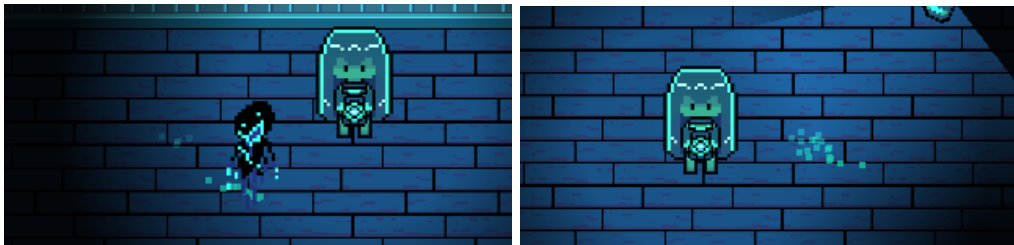


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- I make the particle at the pickable object to emphasize the object. And, create the particle when the player walks.
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Version 3



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- From the previous version, in this version, I create the ghost patten mechanic. It will walk following its point unit until it sees the player. But if it hits with the light, a ghost will change to move following the point again.



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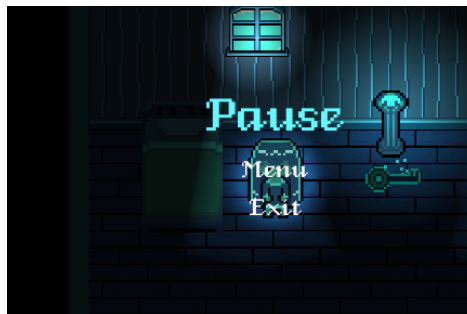


-
- I make the dialogue system, the dialogue will appear from the bottom of the scene.

Version 4

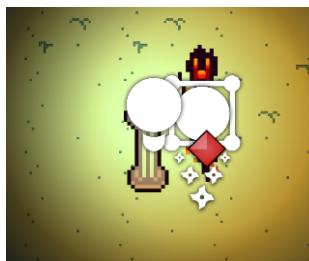


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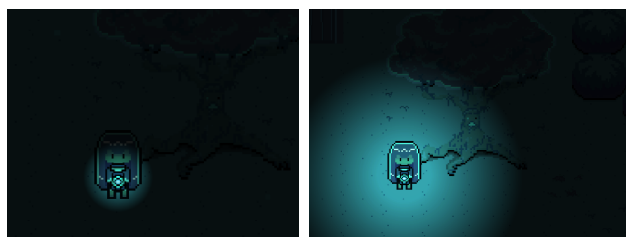


- Pause menu
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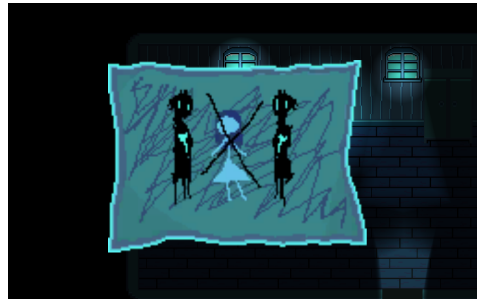
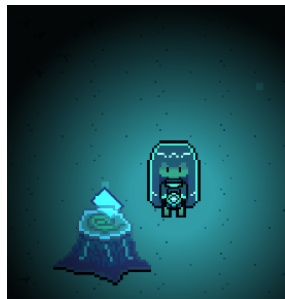


- Spirit Tree Mechanic: The player can come near the spirit tree and press the E button to close or open the Lantern light.

Version 6

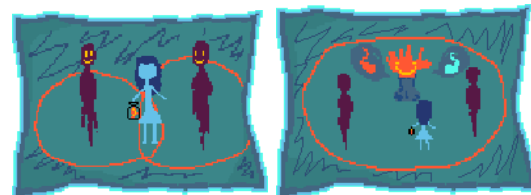


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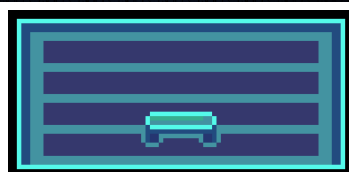


