

Codename: Project Horror

Survival Horror Rogue-Like

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Basic Description: A singleplayer survival horror experience where players must brave a randomly generated mansion in search for their missing family.

Difficulty: The game is aimed at moderate to hardcore gamers, and fans of the horror genre.

Players: One

Platform: Consoles and PC.

Average Game Length: A new player should take anywhere from 2-4 hours on a single play. However the replay ability comes in the form of each play being randomized from the start.

Story:

There is an estate on the edge of town, which belonged to the (placeholder) family. They were the richest most powerful people in the town until one day they disappeared and the estate went into disrepair. Stories say that the place is haunted and that anyone who goes there is never seen from again. Missing person's reports from workers trying to renovate the estate over the years seem to hint that this story is true. These stories have further established the estate as a setting for the occult and macabre.

As the last surviving members of the family tree, Jack and his mother have been called to the estate for a reading of the will of Jack's great grandfather who was the last member of the family who owned the estate. Jack invited his girlfriend to come as according to him "it won't take too long". Arriving late Jack finds that his mom and girlfriend's cars are already there, but can't find any trace of them in the mansion. A note in the main hall indicates where the will is going to be read. As Jack heads to the room, he tries to put the sounds of movement and whispers out of his mind as just the wind...

Characters: (Using Placeholder Names for now)

Jack- Age 27, hard working, determined. A regular guy he is the youngest member of his family. In love with his girlfriend Jane, and would do anything for her. While not professionally trained in any form of combat, he has gotten into enough brawls to know how to throw a punch.

Jane- Age 25, kind, brave. Jack's girlfriend of the last few years.

Jill- Age 57: (Placeholder)

Controls:

Gamepad:

- Left analog stick- movement. Modded- sneak/stealth
- Right analog stick- camera control
- R1 button- action modifier
- L1 button- Run/climb over/ quick open and shut door
- L2 button – inventory shortcut
- R2 button- map shortcut
- West button: unmodified- light attack. Modified- strong attack
- South button unmod- block . Modified- dodge
- North button unmod- open/examine/interact. Mod+ hold-grab large object to start moving(once active, can let go of mod button)
- East Button unmod –pick up/put down(if the player is already holding something). Modded – Throw
- Select Button- Brings up temporary save screen
- Start Button – In game options

Visual Style and viewpoint:

The game will be played entirely in third person perspective. Graphics will attempt to be more on the realistic side. Camera and style will be close to the Uncharted series which allowed effective third person shooting and close range combat.

UI Design:

During play there are three screens the player will be interacting with: the main game screen, the map screen and the inventory.

The main screen will have no UI to keep the player from being distracted. The character's movement and appearance will represent their condition.

The map screen will feature the layout of the map and will be updated as the player explores room. The player can also place notes on the map if they want.

The inventory screen is an opaque overlay that appears on the main screen, allowing the player to view and use whatever items they have. While seeing how many slots are available.

Gameplay:

Game Flow:

The objective of the game is to find the two missing people, stop whatever is going on in the estate and get out alive. When the player loads up a new game, while the basic floor plan of the mansion remains the same the following points are randomized:

1. Captive's positions
2. Room layouts and locations
3. Items and upgrades
4. Panic Event (more on that further down)
5. Enemy locations and types including bosses
6. The Ritual/ Final act

The game is played entirely in third person, due to the importance of spatial reasoning in relationship to the environment.

Inventory:

Just about everything in the environment within reason, can be picked up by the player. At the beginning the player can only carry whatever can fit in their hands. 2 handed objects can be wielded; however the player must put them down to interact with objects or open doors. Any keys the player finds are automatically stored and do not take up any space. Small objects like flashlights, lighters and mystical items will take up inventory slots. The player's inventory grows and shrinks based on any upgrades or equipment they find in the estate. Clues (more in exploration) also do not take up any space and can be viewed from the inventory screen.

The player cannot store most weapons on them without first finding a sheath or upgrade.

During combat, the player can access their equipment to switch weapons or use an item. When the inventory shortcut is used, the game slows down to give the player time to think and select. However, if the player is hit while in the inventory screen, they will be knocked out of it.

During combat or at specific events a quick time puzzle or QTP can happen. This is when the player is faced with a dangerous situation and must use an item to hopefully escape it. There are three possible outcomes:

1. The player selected incorrectly and the item has no use in the situation. Player takes full damage and could die instantly.
2. Player selected an item that helped but wasn't the best choice. Player takes some damage and enemy could take damage as well.
3. Player selected the perfect choice for the situation, takes no damage and there is a chance that they could have stunned or killed the enemy.

