

Project Concealment

Group Nebulous

- Controls are the regular WASD and space for movement with the pick up and interact button being the Right click
- Goal of the game it to survive the Night by finding the “mimic” hidden in the cabin
- You can find the mimic by in the first 30 seconds of the round exploring and taking note of the objects around the cabin
- After the 30 seconds are up a number of the objects are going to change dependent on the level
- You are to find the changed item as that is the mimic and throw it outside into the van
- If you throw an object that's not the mimic into the van you will lose a heart
- Once you find the mimic and throw it out the round ends and you are placed back in the menu where you can play the next level

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Drawings in the paintings made by Caleb Dai

Menu image from Pixabay

Icon images from Freepik

Fonts from Font Space

Audio from Splice

Deep in the woods, a lone **cabin** stands under the pale glow of the **moonlight**, its rotting walls hiding something sinister. The player takes on the role of a paranormal investigator, tasked with uncovering a **Monster** that has disguised itself as an **ordinary object** within the cabin.