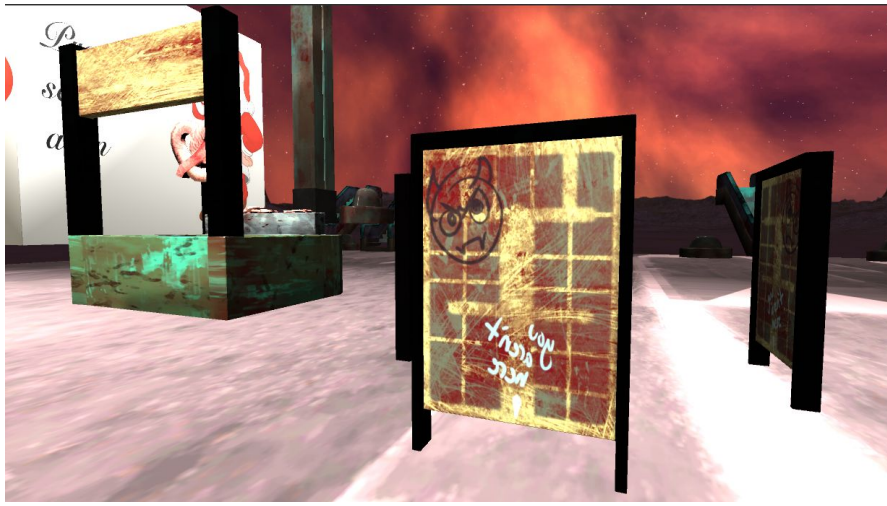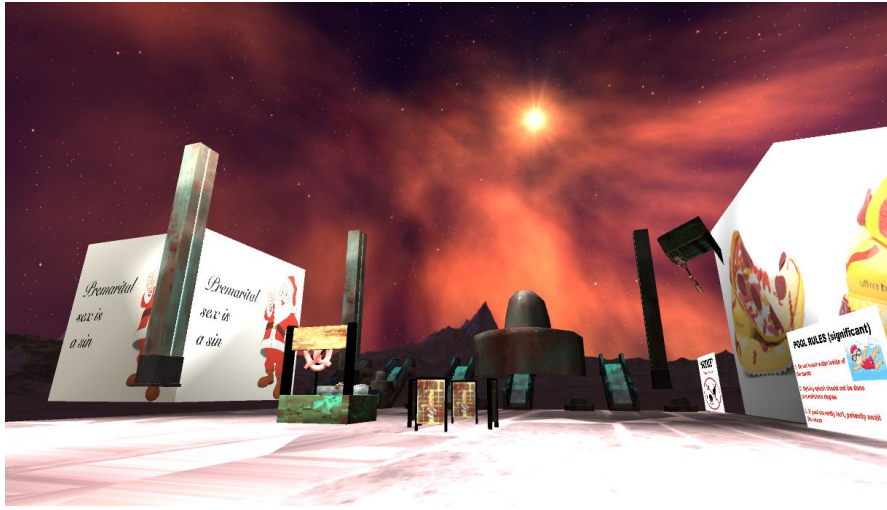# Contents

Main Mall Area

Moodboard:

Vibes Wanted for Main Area:

- A liminal space
- Things just are there
- Everything is moving
- The stores do their own thing! Make sure you don't get caught!

