Project 4 link: <http://mywebspace.quinnipiac.edu/baberg/200/Project-4/>

For my final, I have decided to continue working on my 4th Project. I choose this project, because it was the one, I have the most ideas for how to improve it, as well as using it to make a good combination of everything we have learned this semester. The horror idea feels full of potential to me. I want to fix some audio issues as well as lighting issues. I plan on doing this by changing the lighting to make more sense all well as some color alterations. The sound of the car doesn’t work how I want it to with distance so I’m going to research how to do it properly, as well as add more sounds for the woods. Once that is done, I want to expand the game with a short story, new areas to explore, a sense of progression, as well as actual enemies trying to end your game. This will be done through new animations for a monster of sorts, a cabin environment that you can enter via a new scene, text will be easy to implement (including the typewriter effect I learned in project 1). I want to make the game more interactive with some popups that make use of the mouse (maybe some puzzles like other survival horror games). Overall, with these Ideas to start off of, I believe I can make something great as a final project.