Equipment/Upgrades:

Besides weapons or useful items, the player can also find equipment they can wear. The player's max health is related to the clothing that they are wearing. Heavier clothing provides more layers of defense and jackets with extra pockets provides more inventory space. The player can see what they are wearing from the inventory screen. If the player takes enough damage, the piece of clothing can be destroyed forcing all items that were being held by it to drop to the ground. The extra slots will be marked on the inventory screen indicating what items could be dropped.

Besides clothing the player can find equipment that can aid them: backpacks, belts, holsters and more. These items once found will permanently upgrade the player for the remainder of the game. Holsters/sheathes allow the player to store a weapon of that type in its own inventory slot, effectively allowing the player to carry multiple weapons.

Some upgrades can provide better defense to the enemies or are needed during panic events or the final act. Most often these upgrades are hidden in areas where bosses are or behind puzzles.

Conditions:

While exploring, the player may come down or be affected by one of the following conditions. Some act instantly and dissipate, while others like poison will linger. The player can cure themselves if they can find the right item.

- **Knock away:** There is always a chance that an enemy can knock the player's weapon out of their hands. Larger enemies have a greater chance. If a weapon gets knocked away, the player can automatically pick it up by running to it.
- **Paralysis:** When fighting spiders, their bites can inject the player with poison. Poison will numb the body for a few minutes. Depending on the dosage the

player may move slower, be unable to use an arm or both. Poison wears off eventually or can be cured with anti-venom.

- **Bleeding:** Taking damage when not wearing protective clothing will have a chance of causing the player to start bleeding. Bleeding causes the player to recover health slower and can either be mild, moderate or heavy bleeding. If the player is heavily bleeding, they will not recover health at all. Bleeding can be fixed by bandages and will slowly go away over time. However, while the player is bleeding they will leave blood stains in the area. Enemies will follow blood and if there is a huge pile of blood, it can cause ghouls to develop blood rage and become frenzied.
- **Winded:** If the player is constantly running or performing modified actions (with exception to stealth), they can become winded from overexertion. While winded the character will breathe heavily and will be unable to run or dodge attacks. The only way to recover is to stop and wait for the character to catch their breath.
- **Taken Away:** While fighting ghouls and some panic event enemies, there is a chance that the monster will grab the weapon out of the player's hands. The chance grows the more times the player uses a quick attack in a row while the enemy is facing the player. After grabbing the weapon, the enemy will either use the weapon against the player or just throw it away.
- **Knocked Down:** If the player gets hit with a strong enough attack, usually from panic event monsters or bigs, they will get knocked to the ground. While in this state the player will have to rapidly hit the south button to get the character to start moving.

Combat:

The player will come under attack from a variety of enemies. Most of them will be the former missing people now mindless ghouls looking for food. Combat can occur anywhere and at anytime as basic enemies are wandering around the halls. The different types of enemies will follow different patterns (more in enemy design).

During combat the player must use anything at their disposal to survive. Light attacks are the basic form of combat, while heavy attacks are slower but do major damage. To dodge effectively, the player must wait just before impact to use it or they will take full damage. The player cannot dodge indefinitely during a fight and will eventually become winded.

It is possible to stun some enemies either using the environment or an item, while an enemy is stunned performing a heavy attack will result in a special move that does enhanced damage. However, not every enemy is susceptible to this.

Every weapon in the game has a durability factor and will eventually break with use. Bladed weapons are more durable, but there is a chance that it can be permanently stuck in whatever enemy you use them on.

Some enemy types are immortal to conventional weapons, and while they can be downed, they will come back in a few minutes. The player will need to use the clues or extreme measures to make sure that they stay dead.

When the player is holding a firearm, they can check their current ammo supply from the inventory. During combat, pressing the west button will result in a melee attack with the weapon. To fire it, the player must hold down the R1 button to bring up the targeting reticule.

Depending on the equipment the player has, they can reliably fight one enemy at a time. But groups should be avoided at all costs due to the act of getting pinned and simply the speed at which enemies attack. Because enemies are attracted by sound, the longer the player fights in one area, the greater the chance of attracting more enemies into the fight.

