

# Metamorphobia

## Detailed Descriptions of Tools

### 1. Audio Recorder

- **Purpose:** Captures sounds that may be inaudible or distorted to the human ear.
  - **Usage:** Place it in a location suspected of Skinwalker activity, or carry it for real-time audio analysis.
  - **Evidence it Finds:**
    - Mimicked voices, distorted whispers, growls, singing, or ambient noises specific to the Skinwalker type.
  - **Special Interactions:**
    - Can replay recordings for analysis.
    - Some Skinwalkers (like The Siren) lure players when hearing their own recorded sound.
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### 2. Thermal Camera

- **Purpose:** Detects temperature changes, revealing heat trails, cold spots, or unusual thermal anomalies.
  - **Usage:** Scan environments, especially places where the Skinwalker may be hiding or has passed through.
  - **Evidence it Finds:**
    - Heat signatures from transformations or cold spots in the case of spectral Skinwalkers.
  - **Special Interactions:**
    - Can track movement patterns when following fading heat trails.
    - Useful for identifying Skinwalkers like The Beast or The Predator.
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### 3. UV Light

- **Purpose:** Reveals traces left behind by the Skinwalker, such as glowing handprints, footprints, claw marks, or residues.
- **Usage:** Shine it on walls, floors, bait stations, or interactable surfaces to uncover hidden evidence.
- **Evidence it Finds:**
  - Residue from transformations (The Shapeshifter), glowing animal tracks (The Tracker), or symbolic markings (The Hexer).
- **Special Interactions:**

- Can reveal cursed or occult symbols written on walls by Skinwalkers like The Hexer or The Harbinger.
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#### 4. EM Detector

- **Purpose:** Measures electromagnetic fluctuations caused by supernatural or shapeshifting phenomena.
  - **Usage:** Hold it while exploring or leave it in a suspected hotspot. Spikes indicate nearby activity.
  - **Evidence it Finds:**
    - Electromagnetic disturbances specific to Skinwalkers like The Shadow or The Wraith.
  - **Special Interactions:**
    - EM spikes may only appear when the Skinwalker is active, requiring careful timing and observation.
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#### 5. Mirror Trap

- **Purpose:** A specially designed mirror that reflects a Skinwalker's true form, exposing their presence.
  - **Usage:** Set it up in a room or corridor; look into the mirror when disturbances occur.
  - **Evidence it Finds:**
    - Faint glimpses of a Skinwalker's true form, glowing eyes, or distorted shadows (specific to types like The Shadow or The Watcher).
  - **Special Interactions:**
    - Some Skinwalkers (e.g., The Doppelgänger) may react violently when their true form is exposed.
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#### 6. Ritual Kit

- **Purpose:** Contains items like candles, incense, and runes to provoke Skinwalker responses or reveal specific evidence.
- **Usage:** Activate rituals in key areas suspected of activity to trigger behavioural or visual clues.
- **Evidence it Finds:**
  - Summons symbols, cursed markings, or provokes revealing transformations (e.g., The Shapeshifter or The Hexer).
- **Special Interactions:**
  - Using the kit improperly may anger certain Skinwalkers (e.g., The Revenant), causing them to become more aggressive.

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## 7. Bait Station

- **Purpose:** Lures Skinwalkers to leave behind physical evidence such as footprints, fur, or disturbed bait.
- **Usage:** Place food, animal remains, or other attractants in a strategic spot and observe from a distance.
- **Evidence it Finds:**
  - Tracks, claw marks, or saliva (specific to The Beast or The Tracker).
- **Special Interactions:**
  - May cause certain Skinwalkers (like The Feral) to become enraged and attack the bait.

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## Survival Tools

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### 1. Tranquiliser Rifle

- **Purpose:** Temporarily stuns the Skinwalker, halting its movement for a short duration.
- **Usage:** Requires aiming and careful timing. Limited ammunition available per mission.
- **Special Interaction:**
  - Certain Skinwalkers (e.g., The Wraith or The Doppelgänger) are more resistant, with a shorter stun effect.
  - Not effective against spectral Skinwalkers like The Shadow or The Revenant.

