Describe the story arc for your game. What happens in the beginning, middle, and end? Is there a central dilemma or crisis that the player character has to overcome?

In the beginning of the game, the player character walks into this old, run-down manor to prove that it is NOT haunted, as local legends suggest. Unfortunately, things go horribly awry for them, and they find that the manor houses horrible, humanoid monsters that are out to kill them. Slowly, as they’re avoiding these monsters, he finds that the house was owned by a mad scientist who wanted to conquer death. The player character eventually makes their way to the basement, where they find that they’ve been slowly transforming into a monster this whole time (dun dun dun). It turns out that there is a dark abyss underneath the house giving off a pungent fume that would give any exposed person elongated life. The owner of the mansion developed this fume into an aerosol that he exposed to his family, turning them into monsters.

What is the role of the player character in the game? Does the player play multiple characters? If so, what is the relationship between the multiple characters?

The character plays as a critic bent on proving that the manor isn’t haunted.
Describe each location that will appear in your game. Draw a map showing how the locations relate to each other (boxes and lines are fine for the map).

1. Starting area: The player starts out side of the manor and enters through the front door.
2. Living quarters: The player runs into the first monster here, and must carefully maneuver around the monster using the densely connected bedrooms and corridors before escaping into the Library or Study.
3. Library/Study: This area is meant to inform the player more about what had been happening at the manor to turn the previous owner and his family.
4. Ballroom: The player runs into another monster here that he must subdue before progressing to the kitchen area.
5. Kitchen: Another monster will in the the kitchen.
6. The basement: The game ends at the discovery of a laboratory and The Abyss, where the scientist was experimenting to elongate him and his family’s life.

What are the significant objects in your game? What role do they play in the game?

There are few objects in the game. Most of them are letters, books, or papers describing the story, but there are a few objects the player must use to progress. For example, the player must use a knife taken from the study to drop the chandelier in the ballroom. The player must also use a service bell to lure a monster out of the kitchen.

What is the role of non-player characters (NPCs) in your game? Can the player talk with NPCs? If so, how will dialog be implemented (topic keywords, conversation dialogs, etc.)? Do NPCs move around and take action or are they primarily conversational? If NPCs move around and take actions, what do they do?

The only non-player characters in this game are the 4 monsters this player runs into: The daughter, the wife, the butler, and the scientist. They cannot talk or carry conversation. The daughter can move around the map (she will patrol the living quarters) and the player must avoid her to continue. The wife in the ballroom will not move, and the player has to kill her by dropping a chandelier on her head. The butler in the kitchen will also not move, and the player has to lure the butler into the dining room by ringing a service bell before bypassing him. Finally, the last NPC is the scientist himself, inside of the laboratory. The player uses his new monster powers to take him down.
What prior stories, story genres, or games will your game reference? If so, how will you leverage the player’s prior knowledge in your design?

This game is a horror game, where the main motivation is to avoid death at the hands of horrible monsters and perhaps find out more about the story. The writing and genre conventions will be more HP Lovecraft than Outlast, just because there’s no jump scares in IF. Our game will use simple mechanics like navigation and lock and key puzzles. If the player has played IF before, they will likely be able to play the game.

How will player interaction be integrated into the story structure? Will the player be uncovering a story that already happened? Will the player have an impact on the plot (and if so, how)? What will be the relationship between story and discourse in your game? In describing the interactive story structure of your game, use terminology from the readings from the first half of the class.

The player will be uncovering the story of the game through letters. Most of the discourse happens in the past, and it is in the story that the player has to uncover that discourse. There will also be plot about avoiding or killing the monsters as the game progresses. There will be no significant branching of the plot, as it is an exploratory, internal game.