Pinned:

During Combat there is a chance that the player can become stuck by the enemy. For example: by a choke hold, jumping on the player's back, or being pinned to the ground. During these moments the player will only be able to react using the attack and dodge buttons. The player will have to time their punches when the enemy is not attacking, or rapidly attack to break the hold. While dodging any attacks that are about to connect. Each failed dodge will cause the player to take damage. Important to note that if the player is pinned by a group of three enemies at once, they will finish off the player right there.

Stealth:

When dealing with enemies that will track the player, hiding behind objects and moving slowly are a must. Every enemy is attracted by sound and the player can accidentally draw enemies to them by making noise such as breaking down a door. When the player is moving stealth fully, the character will try to hide behind objects best they can. Closets and cabinets can be hid in, by pressing the examine button in front of them. If the

player is being chased, they can also attempt to barricade the door using objects in the room. There is always the chance that the enemy will give up and go away. In emergencies the player can break the window (if there is one) and climb outside, but there is no way of knowing if they are stepping from the fry pan into the fire.

Blood Tracking:

Blood, both the player's and the enemies is very important to manage. If the player starts bleeding from damage, not only does it reduce health recovery, but it gives enemies a trail to follow. The more the player bleeds, the more of a scent is emanated for enemies to follow and can cause them to become frenzied. Trying to hide while bleeding is not advised as enemies can smell the blood and follow it to the player. As the player fights enemies, the enemies' blood can get on the player's clothing, especially when the player is using serrated weapons.

If the player is covered in blood, either from the enemy or by heavily bleeding, they can change their clothes with any jackets or shirts they can find. Bandages and first aid kits can be used to stop bleeding, but requires a few seconds of inactivity to use them.

Exploration

Exploration is vital to survival. At the beginning Jack is only armed with a magnum, six shots and its holster as it was his early inheritance. Everything else will need to be scavenged from the estate. As mentioned the general floor plan (not counting ritual rooms or panic events) remains constant, but the rooms themselves are randomized. Clues are items, papers, or books that give the player hints of the following:

1. Where the missing members are.
2. Hidden rooms
3. Clues to the ritual
4. How to stop the panic event
5. Where items and upgrades are
6. Ways to kill boss enemies
7. Easy ways to solve puzzles
8. Items for quick time puzzle

Clue locations are randomized each game. Any clues the player finds can be accessed from the inventory screen. Some clues are multi-part, requiring the player to find an additional item or do research from the study to fully understand them. These clues

are most often vital to the ritual or panic event. Research is done via books from the study or from other clues found around the estate. The study is most often the best place to go for finding information or further examining clues.

Clue Design:

The clues themselves are not randomized, as they basically point to specific places, enemies or events in the game world. If the player discovers something or encounters a new enemy the character will think out loud for a second indicating a clue that the player can research. Multiple clues will point to specific events or places, that way the player is not SOL for missing one clue. This will also give them a fighting chance during the final act if they didn't find any clues relating to it earlier.

Ex: To destroy the monster summoned from a ritual, the player needs a specific ritual dagger. If the player found clues relating to the ritual earlier, they will point to the use of the dagger and possibly the location. However, if they did not find any clues, once the player encounters the monster. They will receive a clue to do research on the specific monster, where they will learn about the dagger.

Panic Events:

Panic events represent a major change to the rules of the game in the form of a new enemy or type of enemy. These enemies are usually immortal unless the player finds their weakness using clues. All enemies from panic events will be of the search or frenzied type (more in enemy design.) A panic event can be triggered in one of the following ways:

- The player entering a room or solving a puzzle setting it off
- As a prelude to the final act
- After enough time has passed in the game

Once triggered, the event will remain active the player does something about it. Successfully solving an event will reward the player either with a useful upgrade or with something needed during the final act. There is always a limit of one event per game. In cases where the panic event is not related to the final act, the player can run into a situation of dealing with both at the same time. This situation is undesirable as the

player will be dealing with two situations at once. *(Idea for later: have multiple panic events for a harder way to play)*

Final Act:

The final act marks the beginning of the end for the game. Somewhere in the estate, someone or something is trying to bring some kind of evil into the world. There are multiple final acts based on different fictional rituals. Some of them have the missing family members being used in them, other times they are just being held somewhere.

All rituals are timed based, and if the player doesn't do anything they will go off eventually. Players can speed things up by finding the ritual site and confronting whoever is in charge. The difficulty of the Final Act is based on the following factors:

1. The ritual itself.
2. If the player has found any clues or items relating to it already.
3. Family members that weren't rescue in time.

Based on the ritual, there is a possibility that the player can shut down the ritual before it's complete, thereby ending the final act before it has begun. This is the hardest thing to do, and requires multiple factors to play out in the player's favor.