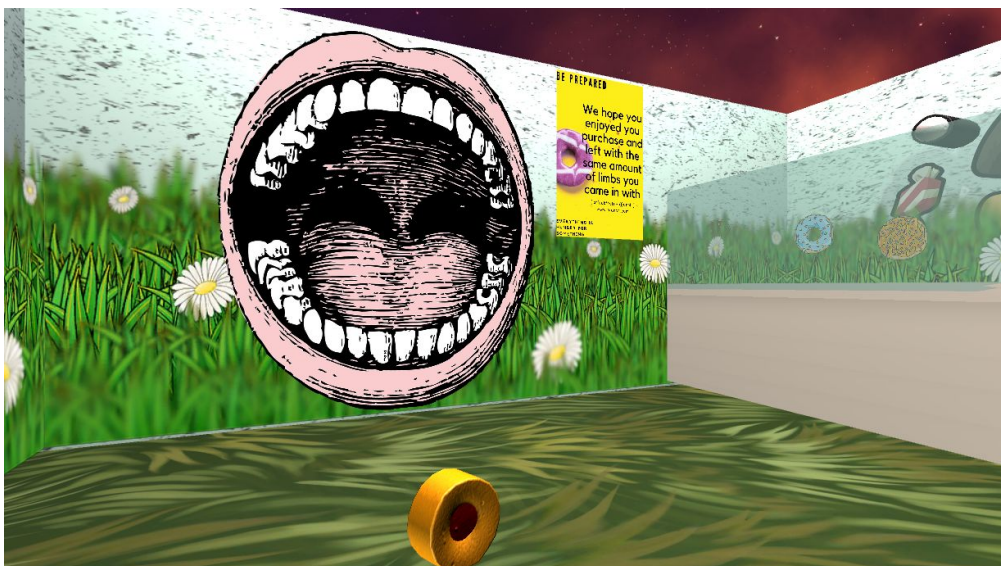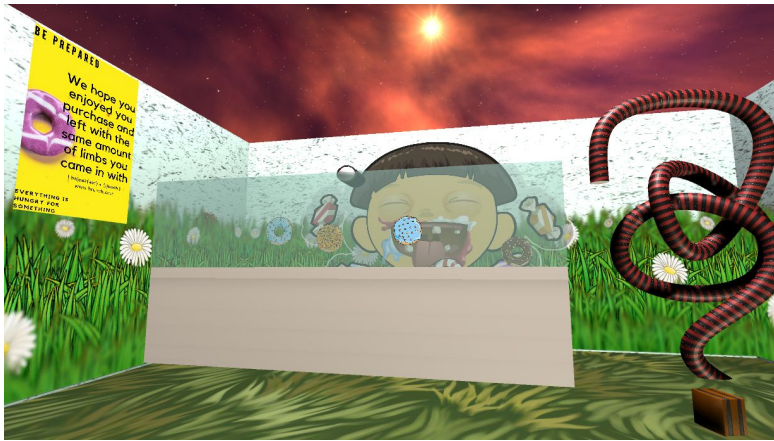## Actual Area:

Candy Shop

Moodboard:

Vibes Wanted for Store:

- Willy Woka Uncomfortableness
  - Basically the idea that it's bright and happy and fun, but still a bit scary
- Things that aren't necessarily food on display
- The constant fear that you might be eaten
- Bright colors

Actual Store:

Pet Store

Moodboard:

Vibes Wanted for Store:

- Things that weren't "traditional" pets
- The idea that caged things are there for our safety
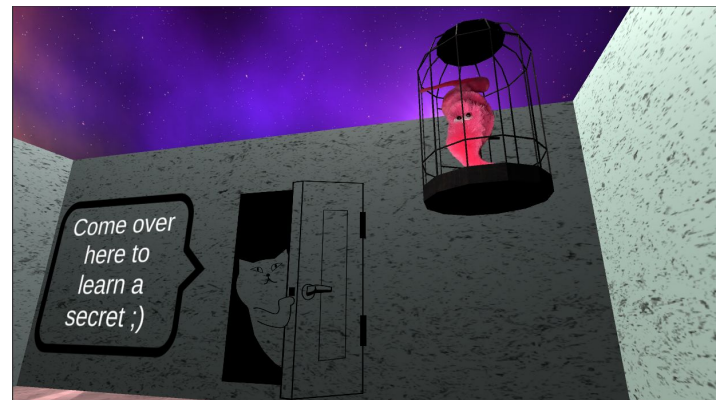- Bad pets get their textures removed

Actual Store:

Posters that appear in the store:

DO NOT LET OUT UNDER ANY CIRCUMSTANCES

PLEASE CONTACT A MANAGER IF FOUND OUTSIDE CAGE

OTHERWISE IT MAY BE TOO LATE FOR YOU

MANAGER

You're concerns are very important me. If you think about them long enough I'll know what to do

Due to Customer complaint, we're introducing a new policy!!!