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### 2. Flare Gun

- **Purpose:** Temporarily blinds and repels Skinwalkers in close proximity, creating an escape opportunity.
- **Usage:** Fired directly at or near the Skinwalker to disorient it.
- **Special Interaction:**
  - Some Skinwalkers (e.g., The Siren) are especially vulnerable to bright lights, causing them to retreat for longer.

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### 3. Motion Sensor Traps

- **Purpose:** Alerts players to nearby movement by emitting a sound or light signal.
- **Usage:** Place traps in high-risk areas to monitor Skinwalker movement.

- **Special Interaction:**
    - Certain Skinwalkers (e.g., The Predator) can bypass or disable traps, making them unreliable in some cases.
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#### 4. Protection Amulet

- **Purpose:** Provides temporary immunity from Skinwalker attacks for a limited time.
  - **Usage:** Activate during encounters to shield yourself. Rechargeable or single-use, depending on difficulty.
  - **Special Interaction:**
    - Ineffective against Skinwalkers that attack through environmental manipulation (e.g., The Shadow).
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#### 5. Smoke Bombs

- **Purpose:** Creates a dense smoke cloud that hinders the Skinwalker's vision, allowing players to escape.
  - **Usage:** Throw in the Skinwalker's path to slow or confuse it.
  - **Special Interaction:**
    - Ineffective against Skinwalkers with enhanced senses, such as The Tracker or The Beast.
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#### 6. Silver Knife

- **Purpose:** Used as a last-resort weapon to damage the Skinwalker during close encounters.
  - **Usage:** Requires precise timing to land a strike without being harmed.
  - **Special Interaction:**
    - Some Skinwalkers (e.g., The Harbinger) react more violently when struck, increasing aggression.
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#### 7. Decoy Totem

- **Purpose:** Distracts the Skinwalker, drawing its attention away from players.
- **Usage:** Place the totem in an open area; emits noise or light to attract the Skinwalker.
- **Special Interaction:**
  - Some Skinwalkers (e.g., The Doppelgänger) may mimic the totem's sound to lure players into a trap.

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## 8. Signal Flares

- **Purpose:** Creates a visible marker for teammates or alerts them of danger.
- **Usage:** Fire into the air to signal safe locations, active Skinwalker presence, or retreat paths.
- **Special Interaction:**
  - May inadvertently attract the attention of Skinwalkers sensitive to light or noise, such as The Feral.

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## 9. Scent Neutraliser

- **Purpose:** Masks the player's scent to evade Skinwalkers that track via smell.
- **Usage:** Spray on yourself or teammates; lasts for a limited time.
- **Special Interaction:**
  - Extremely effective against The Tracker and The Beast but ineffective against Skinwalkers relying on sight or sound.

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## 10. Emergency Beacon

- **Purpose:** Temporarily stuns or repels nearby Skinwalkers when activated.
- **Usage:** One-time use; deploy in emergencies to create a safe zone for 10-15 seconds.
- **Special Interaction:**
  - Ineffective against Skinwalkers that attack indirectly (e.g., The Siren or The Shadow).

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# Skinwalker Types

## 1. The Imitator

- **Description:** Mimics sounds and voices to confuse players.
  - **Evidence:**
    - **Audio Recorder:** Captures distorted mimicry.
    - **EM Detector:** Spikes during mimicry.
    - **UV Light:** Claw marks near activity.
  - **Special Ability:** Mimics players' voices, calling for help or giving false directions.
  - **How to kill:** f
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## 2. The Shapeshifter

- **Description:** Takes the form of players or animals to deceive.
  - **Evidence:**
    - **Mirror Trap:** Reveals true form.
    - **UV Light:** Residue from transformations.
    - **Ritual Kit:** Transformation triggered.
  - **Special Ability:** Temporarily takes the form of a player, creating duplicates.
  - **How to kill:**
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## 3. The Beast

- **Description:** A hulking animal form with unmatched aggression.
  - **Evidence:**
    - **Thermal Camera:** Large, hot footprints.
    - **Bait Station:** Tracks or fur left.
    - **Audio Recorder:** Deep growls or snarls.
  - **Special Ability:** Roars, shaking the environment and moving objects.
  - **How to kill:** You have to shoot it with at least 3 bullets
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## 4. The Parasite