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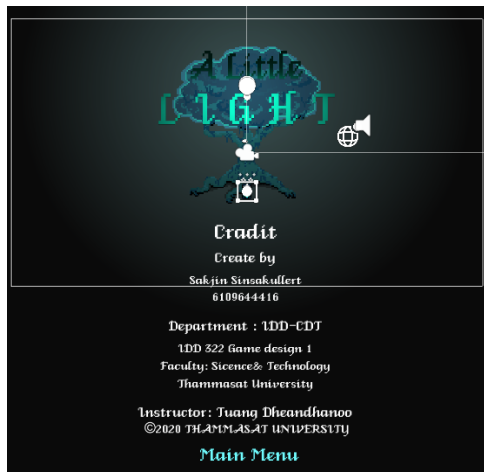


Version 8



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Version 9



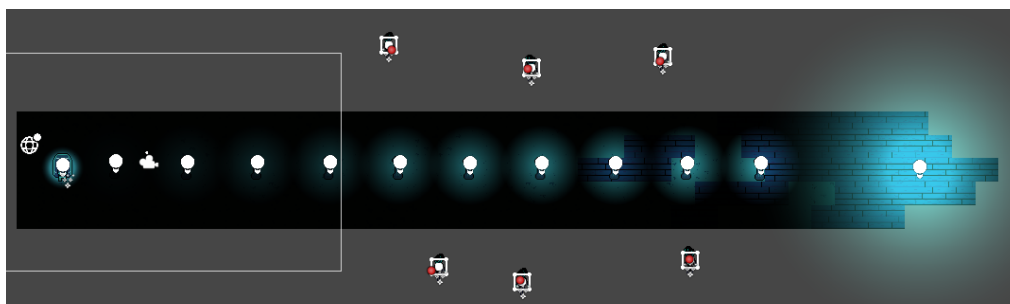
- In version 9, I have now created the credit menu and fixed the bug UI and Ghost.
- I created the final paper.



