Dual Descent

A First-Person Horror Game by Yatharth Padharia

Introduction

Genre: First-person horror game

Setting: Chilling suburban environment

Core Gameplay:

- Control two unique characters with distinct abilities
- Switch between characters to progress through the game

Objectives:

- Destroy cursed totems and eggs
- Solve puzzles to unlock areas and advance the story

Challenges:

- Encounter zombies for heightened tension
- Face off against the terrifying Kraken boss

Core Systems and Inspiration

- Character-switching mechanics
- Reference to GTA V for switching during gameplay
- Prioritizing character and AI systems over complex levels

Level Design & Setting

- Suburban environment: parks and apartments
- Puzzle-based objectives: Destroy totems and eggs
- Zombies to add tension and thrill

Character One - The Destroyer

- **Role:** Ground-based character focused on offense
- **Abilities:**
    - Laser Gun: High-damage weapon for destroying cursed eggs and totems; prone to overheating.
    - Flashlight and Torch: Provide illumination, but contribute to weapon heat; essential for navigating dark areas.
    - Dash Ability: Allows quick evasion of zombies and fast traversal of the environment.
- **Resource Management:**
    - Coolant Bottles: Scattered throughout the level to cool down the laser gun and manage overheating, adding a layer of strategy to gameplay.

Character Two - The Seeker

- **Role:** Puzzle-solver and navigator
- **Abilities:**
    - Environmental Tools: Used for solving puzzles and interacting with the environment; essential for clearing fog walls that block progression.
    - Dash Ability: Provides agility to evade zombies and maneuver through the level effectively.
- **Objective:**
    - Focuses on finding and destroying eggs to unlock key areas, allowing The Destroyer to access new zones and progress the story.

Connection

- The two characters rely on each other's actions, creating a dynamic where players must switch between them to complete objectives and advance in the game. Their unique abilities and interconnected goals enhance the cooperative gameplay experience.

Boss Battle - The Kraken

- Boss Name: The Kraken
- Arena:
  - A small, enclosed room beneath a swimming pool, adding a claustrophobic atmosphere.
  - Contains explosive barrels that can be shot to deal damage to the boss.

Boss Mechanics:

- Attack Patterns:
  - Sweep Attack: The Kraken sweeps its tentacles across the arena, dealing damage to any players caught in its path.
  - Slam Attack: The Kraken slams its massive tentacles down in a targeted area, creating shockwaves that players must dodge.
  - Tentacle Frenzy: The Kraken randomly flails its tentacles around the arena, creating a chaotic and dangerous environment.
- Environmental Hazards:
  - Exploding Barrels: Players can strategically shoot these barrels to deal significant damage to the Kraken, adding a layer of strategy to the fight.
  - Zombie AI Spawns: Zombies will spawn in the arena, assisting the Kraken by attacking players, increasing the urgency and challenge of the encounter.
- Strategy Tips:
  - Players must balance attacking the Kraken while avoiding its powerful attacks.
  - Utilizing the environment, including barrels and careful positioning, is essential to survive and defeat the boss.

Systems and Challenges Learned

- Importance of UI and player feedback
- Prior struggles with Assassin in The Line UI
- Focus on clear objectives to avoid player confusion

Technical Art – Houdini Destruction Simulation

- Swimming pool destruction set piece using Houdini
- Baked rigid body simulation for optimized performance

Playtest Feedback

Positive Feedback:

- Puzzles: Players appreciated the complexity and design of the puzzles, finding them engaging and rewarding to solve.
- Engagement: The dynamic between the two characters kept players invested in the gameplay, promoting a sense of collaboration.
- Horror Elements: The atmospheric tension and horror elements were well-received, effectively immersing players in the game's eerie environment.

Playtest Feedback

Areas for Improvement:

- Character Mechanics: Feedback indicated that The Seeker, the second character, felt less mechanics-heavy compared to The Destroyer, suggesting a need for additional gameplay features to enhance their role.
- Sound Design: While not a requirement, players felt that the game could benefit from a more immersive sound design to elevate the horror experience and create a deeper sense of dread.

Thank you