- **Description:** Infects players, causing erratic behaviour.
  - **Evidence:**
    - **Thermal Camera:** Fluctuating temperatures in infected players.
    - **UV Light:** Blackened handprints.
    - **Audio Recorder:** Whispers directed at infected players.
  - **Special Ability:** Forces infected players to scream, freeze, or drop items.
  - **How to kill:** You have to
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## 5. The Tracker

- **Description:** Expert hunter, always following the players.
- **Evidence:**
  - **UV Light:** Glowing animal tracks.
  - **Thermal Camera:** Heat trails on paths.
  - **Bait Station:** Disturbed bait with prints or marks.
- **Special Ability:** Leaves muddy or bloody tracks leading toward players.

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## 6. The Siren

- **Description:** Hypnotic singing lures players to danger.
  - **Evidence:**
    - **Audio Recorder:** Captures eerie melodies.
    - **EM Detector:** Spikes near water.
    - **Mirror Trap:** True form flickers in reflections.
  - **Special Ability:** Sings to lure players, causing them to walk toward the sound.
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## 7. The Shadow

- **Description:** Lurks in darkness, nearly invisible.
  - **Evidence:**
    - **EM Detector:** Spikes in dark areas.
    - **Thermal Camera:** Cold spots in shadows.
    - **Ritual Kit:** Temporarily reveals it.
  - **Special Ability:** Blinks between light sources, extinguishing lights briefly.
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## 8. The Whisperer

- **Description:** Speaks directly into players' minds, planting paranoia.
  - **Evidence:**
    - **Audio Recorder:** Murmurs or mocking laughter.
    - **Thermal Camera:** Residual heat signatures where it vanishes.
    - **Mirror Trap:** Shadowy figure flickers.
  - **Special Ability:** Whispers to a single player; others cannot hear it.
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## 9. The Doppelgänger

- **Description:** Imitates a player's appearance to cause confusion.
  - **Evidence:**
    - **Mirror Trap:** Reveals the mimic's distorted form.
    - **Ritual Kit:** Rituals reveal their identity.
    - **UV Light:** Odd residue near mimicry locations.
  - **Special Ability:** Mirrors the movements of a random player.
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## 10. The Predator

- **Description:** Hunts in bursts of speed, vanishing when observed.
  - **Evidence:**
    - **Thermal Camera:** Heat trails.
    - **Bait Station:** Partial footprints.
    - **Audio Recorder:** Heavy breathing.
  - **Special Ability:** Becomes nearly invisible when standing still.
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## 11. The Lurker

- **Description:** Hides in corners, stalking silently.
  - **Evidence:**
    - **UV Light:** Scratch marks in hiding places.
    - **Thermal Camera:** Cold pockets in tight spaces.
    - **Mirror Trap:** Shows glowing eyes briefly.
  - **Special Ability:** Peeks out from hiding spots when unobserved.
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## 12. The Hexer

- **Description:** Curses players, causing debilitating effects.
  - **Evidence:**
    - **Ritual Kit:** Curse marks revealed.
    - **UV Light:** Symbols or runes.
    - **EM Detector:** Spikes around cursed players.
  - **Special Ability:** Temporarily disables tools near it.
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## 13. The Crawler

- **Description:** Skitters on walls and ceilings, dropping to attack.
  - **Evidence:**
    - **UV Light:** Claw marks high on walls or ceilings.
    - **Audio Recorder:** Skittering sounds.
    - **Thermal Camera:** Small, fast-moving heat signatures.
  - **Special Ability:** Drops from high places to startle players.
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## 14. The Normal



- **Description:** Just a normal skinwalker
  - **Evidence:**
    - **EM Detector:** Will spike if near
    - **Bait Trap:** Will eat the bait
    - **Thermal Camera:** Cold aura trails.
  - **Special Ability:** none
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## 15. The Watcher

- **Description:** Paralyzes players with its gaze.
  - **Evidence:**
    - **UV Light:** Glowing eyes under UV.
    - **Audio Recorder:** Low hums.
    - **Mirror Trap:** Eyes flicker in reflections.
  - **Special Ability:** Locks eyes with players, freezing them temporarily.
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## 16. The Feral

- **Description:** Frenzied and unpredictable.
  - **Evidence:**
    - **Bait Station:** Damaged bait.
    - **Audio Recorder:** Frenzied screeches.
    - **UV Light:** Glowing blood splatter.
  - **Special Ability:** Charges at players, destroying objects.
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## 17. The Echo

- **Description:** Repeats past sounds to confuse players.
  - **Evidence:**
    - **Audio Recorder:** Repeated footsteps or voices.
    - **EM Detector:** Subtle interference.
    - **Thermal Camera:** Heat spots where activity occurred.
  - **Special Ability:** Replays footsteps or voices from previous areas.
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## 18. The Harbinger

- **Description:** Signals doom with ominous signs.

- **Evidence:**
    - **Ritual Kit:** Detects chalk drawings.
    - **UV Light:** Burning symbols.
    - **EM Detector:** Spikes before its manifestation.
  - **Special Ability:** Causes environmental effects like crashes or flickering lights.
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## 19. The Revenant

- **Description:** Slow but becomes stronger over time.
  - **Evidence:**
    - **Thermal Camera:** Increasing heat near its location.
    - **Bait Station:** Rot or decay left behind.
    - **Mirror Trap:** Flickers briefly.
  - **Special Ability:** Becomes faster and more aggressive the longer it hunts.
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## 20. The Decayed

- **Description:** Emits overwhelming rot and decay.
- **Evidence:**
  - **Thermal Camera:** Cold spots.
  - **UV Light:** Rot stains glowing faintly.
  - **Audio Recorder:** Wet, sloshing sounds.
- **Special Ability:** Slows players nearby and causes blurred vision.

# Action Plan

## 1. Set Up Basic Player-Tool Interaction

- **Action 1.1:** Create a simple inventory system that allows players to equip and switch between tools (e.g., **Thermal Camera**, **Audio Recorder**).
    - **Task:** Create a method to switch tools via a key press or button (e.g., using the number keys to switch between tools).
  - **Action 1.2:** Implement basic tool functionality.
    - **Task:** Code the **Audio Recorder** so it can capture sounds when activated and play back recorded sounds.
    - **Task:** Implement the **Thermal Camera** so it detects heat signatures and shows them on screen (e.g., hot footprints, cold spots).
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## 2. Develop Basic Skinwalker AI (Start Simple)

- **Action 2.1:** Implement the **limitator** Skinwalker (since it uses sound-based mechanics and is relatively straightforward).
    - **Task:** Program the Imitator to mimic player sounds when they are near it.
    - **Task:** Code the AI to trigger **Audio Recorder** sounds at random intervals to simulate mimicry.
    - **Task:** Set up a basic behaviour where it moves toward the player (either directly or through mimicry to confuse them).
  - **Action 2.2:** Set up **detection** by the Skinwalker.
    - **Task:** Create a detection system where the **limitator** gets "closer" when players make noise or use tools like the **Audio Recorder**.
    - **Task:** Implement basic AI logic for the **limitator** to approach the player after it mimics a sound.
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## 3. Add Evidence Collection System

- **Action 3.1:** Implement **Thermal Camera** evidence collection.
  - **Task:** Program footprints or other thermal anomalies (like heat trails) to appear when the player uses the **Thermal Camera**.
  - **Task:** Create visual feedback (like red-colored footprints or fading heat) that tells the player they have collected evidence.
- **Action 3.2:** Add basic **UV Light** functionality.
  - **Task:** Code glowing handprints or footprints to show when the player uses the **UV Light** in certain areas.

- **Task:** Create a basic "evidence" system where players can "collect" these visual clues and track them.
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## 4. Implement Survival Tools

- **Action 4.1:** Program the **Tranquilizer Rifle** functionality.
    - **Task:** Code the tranquilizer dart mechanism—shooting darts at Skinwalkers to temporarily stun them.
    - **Task:** Make sure the tranquilizer has limited ammo, and ensure it has a cooldown between uses.
  - **Action 4.2:** Implement the **Flare Gun** for light-based defense.
    - **Task:** Create a flare mechanic where players can fire the flare gun to temporarily repel the Skinwalker.
    - **Task:** Program a **cooldown system** for the flare gun.
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## 5. Set Up Basic Skinwalker Interaction and Environment Effects

- **Action 5.1:** Implement Skinwalker detection mechanics.
    - **Task:** Program a simple proximity system for when the **limitator** gets close to the player (either through mimicry or direct pursuit).
    - **Task:** Create an event where the **Thermal Camera** detects abnormal heat (like footprints or the presence of the Skinwalker).
  - **Action 5.2:** Set up the **Mirror Trap** interaction.
    - **Task:** Code a basic system where the **Mirror Trap** can reveal distorted reflections or glowing eyes of the **limitator** when placed in the environment.
    - **Task:** Create a brief animation or visual effect when the player uses the mirror, showing the Skinwalker's true form.
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## 6. Implement Simple Combat & Evasion Mechanics

- **Action 6.1:** Code **Player Evasion** mechanics.
  - **Task:** Program player movement (like running or hiding) to escape from Skinwalkers when they are in close proximity.
  - **Task:** Implement a **stamina** or **energy** bar that depletes when the player runs to avoid the Skinwalker.
- **Action 6.2:** Implement a basic **defensive** action with the **Flare Gun** or **Tranquilizer Rifle**.
  - **Task:** Program the **Flare Gun** to temporarily blind or disorient the Skinwalker when it is fired.

- **Task:** Make sure the **Tranquilizer Rifle** has a **stun effect** (the Skinwalker becomes immobilized for a short period).
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## 7. Build the First Skinwalker Encounter

- **Action 7.1:** Create the **encounter event** for the **liminator**.
    - **Task:** Set up the environment (rooms, corridors) and spawn the **liminator** at strategic points.
    - **Task:** Program the **liminator** to mimic a sound or voice when it is near the player, causing confusion and tension.
  - **Action 7.2:** Add the **audio feedback** to trigger the player's survival tools.
    - **Task:** Set up a system where the **Audio Recorder** can capture distorted whispers or growls, signaling the Imitator's presence.
    - **Task:** Add **audio cues** like footsteps or growls that tell the player a Skinwalker is nearby.
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## 8. Implement Basic UI & Feedback System

- **Action 8.1:** Build a simple UI to show evidence.
    - **Task:** Display a small **evidence log** that updates with new clues like **footprints**, **growls**, **handprints**, etc.
    - **Task:** Include a visual indicator on the UI when tools are activated (e.g., show the camera icon when the **Thermal Camera** is in use).
  - **Action 8.2:** Implement **player health** and **Skinwalker awareness**.
    - **Task:** Add a health or **fear meter** for the player, which decreases when they are near a Skinwalker or in danger.
    - **Task:** Display a **heartbeat or tension indicator** on the screen as the Skinwalker approaches.
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## 9. Testing and Iteration

- **Action 9.1:** Test the **Imitator AI** with all its core mechanics.
  - **Task:** Playtest the AI to ensure it mimics sounds correctly and pursues the player in a believable way.
  - **Task:** Ensure that all tools (like **Thermal Camera**, **Audio Recorder**, etc.) work as expected.
- **Action 9.2:** Test the **player-survival** mechanics.
  - **Task:** Test if the **Flare Gun** and **Tranquilizer Rifle** effectively allow the player to survive encounters.

- **Task:** Adjust Skinwalker speed and reaction times for balance.
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## 10. Polish and Optimise the Prototype

- **Action 10.1:** Fix bugs and refine the user experience.
  - **Task:** Fix any movement glitches, tool malfunctions, or UI bugs.
  - **Task:** Optimize performance for smoother gameplay (frame rates, loading times, etc.).
- **Action 10.2:** Add basic sound design and music to enhance immersion.
  - **Task:** Add eerie background sounds, creature growls, and audio feedback for tool interactions.
  - **Task:** Ensure the sound effects and music heighten the tension and atmosphere.