Once the final act has begun, it plays out as an extended panic event. Each final act scenario plays out differently; some will require the player to stop a creature, while others will involve the player running for their life.

Saving Family Members:

As mentioned, the family member's position will already be established when the game world is generated at the start. Family will only be located in one of the unique rooms. Each room will have an alternate configuration if the survivor is located there. Sometimes the player will get lucky and the survivor will be held in a room without any dangers. Other times the player will have to fight off the boss of the room while trying to save the survivor. Depending on what happens during the final act, the survivors may be moved to the ritual room if the player takes too long, or may just be killed. If the player can rescue the survivor, they will go hide someplace safe (in other words they won't be targeted by any enemies) and may show up for the final act.

Before hiding the survivor will help the player with a hint. The hint could be about dealing with the panic event, where the other survivor is, or where an item is. Other times they may just give the player a useful item. (***Future idea: Add more family members or hostages***)

Save System:

The game features a temporary save system and check points. The game will create a checkpoint every ten minutes (*will need to be tested*) and in an area when the player is not in danger. Players can save at any time, by bringing up the temporary save menu. Once the game is saved, the game will return to the title screen. Upon loading up the save, the file will be deleted. If the player dies, they will have a choice of loading up the last checkpoint.

A special circumstance that creates a permanent save is once the final act has been activated. Since this part plays out differently each time and the player is not given a chance to truly rest. The game will make a save once the final act has begun. After the player beats the game or starts a new game, this save will be deleted.

Sound Design:

For this game, there will be no music besides the title and end theme. The atmosphere of the game will be generated by the sound effects that take place in the estate. Besides monstrous growls and roars, noises that old houses make will be used. Sound plays a huge role as the player can hear if enemies are around, or if they are coming for them.

Enemy Design

AI States: Every enemy will follow one or more of the following AI states.

- ***Passive:*** Enemy is not moving, or staying in a localized space. If enemy sees the player they will attack. If they hear them, they will go into search mode.
- ***Search:*** Enemy heard the player and is going to check the area. Enemy will go through any open doors and may try to break down locked doors. Inside rooms enemy will search for the player. Enemies will follow any new blood stains and new noises. If enemy spots player they will go into attack state. After a few minutes enemy will go into patrol mode.

- **Patrol:** Enemy is moving around and not searching for player at this moment. Will go through any open doors, but will not search or break down doors.
- **Frenzied:** Enemy is madly searching for the player. Will break down doors and tear up rooms while looking for the player. Very receptive to any unusual sounds and will quickly go to where the noise originated from. Once frenzied the enemy will not go into any other states other than attack.
- **Attack:** Enemy sees the player and is trying to kill them. Will follow the player and try to keep within line of sight to continue attacking them. If player gets out of sight for a few seconds, enemy will enter search mode.
- **Guard:** Reserved for room specific enemies. They will stay in their specified room and will become active once the player enters and attack. If the player leaves the room they may chase for a short while, but will not go into search or patrol state and just return to the room.
- **Trapping:** Enemy has heard the player and has caught them unaware. Will set a trap by hiding in a nearby room, or in a hole in the wall, floor or ceiling. If player gets too close, enemy will spring out and attack them. If player doesn't go near the trap after a few minutes, enemy will come out and go into search mode. If enemy is hiding in a hole, there is a chance that if the player springs the trap, the enemy will pull them into the new area.
- **Stalking:** An alternative to trapping. The enemy has spotted the player and will attempt to get into the best position to attack. Such as maneuvering through the hallways to attack from behind. Enemies who are frenzied will not perform this action.
- **Recovering:** Special enemies who cannot be fully killed by conventional weapons will become stunned after taking enough regular damage. While stunned they will remain on the ground for a few minutes. Afterwards they will get up and return to their main state.
- **Mob:** When three or more enemies of the same type are after the player, they'll work together as a mob to track the player. Splitting up to search multiple rooms, or teaming up to break down doors or walls. If one enemy spots the player it will try to signal for the other ones to show up. If player escapes the mob and they can't find the player, the mob will break up and each enemy will function as an individual again.