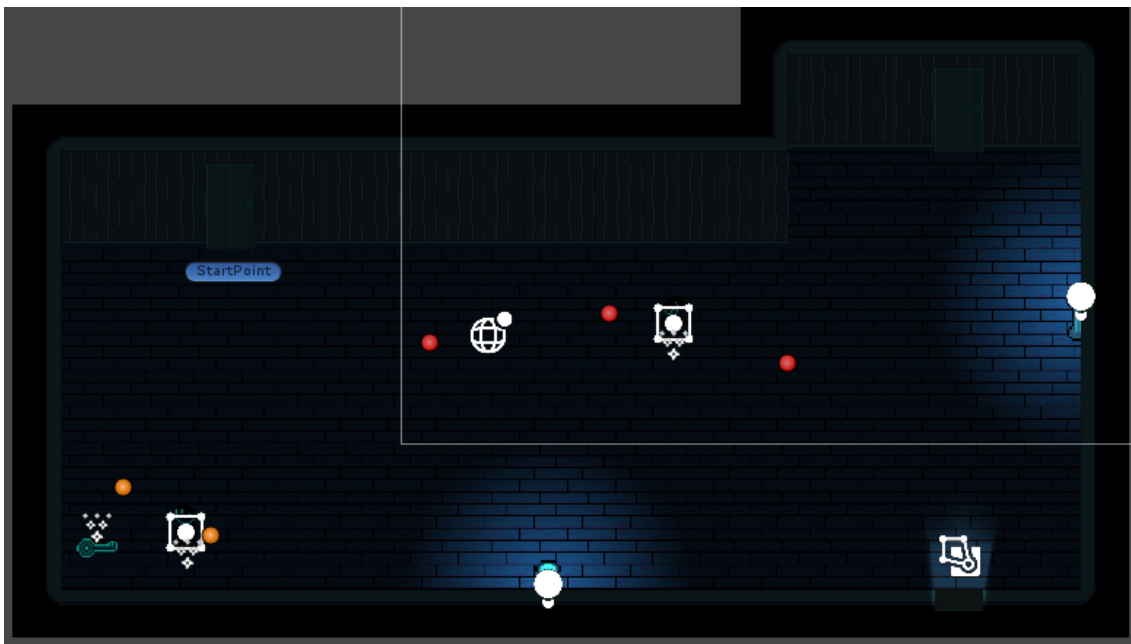
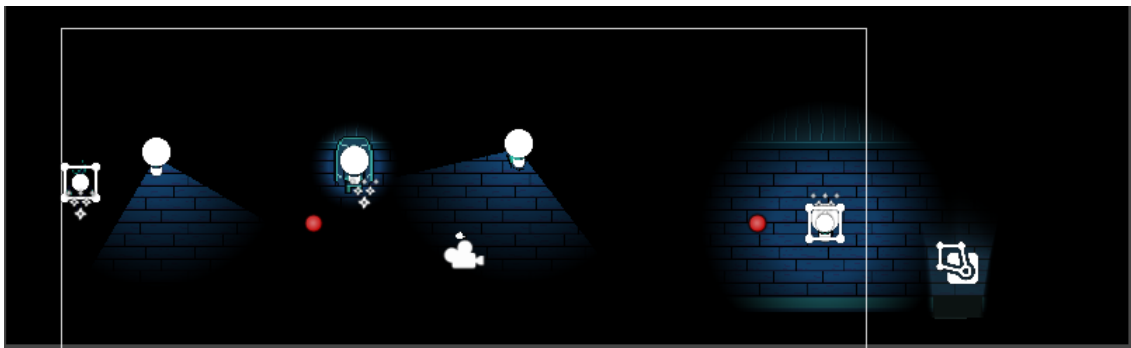
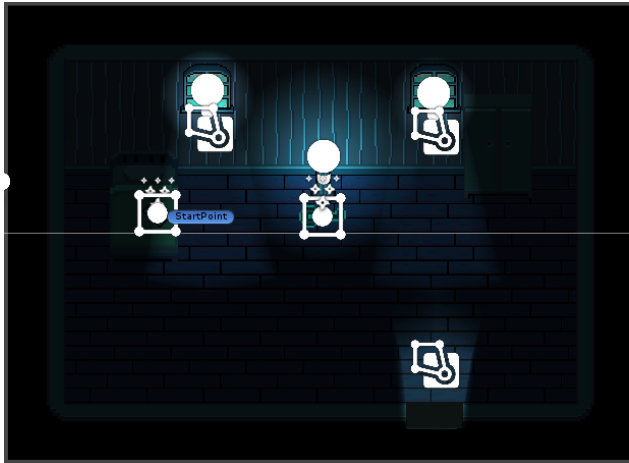
Level Design

Level 1

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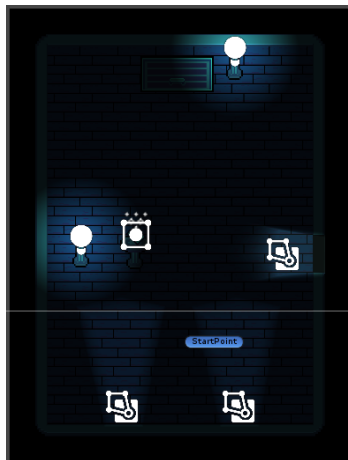
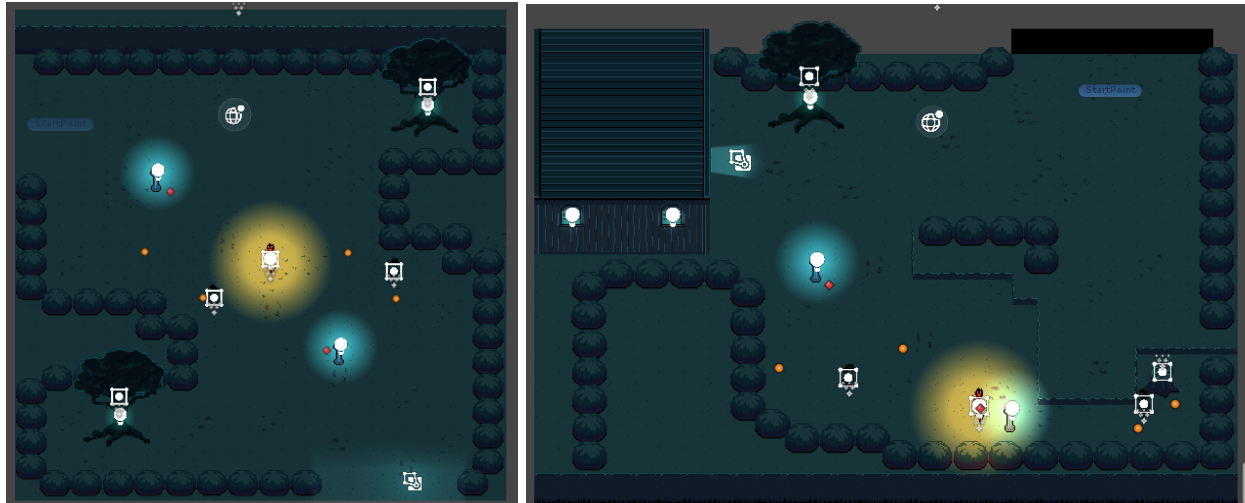


- In this level, the player has to pick the key to unlock the door and go out with the lantern.
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Level 2





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- Explanation-- I put the soul tree in front of the home to introduce the Soul tree mechanic. The player who comes from the home can see the effect after interacting with the tree immediately and the player will get the idea how it will work after he faces the Spirit. So, the scene the player will focus on will concentrate with the new mechanic.

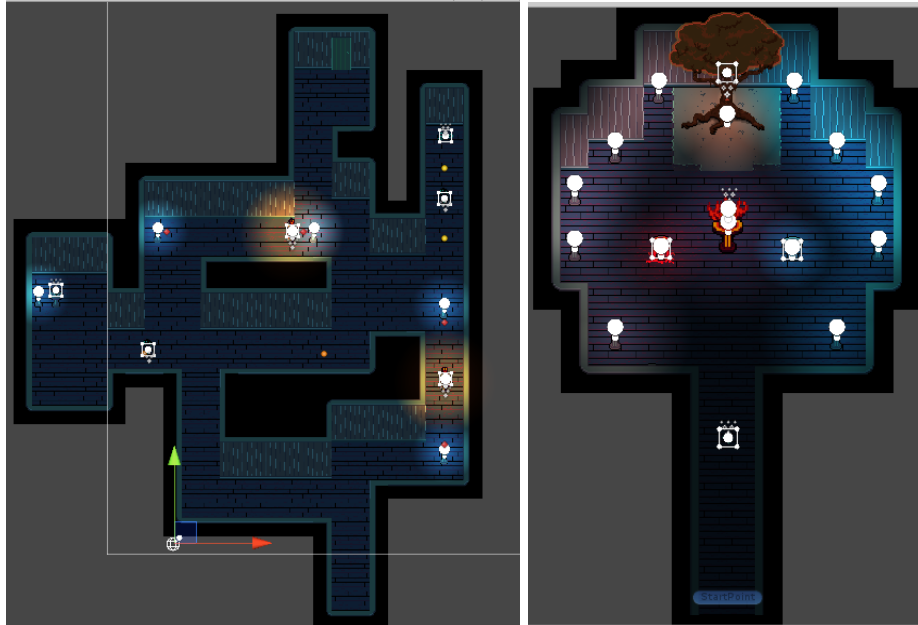
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Level 3



- In version 8, I made new scenes with the concept of the underground way. In this level, I want the player to go through a narrow way to build more tension.
- Explanation-- By this narrow way map. I place the spirit in the location to make the gameplay that the player has to be more quicker than the previous level so that the player can just stand and think until he finds a safe way. So this might build more intense tension and tension to the player to finish the game.
- In version 9, I made ending scenes to end the game and the story.

Math Analysis

The speed of the player is 5.

The speed of the ghost is 2.5

The speed of the spirit is 2.

In 10 seconds, the player can walk 20 blocks. (2 block /1 second). So, the ghost speed is (1 block/ 1 second)

This makes the player still have a few times to run from the ghost but, because all of the scene is the close area so the player can't run from the ghost forever. So, he has a few times to get into the light.

And, with this speed, the player will walk a bit faster than the spirit. So, the player who is not smart at control still can follow the spirit while the normal player has to control the character speed to stay in the spirit light. This might make some tension to the player waking with spirit.