UC-145 | Eerie

Abstract

Eerie is a psychological horror/thriller game that plunges players into the harrowing journey of Alice, a young girl trapped in her home. As she navigates the dimly lit corridors of her once-familiar environment, Alice grapples with haunting hallucinations and a distorted reality that intertwine the tangible and surreal. The gameplay revolves around her desperate quest to recover cherished belongings, each revealing deeper layers of her fractured story. Players must confront both real enemies and manifestations of Alice's psyche, creating a tense dynamic that challenges them to strategize against both physical threats and the shadows of her fears.

Introduction

Eerie is a psychological horror/thriller game that immerses players in the unsettling journey of Alice, a young girl trapped in her own home. As Alice navigates the dimly lit, claustrophobic hallways of her once-familiar surroundings, she grapples with haunting hallucinations and a distorted perception of reality that blur the line between the tangible and the surreal. The gameplay centers around Alice's desperate quest to recover her cherished belongings and the elusive house key, with each item unlocking deeper layers of her story. Players will encounter a mixture of realistic enemies and hallucinated figures, each presenting unique challenges that reflect Alice's fractured state of mind. To survive, they must engage in combat using a combination of real firearms and an imaginary gun, which symbolizes Alice's struggle to discern between her fears and reality. This duality creates a tense gameplay dynamic, as players must strategize their approach to confront both tangible threats and the manifestations of Alice's psyche, further immersing them in her haunting experience.
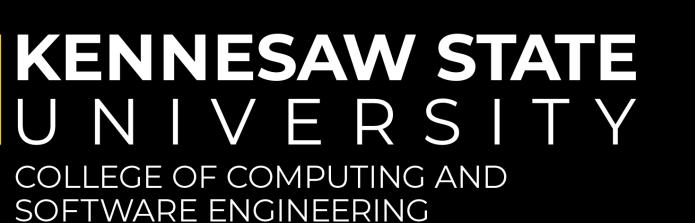
Materials and Methods

The game currently has 15 unique items, each with its own backstory that is accessible from the menu screen and in game. There are 3 floors in the mansion, including the attic, where the items spawn to be collected. Once they've collected 5 items, the Key item will randomly spawn within the mansion and will allow the player to leave the house through the front door on the first floor once it is collected. There are two types of enemies that are killed with two different weapons: Nurses, who can only be killed with the pistol weapon, and Shadows, who can only be killed with the finger gun weapon.

Eerie was developed in Unity, in version 2022.3.18f1.
Pixel art was made in Krita.

See More:

Scan the QR Code below to reach the game's official Itch.io page, which contains updated versions of the game:

Family Photo

Photo depicting child Alice and her father. She appears healthy and happy, and is clinging to her fathers side. The photo makes her feel sick, knowing she once loved her father, but part of her can't leave without it.

This item is a collectable.

Alice is unable to liberate herself from delusion.. if only she could collect more memories

Author(s): Alex Gann, Joshua Whorton, Rio Kabar, Skyler Freeman
Advisors(s): Prof. Kevin Markley, Prof. Sungchul Jung

KENNESAW STATE UNIVERSITY
COLLEGE OF COMPUTING AND SOFTWARE ENGINEERING