Ghouls:

Ghouls are the former workers and residents that have disappeared over the years. They still have a humanoid form but no irises in their eyes. They have basic intelligence,

and know enough to open doors or use basic tools but that's it. They hunger for flesh which in this case is the player. Ghouls will team up if there are several in the area but will not cooperate with ghosts and animals. Ghouls fall into the following categories:

1. **Basic:** Average looking ghouls with no particular characteristics. They may pick up and use weapons against the player, but prefer to attack with bites. They can also pin the player down or jump on their backs if the player is caught unaware. Ghouls can show up anywhere in the estate and can chase the player outside but will not remain outside to look for the player. They may howl to summon additional ghouls during combat.
2. **Skinny:** Emaciated from lack of available flesh, Skinny ghouls are leaner than regular ghouls. Because of their lighter weight, they prefer to crawl on the ground, walls or ceiling to reach the player. They are particularly fond of setting up traps to ambush the player. Due to their lack of food, they don't have the strength to howl for other ghouls to show but will come upon hearing a howl themselves. They prefer to attack by clawing at the player with their nails and are more prone to pin the player to the ground. Their weaker frame also means that they require less damage to kill and cannot break down doors.
3. **Big Bob and Big Bertha:** No one knows for sure how these ghouls got so big. Could be they were that way before being killed, or a healthy diet of flesh has helped them bulk up. The bigs are tall (at least 8 ft), muscular ghouls who are by far the strongest of the ghouls. They can shrug off otherwise fatal hits. They are also the slowest, but if angered, will run at the player. Instead of clawing or biting their prey, the bigs prefer to beat them into a bloody pulp and eat second. Getting punch will send the player flying backwards and bigs can also grab and hold the player. When searching for the player, bigs can easily break down doors or walls in their way. Bigs can roar during fight summoning nearby ghouls to help attack the player.

Animals:

It should be come as no surprised that humans weren't the only living things lost in the estate. The different owners throughout the ages had pets, and other creatures that lived within the walls. Now fully corrupted by the estate, they hunt for prey. Animals are more likely to hunt in packs and are territorial. If the player leaves the stomping grounds, the animals will not chase. Animals only get along with their own kind, and will attack ghouls and other enemies if they get in their way.

1. **Dogs:** The grounds were a playground for the many dogs owned during the old days. Today, the dogs are nothing more than rabid beasts. Dogs are obviously fast but their light frame does mean that they can't take much abuse. Dogs attack by biting the player or clawing at them, which also means that their attacks are more likely to cause

bleeding. Dogs can also pull the player to the ground pinning them while their friends come to feast, making fighting a group of dogs very dangerous. Part of their original life remains, and dogs will not chase the player into the estate itself. However they will follow the player once detected on the grounds. Due to their sensitive noses, they can smell blood a lot better than ghouls and will track a bleeding player faster.

2. **Birds/Bats:** The winged natives of the estate have changed since the good old days. Now hungering for flesh, they love to swarm and consume. One by themselves makes an easy target, but these animals love to attack in groups. Besides attacking outside, they may break into rooms that have windows in them or have already taken up nesting inside. Because of their limited senses, they will not search for the player and will return to their nests if they lose the player.
3. **Spiders:** Of course those cob webs didn't make themselves. Spiders have been nesting in the estate for years and have gotten quite big. Spiders prefer to set traps or sneak up on their prey and attack with poisonous bites. The poison will paralyze their prey long enough to web them up or just eat them there. Spiders are quick and can move from the ground to the ceiling very fast.
4. **Gargoyles:** On the roof and set up around the grounds, are a number of gargoyles. Whatever mystical energies have seeped into these stone forms and have given them shape. Gargoyles aren't interested in food, but in defending their home. Gargoyles will only attack if they spot the player in the area they're defending. Due to their stone form, they are immune to bladed weapons, and only blunt and magical damage can hurt them. Gargoyles attack with their fists or swooping down and grabbing the player. The number of active gargoyles is limited and they will never attack the player in the estate.
5. **Rats (?):** Placeholder for now

Specters:

Not everyone who has died in the estate has come to terms with their death. Several souls in their angry have refused to pass to the other side and now haunt the estate. Specters will sometimes wander the halls but are found primarily in rooms. Since they are incorporeal, they are immune to all conventional weaponry. Only holy or mystical damage can hurt them.

Ghost attack by grabbing the player and are only interested in killing them. Ghost are slow moving since they float, however they are not restricted by the environment and can float through solid objects to chase. The main weaknesses of specters are that they are bound to the estate and cannot leave its walls. This means that the player

can evade them very easily by going outside. Specters cannot detect the player through smell since they are non corporal and can only detect them through sight and sound.

Room specific/miniboss: (tentative list)

The following are enemies that are specific to certain rooms. This list will be updated as more concepts are thought out.

