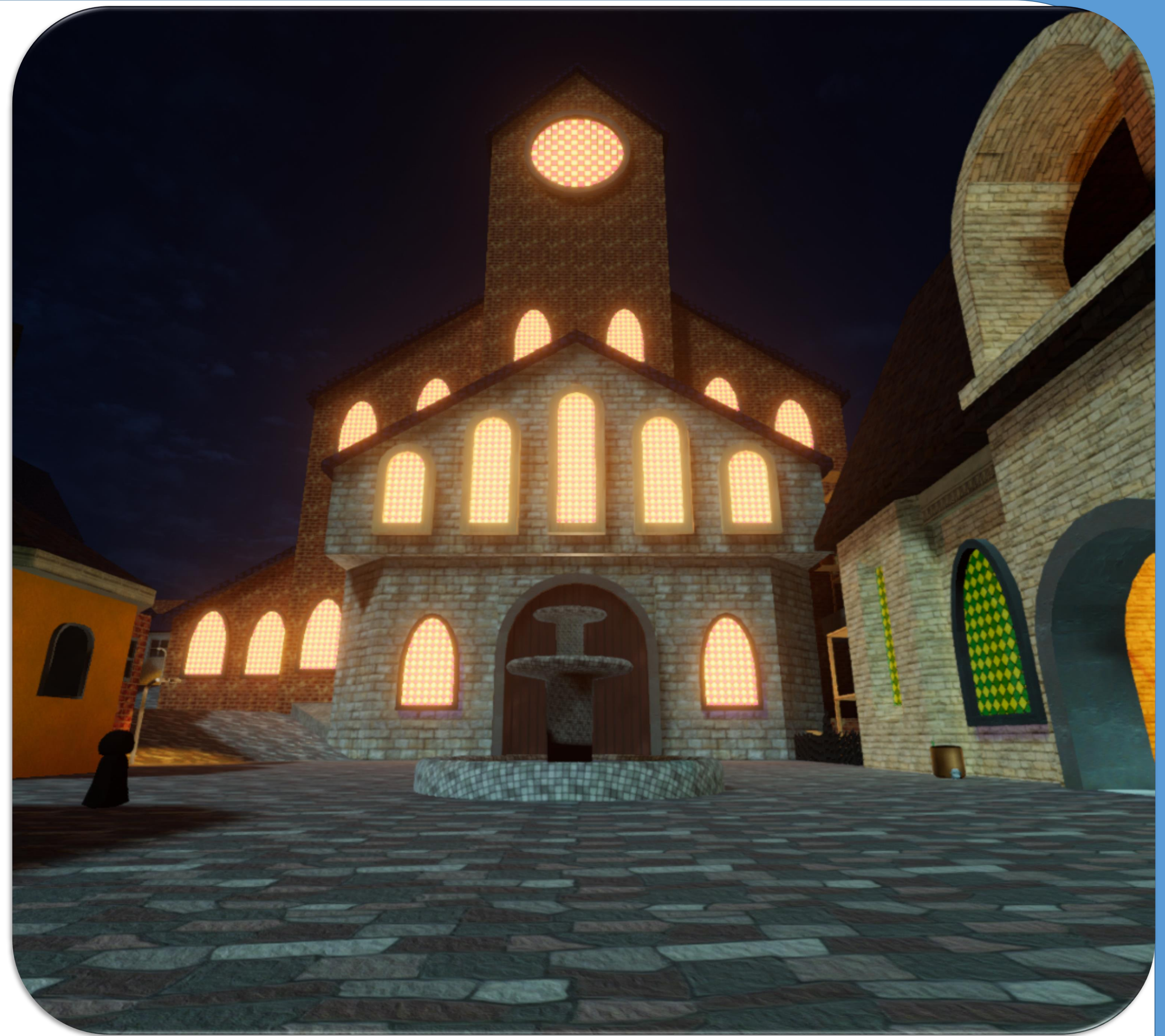


Spookytown

Spookytown is a first-person horror adventure game. You find yourself arriving at an island with your boat running low on fuel. Explore the mysterious town, avoid enemies and solve puzzles to move forward. Your goal is to find fuel for your boat to escape this island.



Development

Spookytown was created with the Unity game engine. The programming was done in C# and the levels were built using ProBuilder. The game was playtested several times among multiple volunteers and during the Computer Graphics Projects Expo 2022.



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