ANYTHING DEAD IS
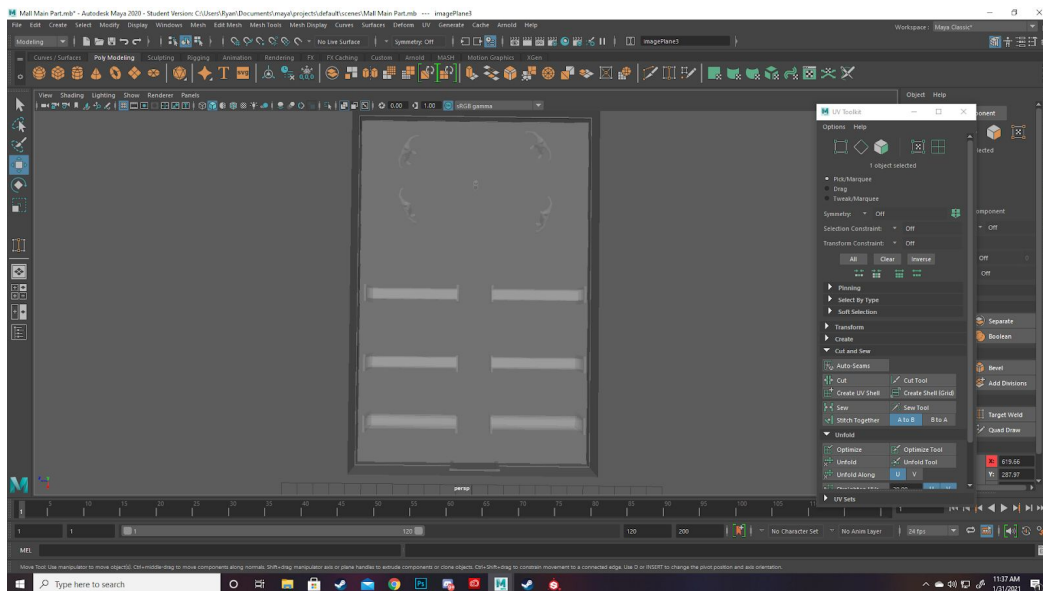
FREE

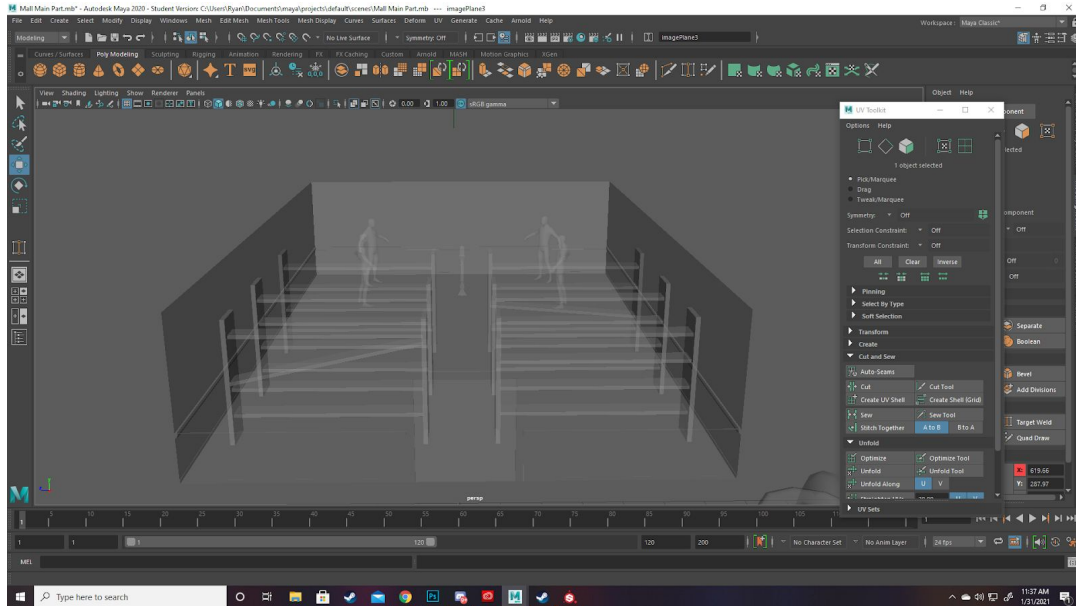We're always listening

<3

Screenshots of the store:
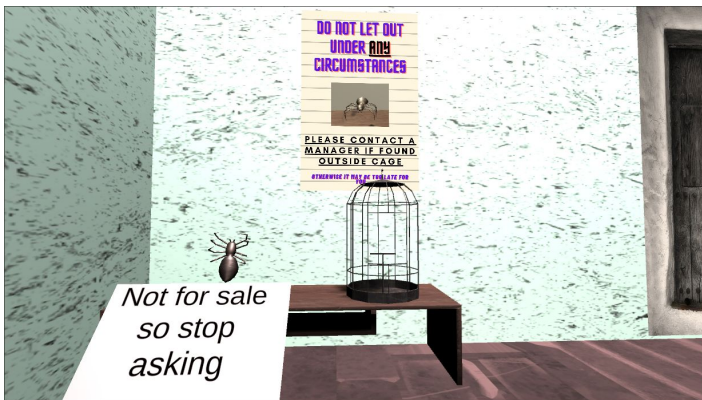
Candle Room

Idea:

This room wasn't my idea, but I implemented it into the project! One of our artists had the idea, but wasn't comfortable in Unity. He blocked out a general layout in Maya for me to mimic, and explained how he imagined the lighting.

Vibes Wanted for Store:

- One single, bleeding candle
- Intense red lighting
- Almost cult like

Actual Store:

Hidden Fish Room

Idea:

This is the hidden "ending" to the game. I had pitched the idea of the basement of the mall being flooded and full of fish. The team loved the idea, and someone brought up this old social media post:

> **undergroundghosts**
>
> Had a dream where I was sitting in a dark office and reality felt really altered and strange and there was just a fishtank illuminating the room and then this fuckin fish looked at me and grinned with human teeth and in this super deep voice said "you've been here awhile, better wake up before you forget how to" and I fuckin woke up in a cold sweat
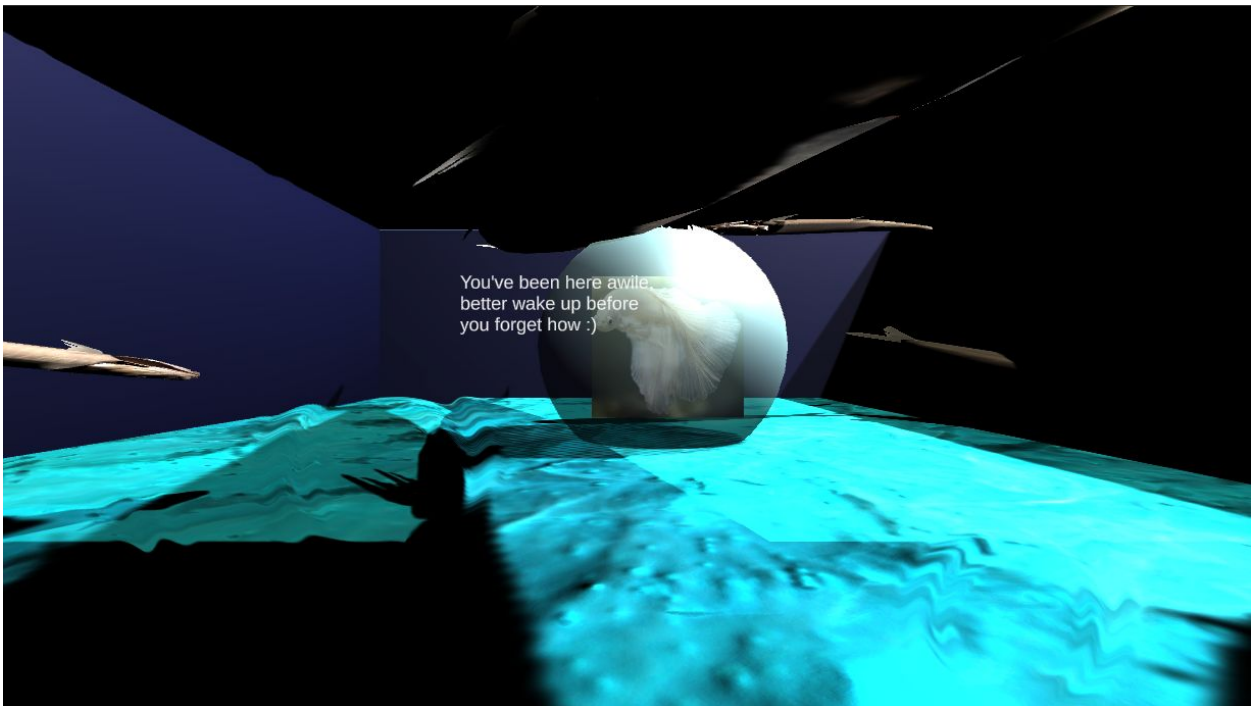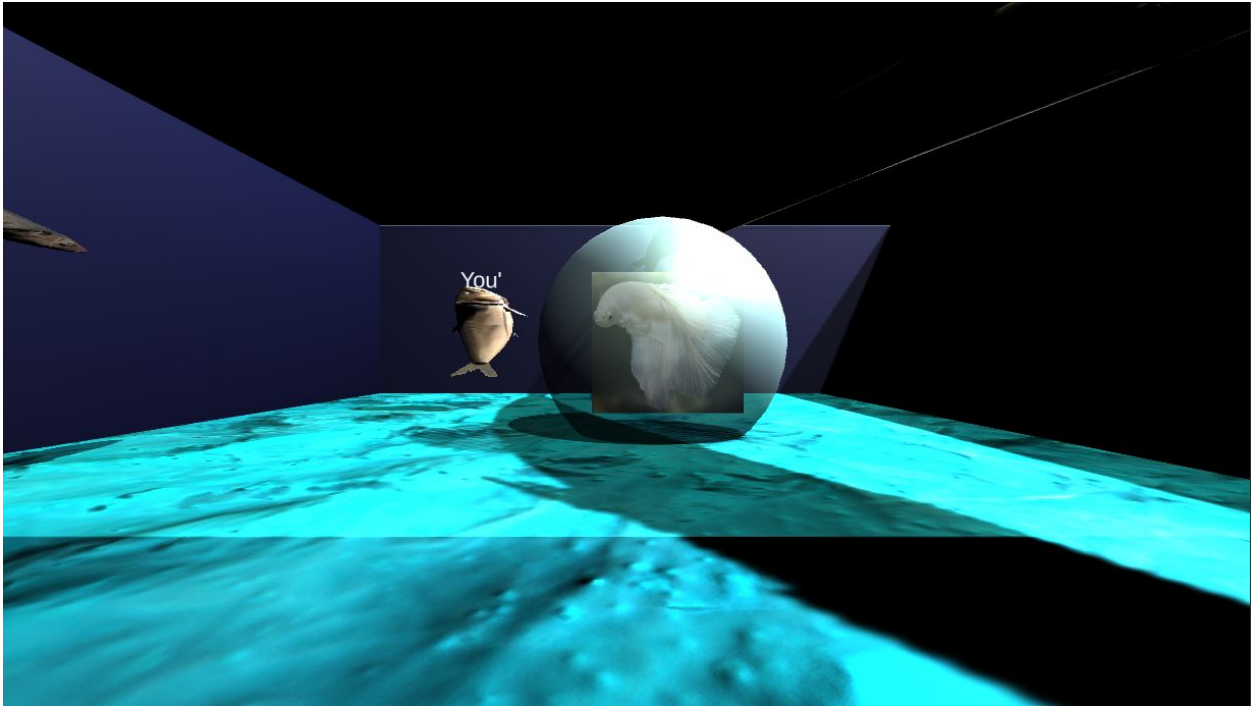>
> **drownthearchitect**
>
> Dude I think you went to hell

Which led us to having this be the vibe for the end. The ending text is the same as what the dream fish said, but instead of giving a fish human teeth, we have various ied fish in the room while the main fish says it to you. The game cuts to credits after this.

Screenshots:

Furniture Store (Not Implemented)

Moodboard:

Vibes Wanted for Store:

- Things that shouldn't be furniture
- The idea that the furniture is alive
- The uncomfortableness of using things that aren't normally furniture are now furniture
- Furniture that would be in no way comfortable for normal humans

Store Layout Plan:

Reasons for Not Including:

- Artists did not have the time to model assets needed
  - Finding pngs would have been easier, but didn't give off the proper vibes
- Implementing other rooms was a higher priority
- Given the time frame, this room would have been left unfinished