1. **Suits of armor (display room):** While exploring the display room for weapons or equipment. The suits of armor could come alive to attack the player. The armor can only be hurt by blunt damage. There is a chance that the armor could instead combine into one giant suit of armor for a boss fight.
2. **Grizzly Bear (Trophy Room):** Inside the trophy room where hunters of the estate have their mounts, a grizzly bear could come alive when the player explores the room. The Bear takes a lot of damage before going down and it's best to try to sneak around instead of fighting.
3. **Giant plant (Garden Area):** A giant plant has become sentient in the garden and its roots have begun taking over the grounds. Entering the garden, the player will find the giant plant. It attacks by launching vines up out of the ground to grab or spitting acid. Bladed weapons or fire works the best.
4. **Monster (laboratory):** At one point, science experiments were conducted in the estate and one of the rooms was turned into a makeshift lab. The lab has its own generator hooked up providing massive amounts of electricity. Sometimes when the player goes into a room, the generator will release an electrical discharge, reanimating a nearby creature. The creature attacks with electricity and claw attacks. The only way to stop it, is to find some way to shut down the generator.
5. **Big Chef (Kitchen):** At one point, the estate had an entire team of chefs to cook for the residents. Today there's just one and he's a big boy. One of the bigs has gotten into the kitchen and while he may look overweight, all that mass is muscle. Seems like he has also eaten some brain food, as he wields a butcher's cleaver. It will take a lot of force to bring him down and the player may be able to use the various cooking implements to aid them.

Panic Event Enemies/scenarios: (tentative list)

The following are situations that could be the panic event for the given play. Will update as more concepts are created:

1. **The Hunter:** The hunter is the one who killed the grizzly bear at the cost of his own life. If the player kills the grizzly bear in the trophy room, there is a chance that the hunter will come back to hunt his new prey. The hunter will track the player around the estate and grounds, setting up bear traps and slings to trap the player. The hunter also has his blunderbuss, which does intense damage. The player must find a way to sneak up on the hunter to deal damage to him. If the player can kill the hunter, they will earn the blunderbuss and his hunting gear. The blunderbuss due to being in possession by the hunter also does magical damage.
2. **Betty:** Children sadly get abandoned all the time and for Betty, being borne with several birth defects was one of them. Being mentally retarded and having enormous strength and stature are never a good combination and without any parental figures has not helped matters. She found her way into one of the basements of the estate and has turned it into her own personal play house. If the player stumbles down there, they may be roped into a game of hide and seek and if Betty catches them, they'll become one of her dolls, with a detachable head. Betty will hunt after the player and her huge frame makes it hard to do damage. The player may find out more information on her and scare her away.
3. **The Guardian:** Outside the estate a massive statue stands watch on the grounds. A switch that opens up a secret room in the front yard may trigger the statue to come alive. As the guardian, it was designed to stop any intruders which just so happen to be the player. The statue is immune to any damage and will chase the player trying to smash or crush them. If the player returns to the estate, the statue will patrol around the building. If it spots the player from a window, it may attempt to reach in and grab them. Players may be able to activate the switch if the statue is far enough way to reach the room. Otherwise they'll have to find any blueprints on the statue for a weakness.
4. **The jilted lover:** The player may sometimes see a ghost of a woman wandering around and crying. She was once in love with one of the owners of the estate but they were both killed. While he has moved on, she hasn't and longs to be with someone. The problem is that to be with someone, they have to die. The lover will look for the player and try to kill them. Hidden inside the rooms the player may find a piece of a skeleton which belongs to the lover. Once the player finds one piece, it will resonate when the player is close to a room with another piece. After finding all the pieces, they need to head to the backyard where the graveyard is and find the open plot to bury the bones. Once all the bones have been placed, the ghost will pass on and not bother the player anymore. (Perhaps have a reward room open up for the player, will have to test this)

5. **The Magical Mishap:** One of the many items the player can find hidden around the estate is a magical amulet. Whose properties can protect the wearer. However there is a chance that the amulet has been broken over the years and the magic is leaking out. The affects have caused either a massive # of ghouls or specters to arise from the graveyard and they are not hunting the player. To stop it, the player will need to figure out how to repair the amulet making it safe to use.
6. **The Botched Summoning:** A special event that coincides with the executioner event. While exploring the player may find weird symbols throughout the mansion. When the player stumbles on a ritual taking place in the mansion. He finds a group of 4 socially awkward teens. They have been doing a ritual all night which they believe has no affect. When the player confronts the leader, he doesn't realize that the other three members have been possessed this entire time. At that point the executioner manifests itself and transforms the four teens into demons. The player will now have to find a way to either destroy each symbol or the demons themselves to start the final act. During this time any remaining missing family members are in danger of being killed and becoming demons.
7. **Room Shuffle:** The strange energies at work can sometimes affect the mansion itself. When this event plays out, once every thirty minutes, the game will re-randomize all room locations. This will not revive any boss enemies that have been killed, and any unlocked doors will remain unlock. Any non room specific enemies will be shuffled as well.
8. **Amalgamation Assault:** The estate has seen its fair share of bloodshed over the years. All that accumulated blood and guts have been reformed into goo like monster. The monster is immortal and will just reform itself if It takes enough damage. In terms of speed, it is slightly faster then a big at running speed. If the monster catches the player, it is instant death. The only options the player has are to dodge the attack or to stun it by bashing it with a weapon. The creature will chase the player anywhere in the estate, but its limited intelligence does it make it easy to lose. The only way it can be killed is by setting it on fire enough times to burn it away. However, given the # of times needed and the lack of inventory slots, this can be hard to do.

Final Act Scenarios: (tentative list)

1. **The Beast Ritual:** An evil priest is conducting a ceremony to bring an evil spirit into our world. The ritual calls for one sacrifice and he has kidnapped both members of the family. If the player can rescue both members before the ritual is performed, the priest

will have no choice but to perform it on himself. Transforming him into an out of control monster. The rampage the monster causes and the magic released begins to collapse the mansion into a giant sink hole, forcing the player to run for their lives to find a way out. If the player only rescues one member, the other will be used in the ritual and transformed into a sentient monster. Forcing the player to find a way to stop them, while being tracked and hunted by them. If the player doesn't rescue either, the other member will be killed by the beast during the ritual.

2. **The Bone Witch:** A cult of Witches obsessed with bringing the leader of their cult back from the dead has moved into the estate. Their plan is a sacrifice. As the player explores they may run into the followers moving through the estate. Once at the ritual, if the player saves both or one of the family members, their spot in the ritual will be replaced by a witch. Once the ritual has been performed the leader will be resurrected and consumes all the followers, with one or two less depending on the player's actions. The leader will transform the remains into bone ghouls: powerful fast moving creatures and she along with the ghouls will chase the player. To destroy the witch the player will need to find a ritual dagger and cover it in the blood of the bone ghouls to use against her. Any surviving members will aid the player by providing them with ammo, or even the dagger.
3. **The executioner:** Following the botched summoning panic event, the executioner will fully manifest in our reality. It stands at two stories tall and wields a giant axe. The executioner will move through the estate destroying everything that gets in its way of killing the player. The only way to hurt it is to use weapons laced with holy water, or just holy water itself. Any surviving family members will help the player by trying to distract the monster or provide holy water instead of the player running back to the chapel to get it.
4. **Grandfather's revenge:** The players' great grandfather, the last owner of the estate makes an appearance here. After the player either rescues or fails to rescue both family members. The Grandfather will begin to hunt the player to knock them out. The player has a brief window to try to escape the estate to win the game before the event begins. Once the grandfather knocks the player out the final act begins. The grandfather reveals that this was all a trap to get the player into the estate, as the grandfather needs the soul of the player to complete his ascension into immortality. He decides to give the player a sporting chance and promises the player if they can stay alive for one hour, until sunrise he'll let him go. The grandfather has set up blockages to rooms like the library and traps while the player was out cold. If the player can reach the library they may be able to find a way to destroy the grandfather early. After 40 minutes have elapsed (to be fair to the player, the game will checkpoint after every 20 minutes of real time during the event.) The grandfather in rage will transform into a monster to

continue hunting the player. The player wins if they can last the full hour, or find a way to kill the grandfather.

5. **The end of everything:** For this one, there was no outside force tempting fate; instead the manor itself is trying to kill the player. The player will have a warning that something is up, when all the windows have disappeared and corridors are now blocked. After a few minutes the house will transform into something out of an M.C Escher painting. The player will have to find a way out of the maze before the estate swallows them whole. Any surviving members will try to guide the player out from the outside.
6. **The Quitter's Way Out:** At anytime the player is free to run away from the mansion. If the player can reach the front gate they can flee the mansion, however this is considered the worse ending. Once the player leaves, they can watch a short cut scene that usually ends with them dying. Or fleeing and calling the cops to come and destroy the mansion.
7. **The Possession:** The ghosts of the estate have been angered by the presence of the player and his family. Any family members saved have been possessed and the mansion has been completely taken over by the ghosts. The player will be chased by both an army of ghosts and his possessed loved ones, while all exits have been blocked. The player must find a way to break the possession to save his family or be forced to kill them out of survival. The possessed family members float and move like ghosts, but are faster and cannot go through the environment. To pacify the ghosts, the player will need to find and rebuild a magical amulet whose energies will exorcise the ghosts.

Environment Design:

The estate itself is made up of the front grounds, the backyard and the mansion. The mansion is two stories tall with basements and the roof to explore. The front grounds have access to the garden and the guardian statue set up. Fences prevent anyone from going directly from the front to the back. Exits to the back are set up along the sides and back of the estate.

The backyard has the servant's quarters along with a kennel for animals. A storage shed and graveyard are also located here.

Randomization Design:

The front and backyard will not be completely randomized on each play. Small buildings and cosmetic items could be moved around, but nothing in the backyard, will be placed in the front or vice versa.

Inside the estate all walls/doors and floors have a randomized durability factor. The durability represents how strong that material is and determines the texture model for it. Here is the list of durability factors:

0. Material is destroyed, and there is just a hole left in its place, for the player or monsters to go through.
1. Material is close to breaking, one more hit from a weapon should do the trick. With floors, if the player or monster is running, there is a chance that the force will cause the floor to crumble.
2. Weaken, material is slightly damaged. Still resistant to damage and will need more force to be broken.
3. Normal, the default durability for materials. No damage at all, and will need a strong enough weapon to start breaking.
4. Stone, strongest material, used for the fences outside and support structures in the mansion. Cannot be broken by the player at all. Only some panic event monsters and final act monsters can break.

As for the estate itself there are two options for randomization. Either a full randomize, meaning the entire mansion layout is randomized at start. Or a partial randomize, where the general layout is kept but the rooms are moved around. For the partial that would mean that the location for unique rooms would remain the same on each play, but the specific room would be different each time.

The former sounds better as a way to up the horror and replay-ability factor. But if given the time and technology, the latter is an option.

Map Design:

Regardless of the choice of randomization, the player will always start with a map of the estate. In terms of lore, it was given to the player along with their inheritance. The map's layout is randomized along with the layout of the mansion. The player can see on the map where larger rooms are (aka special rooms). To help the player out, at the start a few room locations will be randomly filled in to give the player an idea of important places along with a good place to start searching. Hidden rooms will never be shown on the map at the start. As the player explores the estate, the map will fill up with more information.

Room Design:

When the game starts and the mansion is randomized the placement of the rooms is determined. The first piece of randomization is the door itself. The door of each room can be one of the following:

1. Broken/torn off: There is no door allowing easy access. On one hand it makes it easier for the player to get in and out of the room. On the other hand, it also works for any enemies.
2. Unlocked: Regular door that is unlocked. When the player goes into the room there may be a lock the player can toggle.
3. Locked: Door is locked and requires a key. (Door state will be generated first then keys). Keys can be found around the estate. The player can also try to break the door down or find another way into the room then unlock the door. Enemies when searching for the player can break down doors.
4. Sealed rooms: Special rooms may have their doors sealed up, requiring the player to find another way in.

The bulk of the rooms are standard bedrooms, closets and bathrooms but there will also be additional special rooms that hold unique items or clues:

1. **Treasure Room:** A room that holds all the money acclimated in the mansion. This room acts as an achievement room for the player. And more items will be added as the player gets achievements. After the player beats the game by completing one of the final acts, clues to the treasure room will appear in the mansion. Once the player has found the treasure room, it will become visible on the map for all subsequent plays.
2. **Library:** The mansion has developed a large collection of books from its construction. The library is the main room for researching clues. Whenever the main character thinks out loud about an item or monster, the library should be the player's next stop. Once inside, the player just needs to find the general area and examine it, and the character will do the rest. The mansion is usually empty when the player finds it, but there is a chance that a ghoul or two could be in there. The library is not danger free as enemies can enter the room and move between the cabinets to attack the player.
3. **Chapel:**
4. **Gangster Room:**
5. **Grandfather's study:**
6. **Banned room:**
7. **Tool Shed:**
8. **Servant's quarters:**
9. **Hidden Shelter:**

Weapon Design:

Item Design: