FMP Game Design Document

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INTRODUCTION

"Enchantress" is a First-Person Psychological Thriller derived from a collection of relevant titles towards the chosen topic. The target platform will be developed for PC (published with Steam). The main concept of gameplay is based around emotional experiences. The protagonist is Megan Sterling who is brought to WhiteRose Orphanage unaware of the dark secrets hidden within.

RESEARCH AND ANALYSIS

Inspiration and influences

Town of Light

The portrayal of compassion and care, pacing towards the madness of Renée's experiences projects the level of impact the character/player relationship should be through the eminence of emotions.

Martha is Dead

Similar title relating to history and trauma-hidden secrets. Appeals as more horror-based during wartime with shrouded truth behind the murder of a twin-sister. Same tone of distress as events unravel.

Palmyra Orphanage

Relevant location aspects based in same time-period as you search for players lost brother. Lack of content in abandoned rooms, diary entries and drawings left behind a spiritual threat which acts at specific interactions.

Huntsman: The Orphanage

Ambience driven instead of general blood/violence to frighten players. Disappearance of children from Illinois orphanage. Smartphone as players major companion to discover children's possessions as they scream to you.

Thief 3, Deadly Shadows

Old orphanage to an asylum. Journey of eight levels to the Cradle with long periods of silence and immersive sounds to enhance player paranoia, while battling dark corridors only lit with flashes and split-second movement unaware of their intentions.

Slenderman's Shadow: Sanatorium

The first-person survival from Slenderman as you traverse through a derelict asylum, obtaining pages and escape madness before it takes you. Twisted fate for player if they escape, they don't have freedom, but consumed fate as you become Slenderman.

Silent Hill 2

Use of effective fear, unbeknown atmosphere to set the scene from pitch black hallways to high pitch screams in the distance. Slow build ups of story and progress more control with emotion and how to toy with them.

Resident Evil 2

Outbreak setting with putting a stop to zombie-like beings and bosses that'll only get stronger. Unique features being sound mechanics as you enter a corner of corridors and rooms, the abrupted growl of an enemy startles players and puts them on edge to pull the trigger.

Limbo

Silhouette based level structure that portray a multitude of horrors generated to drain your playability with such intense incidents. A black and white journey into hostility as you venture to find the boys sister.

Root of Evil (The Tailor)

First person puzzle into the past and uncovering mystery murder. Outlines the dark plot of abusing mental health and how serial intentions are not so serial that you're led to believe.

Penumbra: Overture

Abandoned facility crawling with mutated creatures who will hunt for you as you hunt for a way out. Silence falls as you progress, displaying isolation as you encounter the first enemy.
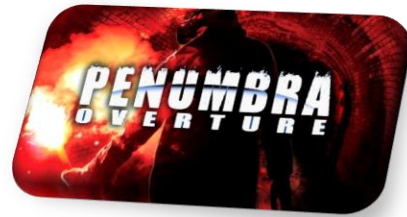
WitchKin

Surreal horror as a child based in old farmhouse. Collection of terrifying toys owned by the "Candy Lady" and want you dead as you search for players sister. Alerting sound ques shoulder-lurking events as the adopted toys come to life.

Silent Hill (PT)

Highly realistic, looping horror demo with deciphering messages to player indicating a threat through the simplest of objects escape from corpse at impossible loops to capture essence of fear, turning players emotions into madness.

Alice (Madness Returns)

Communist industrial complex world of Wonderland. The adventures of Alice are sent into a reality check of hallucinating thoughts, tearing apart a queen of hearts and resisting urge to accept asylum turmoil.

Rule of Rose

Survival Horror in 1930s England. The story of Jennifer in how she was led to losing her sanity, as well as losing her life. Orphanage based with player progression, through torture and displaying such high appeal of explicitness to ban title from first week of release.

Silent Hill (Orphan)

Mobile horror of the series. First person camera interaction displays unique consistency of "grim" content. Point and click to traverse unsettling rooms of a gruesome Orphanage. Adequate sound effects for scene encapsulation.

Orphan (Movie 2009)

Inspiration of Barbora Skrlova and her tragic murder stories. Psychological horror based on a troubled and disturbed individual, yet to carry out even more disturbing acts as a child. Adopted girl Esther Coleman hides beneath a perception of innocence and well-mannered form to manipulate those who get close to her.

Setting the scene in a modern house by a snowy lake, waiting for the hidden character of Esther to unfold. Psychotic actions display her sinister and witch-like appeal towards others, especially other children. Resulting plot twist with recurring desire to look for love in her own dark methods. Seduction of a father-like figure as she thrives on torture to please her obsession. Creating a messed-up attempt of child to parent seduction.

Esther isn't a 9-year-old from Russia, but a 33-year-old named Leena Klammer with a growth disorder, labelled as damaged from her straitjacket scarring from a mental institution. The mixture of hidden identity, unique key sound in Diegetic, as well as Non-Diegetic forms to enhance fear, excitement and anticipation to link the narrative.

The consuming character that Esther portrays throughout sets an unsettled feel of emotive response, not knowing what she may do next and thus gripping storytelling. Original plot was to have Esther's past even darker involving forms of domestic and sexual abuse form her father, wanting to "Grow up" as her fathers' vision of his mistreated daughter displayed the she could never be a "real woman".

Sinister (Movie 2012)

Story based on darkness, vulnerable children and a nightmare of surreal terror. A block of horror carries out with 4 family members hanging from a tree to capture the "sinister" brutality that is yet to unfold. These events inspire a psycho writer, who creates best sellers based on the gory truth of murder, to move into the house. Unknown to him and his family, the house is a crime scene.

The writer Ellison Oswalt finds an abandoned box in the attic of the house, containing reals of super 8 film with a projector to play them. Unknown to him, these actions of watching the "home movies" puts his whole family in danger as the next victims. The iconic pattern in each murder of a family is there's always one member missing. One question Is raised during the movies, who is recording the gruesome murders?

An ominous figure appears in the reflections of the videos depicting as the kidnapper of the missing children to carry out evil deeds. Tensions start to build in the creepy house as if the production of a new home movie is in the works. Ellison's daughter starts talking to previous children who caused the murders previously and starts drawing symbols related to the kidnapper.

This represents "Bagul", snatcher of weak minded ones, who will stop at nothing to exist in the real world, even if it means killing a family all over again. This makes the family move, as Ellison starts to experience creepy encounters that weren't just in his writer's block of a mind. The harrowing story builds up from hanging corpses to child abduction. This shows inner threats a child's mind has, when influenced by a controlling spirit.

The Candy Lady (Historical Event)

Murder legend of a small town in Texas, Clara Crane as the Candy Lady. The spark of cruelness began with her supposed murder of her husband in 1895 from a poisonous caramel. Evidence stated she was allegedly the murderer due to the 5-year gap since their daughter died. Clara was taken to Terrel State asylum, also an asylum for lunatics at the time. Clara literally made a friend out of torn bed sheets. Marcy the doll. She held her in such high respects that she was mentioned to Clara's sister in a letter towards her release in 1899.

She disappears from history for four years where her legend crops up. Rumors near her old property stirred up where children would go missing. Sweets were left aside on children's windows with notes inside the wrappers. Clara was the main culprit for these disappearances. Teeth were found, and town sheriff was murdered with sweets placed in his pocket. The Candy Lady legend of Clara Crane still roams Texas to this day. Luring children in, pulling their teeth out and blinding them with pitch forks.

Grim Face of Russian Orphanages (Historical Event)

Russian Soviet records between the 1920s and 1990s, state the awful and appalling levels of abuse and neglect that thousands of children were confined to in the orphanages that housed them. These forms of abuse were from keeping a child in bare, dark rooms without any raising of stimulation, throwable objects from their own toys and books like target practice, to being restrained to furniture like badly behaved animals. A total of 170,000 children who were abandoned yet classed as "normal" experiences not just physical, sexual forms of abuse.

First stages towards their care and hospitality is solitary confinement within dark dorms with no affection, toys or sunlight. A medical determination is decided to every child who comes the age of 4 years old to be diagnosis as an "Oligophrenic" meaning mentally disabled. Regardless if the result is by far incorrect, the decision once made cannot be reversed as doctors know best and medical law is law. "If" the children grow older, they are confined to further isolation involving heavy sedation and put into makeshift straitjackets to immobilize their ability to cause "interruptions".

The Woman who stole children (Historical Event)

Self-believer of doing good, Georgia Tann was the pied piper of child abduction with a total of 5,000 between 1924 and 1950. She traded them on the black market (mainly the master race of blue-eyes and blonde hair). It is said that 500 records of children died due to the poor care, disease and a variation of abuse from "Society" actions. Her career spiraled from studying music to being in the field of social work in 1916. A sense of power got to her belief in what she was about to do for the next 3 decades, tearing families apart. Is wasn't until she gained her place at Tennessee Children's Home Society in her first year of abductions.

Being politically protected by the mayor from any investigations, Tann carried out her "charitable" causes as she would see fit. Her actions backfired with a cancer diagnosis, as well as change in governors and her secrets began to unravel. In 1950, she passed away in her home, only a few says after a case was filed against her work lead to pocketing money from a state-funded company, not any mention of abduction or kidnapping. World broke out of her secrets but very minimal attempts to restore families took place. All the work that Tann did was never justified correctly. All those years of secrecy and suffering to this day has been a complicated puzzle to piece back together.

Orphanage on Revere Street (Historical Event)

The history of an Orphanage during the 1930s, on Revere Street in Portland has a collection of questions to this day that still need answering. Especially regarding the history of Margaret L. Booth. Margaret was born in 1930 and placed at the orphanage in the care of Matron Oliver. when she was 5, It is presumed that Matron Oliver passed away and Margaret was taken to a foster home until 1948 when she would come the age of 18. Back then, there was no paternity rights signed as Margaret was never able to be adopted and she was left at the hospital.

The negative drawback here is now record of Margaret was found for 18 years. When she reached the ae of 75, Margaret requested to see the sealed original birth certificate to backtrack her parents' names. Due to state of Maine laws, you had to be over the age of 100, or dead. This would pass on to next of kin as request for the certificate. The daughter of Margaret obtained the certificate, to find no record between 930 and 1948. This could potentially hide such a gap of history in the orphanage on Revere street and If it was "good" place to stay. The laws of orphans record never changed as the 75th year old Margaret would have been able to investigate her own parents' records, instead she died not knowing her past.

Park Ridge Family Murder (Historical Event)

In 1931, a park ridge family named the Eicher submitted to the deceit of Harry Powers. Powers obsession with killing was more with harmony than rational thought, he considered women of them all, to be the purest and most precious part of human existence. This is what captivated Easier Eicher and her poor children that suffered further consequences. Asia started communicating through letters in a romantic and kind manner under a name of Cornelius O. Pierson. This led to finally meeting, although a photo at the time was misinterpreted for identity. Pierson stayed over for 5 days enough to convince Asia to travel to the East. 5 days past and a letter came through from Asia requested to release the children to join them.

Once their disappearance started to become noticeable. Police were called to investigate the identity of Pierson. No name was registered to live there, aside from a post box addressed with the name, Harry Powers. His property uncovered bloody clothes and concrete cells. It was described as "Inhumane" for what they saw didn't show purity of the human existence. Police arrested Powers before he was almost killed by a lynch mob. He admitted to the atrocities that he committed, being descriptive and fragile in how he murdered the children like they didn't make a sound. His last statement recorded was "you got me at 5, what would 50 more do?" showing the sickness he lusted for in taking existence away and purifying it with child's blood.

St Joseph's Orphanage (Historical Event)

The tragedies of St. Josephs Orphanage revealed such a systematic abuse towards children between the 1930s and 1970s. The inhumane treatments were said that Nuns and priests across a range of Dioceses. would force children to kneel for hours on end, dangled over high windows and deep wells, locked in small confined cupboards and closets without any ending time of duration in there. Escalation of abuse increased to sexual and physical manner with regular beatings, "accidents" down the stairs and shaken into a shocking state.

A filed report against the orphanage stated that due to treated conditions of some children, some did not leave the facilities alive from the catholic brutalities that were carried out. There was an account of 100 accusers that attempted to sue, if not accepting 5,000 dollars to sit through intense therapy. More a bribe in the victims' eyes. What more could possibly make things better from them?

The Psychological impact on games

The overall psychology based on a range of video games, summarizes to a control in emotion, as well as loss of mental status in the mind. players who put themselves through a game that portrays fear in many forms can still be affected whether it being their first experienced, or the 50th as you can never guess right. It's the next impact around the corner from disturbing content, to the immense sound design that puts you in the characters thoughts and how you can relate. The height of fear can be manipulating and displayed in many aspects. For instance, the use of children from a simple bright light bedroom, to the dark corridors of a sharply toned, hospital ward.

A child and its presence put a player scare factor to maximum even without any action necessary. High awareness picks up to be prepared for another chapter of psychosis. The problem with the human mind is you can't predict every cuddly outcome, but the gripping emotive responses after an event is triggered for you to react. The genius behind emotive responses is carried out on a unique mechanic that enhances player perception. A lot of thrillers use the environment around them, the Atmos both audial and physical and the key characters who crop up repeatedly, but a different and mentally scarred impact each encounter.

Research Analysis

From the research gathered on video Games, Film and historical events, they all link towards the psychological aspects and how they broadcast between a character's mentality and a user's reality. Each game demonstrates how the titles alone follow a precise pattern to target the player in a collection of cognitive responses. Whether it be the narrative approach, the environment around them, or the detail of a character and their lead-up, not being to tell which one will literally press your buttons first. The film shared character behavior to be deceiving. Though this isn't the main relationship, but a slice based on unraveling and dark events. This type of impact holds strongly to how the game should respond as it's not always about appearances. The relevant sources to likeo-like events assisted in setting the thematic design.

The realism of events in the 1930s sets the mood already as its forgotten events in history where children weren't in the safest of living conditions with homes, family and society in general, hence the gruesome incidents that took place. Each connection relating to a child's background in an orphanage or mental institution sets the scene in how the games experience should display. The sensitive levels of the design are set to high expectations as it's the realism behind emotion must grip the player in believing the experience it portrayed to a life-like manner. Each detail that has been discovered gives a better understanding towards how the outcome "Enchantress" should appear.

GAME CONCEPT

Background

"Enchantress" is a new upcoming release bringing a unique concept of gameplay mechanics to give players a life-like experience not just in the art style or world, but the emotional aspects to the character and how it can relate to you. Making thriller, as well as horror components introduces a unique and innovative IP towards gaming.

Description

"Enchantress" unfolds with the player positioned in an old bedroom on the second floor of the orphanage. The player must guide Megan in navigating around the room with object interaction and revealing the overall goal. This will lead towards solving the gruesome horror that WhiteRose awaits her, setting the story in motion.

Key Features:

Gripping Emotional Experiences

"Enchantress" literally adopts an emotional phenomenon of human feelings as you traverse into a psychological perspective as a thrilling horror. One of the most delicate parts of being human, mental manipulation. This will be implemented by camera focus intensifying at precise points of the game to portray the detailing of fear and attempt to reframe from the inhumane content.

Iconic Narration

Key focus in narrative storytelling with the emotional aspects allows an inventive method to keep players addicted to each moment of gameplay, especially with the character backstory and horrific environment around them. This will be implemented by outputting the narrative in text across the screen for ease of readability. This will keep players on edge as they're drawn closer to compelling information.

Twisted Environments

The surreal appearance of the Orphanage plays with sanity as you're mentally absorbed into the lair of each room setting without a trace of possibly coming out, due to the intensity of the environment itself. This will be implemented using distinctive character and level design to match the thematic setting, along with particle effects like blood to sharpen the detail.
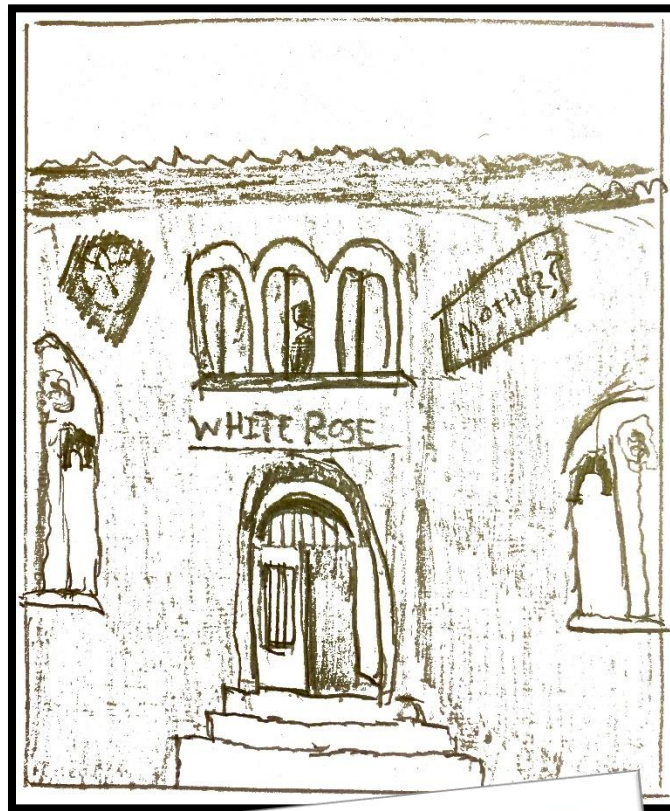
Intense Sound Mechanics

Alongside the physical Atmos, the Orphanage will have a composed collection of intensified sounds that put the players mind in a realistic situation, due to the design of the audial framework. This will be implemented using integrated sounds to trigger events that improve the tones of the game.
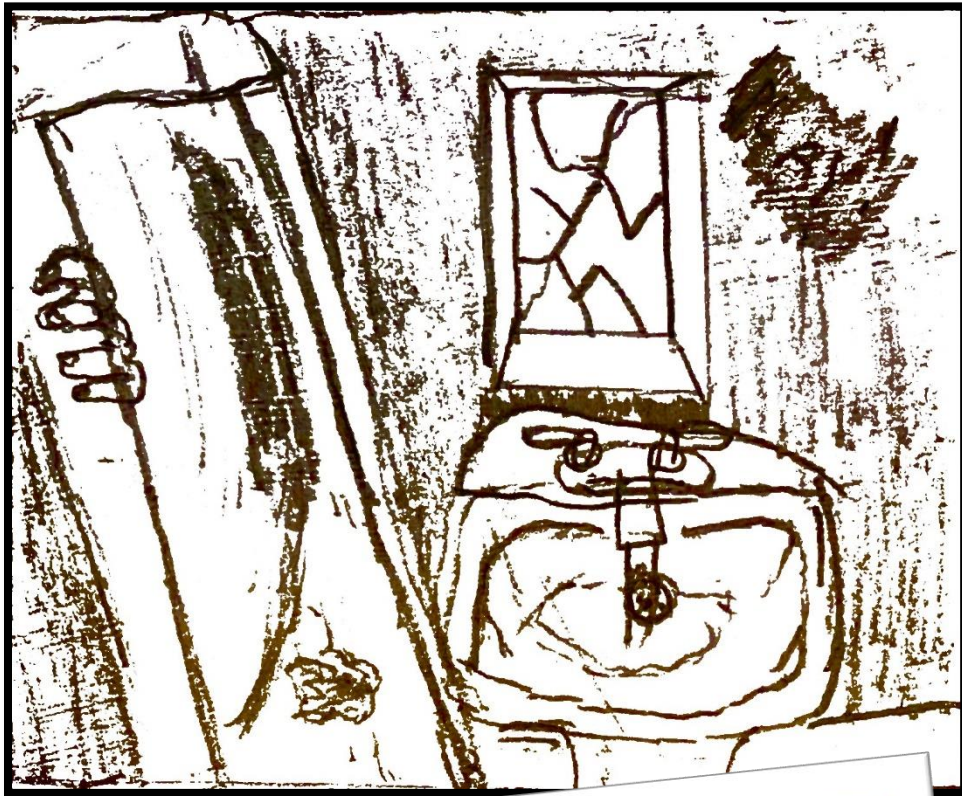
Genre

"Enchantress" falls into the category of a Psychological Thriller and horror combined, due to the storytelling being focused on the eminence of human feelings, as well as the only child at the Orphanage is Megan herself as use traverse into her experience.

Platform

Target platform will be primarily for PC market due to the popularity in the chosen concept and a buildup of reputation. Depending on outcome of development, would consider further expansion.

Thematic Design

Chosen time setting in history is in the 1930's, set in a fictional Polish town called Kentora. being a significant place in Europe where lot of child-related events took place and to capture the emotional experience that the player will confront and attempt to reframe from. The conflict residing in the game will be unwanted discoveries hidden within WhiteRose Orphanage, along with the Twisted Matron witch who has taken in many Orphans. Only to find they never left.

Art Style

Chosen Art Style is Photorealism as the psychological perspective of the game must be encompassed into a real-life experience. The dynamic player input will be aiming towards Rasterization by using darker appearances in object shadows to produce the most realistic content possible.
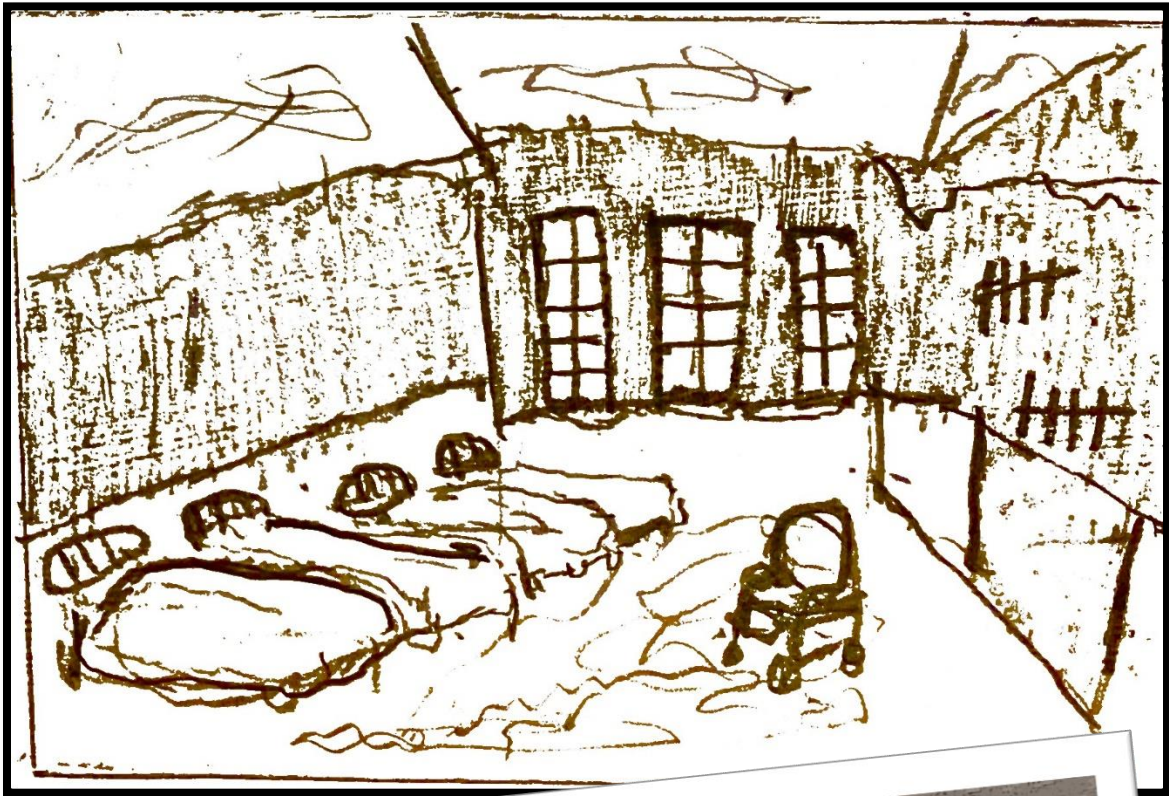
Moodboard

Concept Art

GAME MECHANICS
Core Gameplay

The key gameplay in "Enchantress" is all about the player experience and Psychological response. This will be demonstrated using player exploration, object interaction, wandering AI and Inventory. Each aspect of gameplay aims to guide the player through a story into the unknown.

Player Exploration

The overall experience of "Enchantress" depicts a range of horrific events that have taken place that are revealed to the player as you move around different areas of the Orphanage. The player will be restricted at first due to introducing the tutorial room where the navigation point starts. The rest of the map, consisting of whole floors will be open for the player to roam around once tutorial room has been completed. This gives the player a steady and passive setup into the type of story they're about to emotionally confront. each room in the orphanage will highlight key incidents that have occurred, only to inspect what remains since the horrific act happened. Psychological thrillers like the Town of Light, you would explore a room in the asylum and a flashback would appear.

This shows the capture of precise memories in that part room. In "Enchantress, you will open the door to a certain room of the Orphanage and the focus of the first person camera angle will dramatically change with the use of particle effects to give the player an emotive response, enhancing the sense of fear and isolation , wishing you never turned the handle on the door in the first place. There will be help from a trusty lantern that guides you in the dark corridors, so Megan doesn't feel completely lost in entrapped darkness. there will be mounted lanterns on the walls of each room to activate in other rooms should the player wish to reframe and remove the height of tension.

Object interaction

Alongside the environment to roam around in, "Enchantress" has a high function in gameplay when it comes to interactable objects. In-order to read relevant information or explore the level, you need to event triggers in place to carry out that action. It allows the player to engage Megan in the world she's a part of. Otherwise, the game should just be an actual storyteller with no sense of interaction, aside from extreme audial volume.

The type of objects for Megan to interact with range from relevant key pickups, to environment based items. Some objects may activate events of story significance depending on Megan's location. For instance, a piece of paper that contains vital information. Once finished interacting with, a sudden voice whispering through the players ear, putting their nerves on high alert.

Wandering AI

"Enchantress" consists of one AI threat. The Matron Witch. The main threat of the game who wanders the creepy halls of her creepy Orphanage., just waiting for the right moment to prevent Megan from uncovering the blood trail of previous Orphans. She appears to be a simple matron at first but looks are easily deceiving and will show their true colours eventually. At a midpoint of progress in the game, she will appear often during Megan's exploration to create constant tension.

There will be indicators to show the rooms of the orphanage that she frequently visits to grasp her closeness, as she grasps yours being somewhere you shouldn't. Megan's not the only one with a lantern. The Matron carries one so beware of her dimming presence ahead before she raises it on you. The mechanics that Matron has is simple wandering across the map and will trigger certain dialogue sounds, depending on the radius to Megan. The discovery of her true nature will unravel and only then, the WhiteRose can be put to rest.

Inventory

Like similar titles. An inventory is a popular mechanic to include as it manages a system of objects and stores them once picked up or to certain stages in a level. "Enchantress" uses inventory as a diary entry to log and track any information uncovered from the exploration of the Orphanage. It allows you to look back on relevant events and logged notes Megan has found during her findings in each room.

This may consist from drawings; priced child possessions or descriptions of murder remains. This won't be an inventory with a capacity limit, as there is only necessary items/information that has been found through stages of playability. Text will indicate and display there has been a new entry through Megan's discoveries after an object has been interacted, or a room ah been entered.

Game Flow

Following a narrative approach, the game flow of "Enchantress" will be in a linear format as it's an emotively, story-driven game. It will open in a narrative approach, indicating key locations to explore Once the player completes or skips the tutorial stage, they will come across these consistent elements throughout the two levels of WhiteRose Orphanage:

- The Matron Witch wandering the corridors.
- Various diary entries within interactable objects.
- Narrative events once interacted with environments/items.

As the player reaches the end of the level. The ending results will be shown through an ending cinematic, highlighting the experiences that Megan uncovered through her findings. Resulting in the truth behind the surreal content that was hidden for so long.

Game Overview Flow Chart
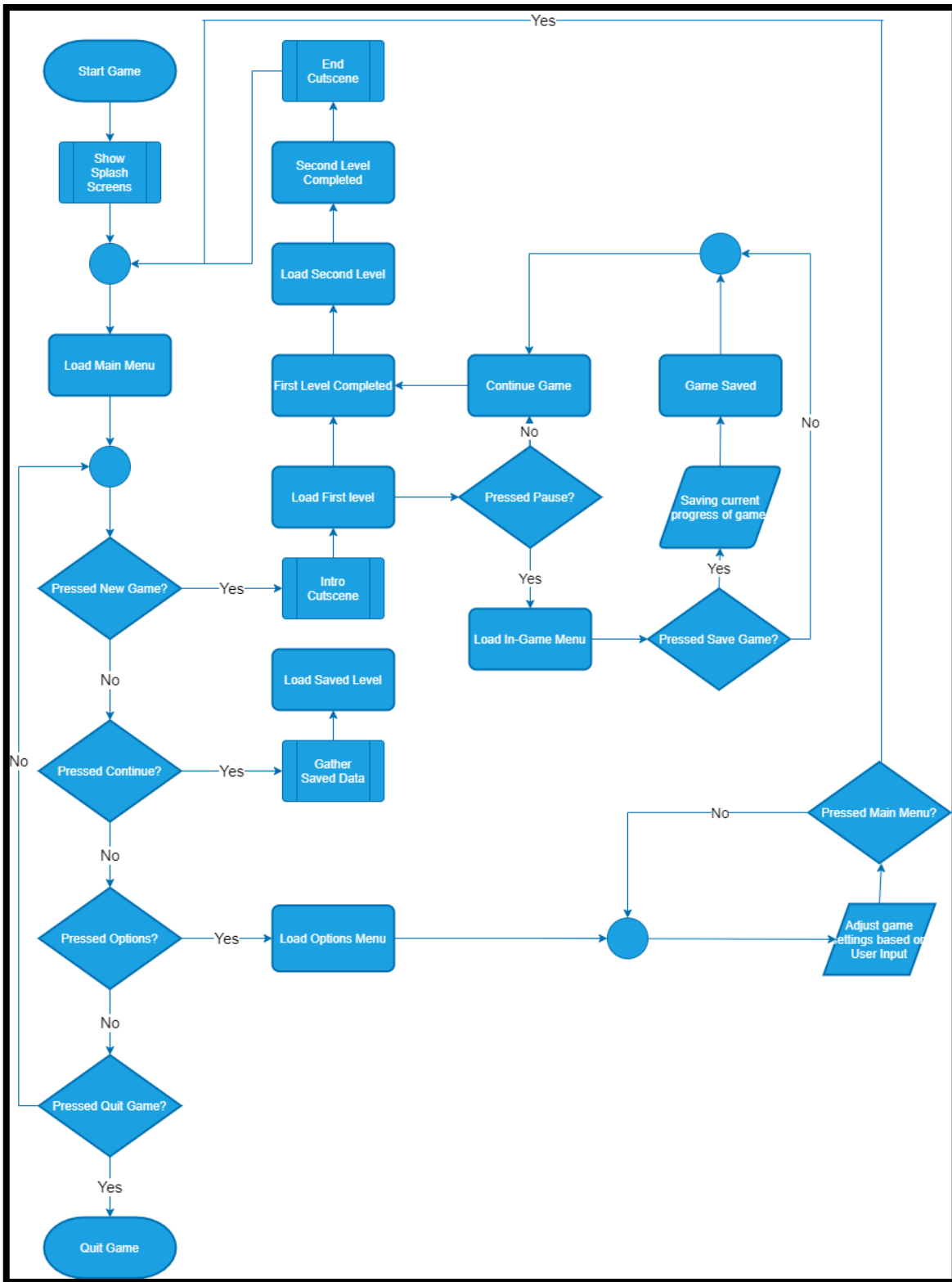
Object Activity Diagram
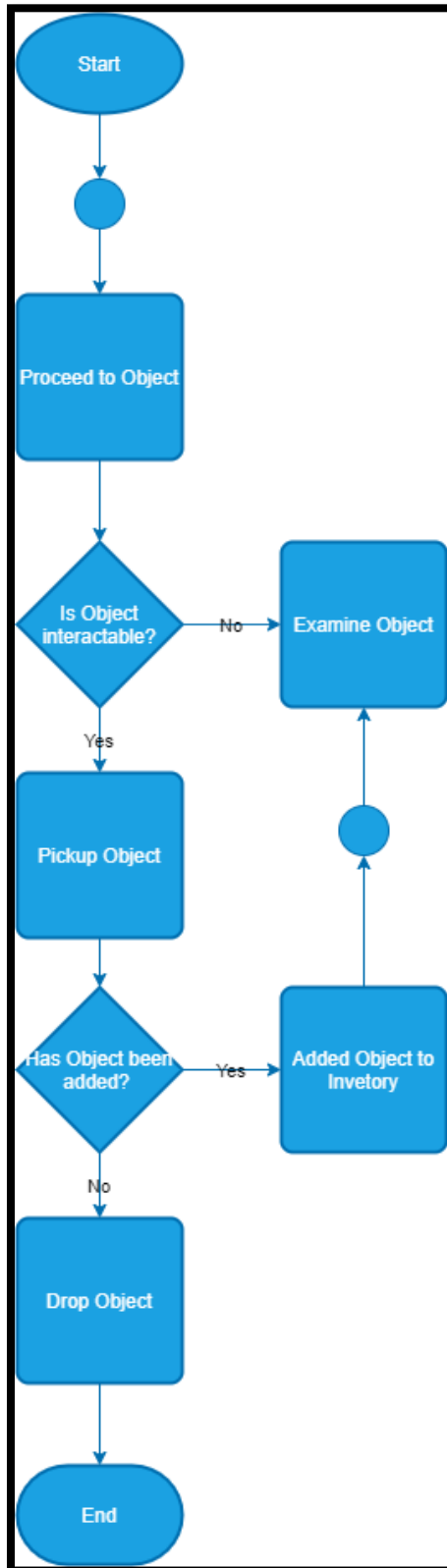
Characters:

Megan Sterling

Megan has just arrived at WhiteRose Orphanage with no clue as to what awaits her new home. Megan can get scared like any young girl would in new and strange places. She tends to wander and snoop around at her own interest. The more confused, the more she is likely to explore. She feels more alert than ever coming to WhiteRose, the unsettled feeling where there are no other currently staying there. Getting more Curious, Megan sets out around the Polish Orphanage to find out why it's so quiet, hoping to find a sense of relief and closure.

Matron Witch

The owner and Mother of WhiteRose, the Matron is a decieving woman who vowls to take in children who have nowhere else to go and will find happines within her care. Or so it seems. Many children she has accepted, but accepted into what exactly? Her deathly witchcraft "cares" for the children in her own manner. She keeps to herself provided that children behave and do not disturb her. Mother will always find you for doing wrong. If that's the case, how long has Megan got?
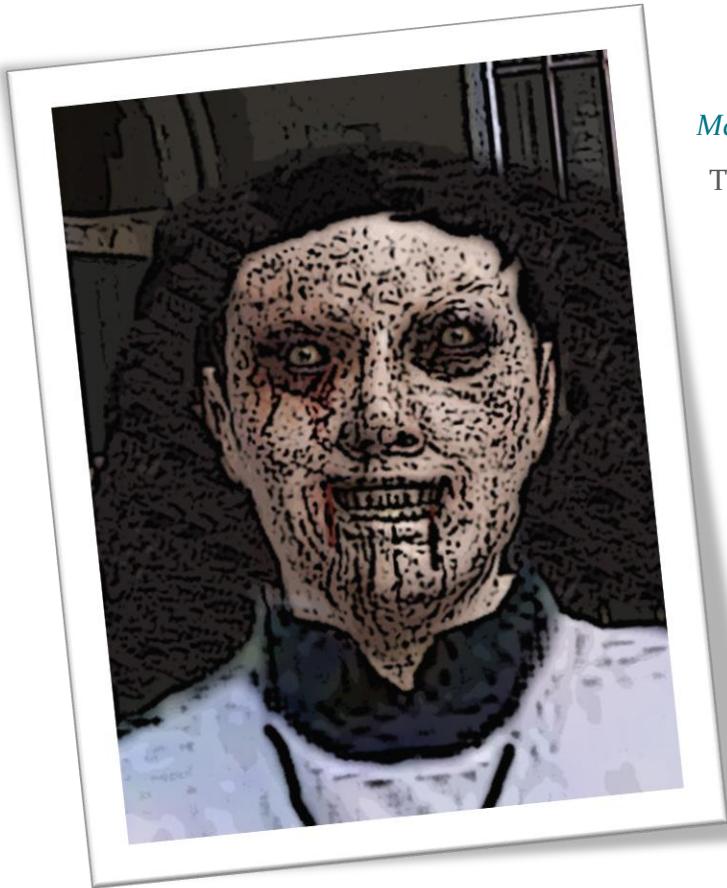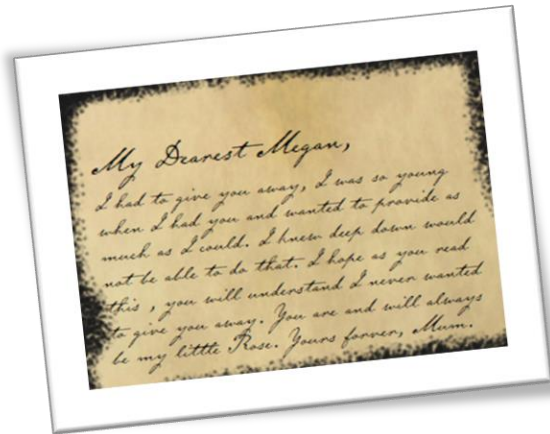
Gameplay Elements

Lantern:

The lantern is the main item to navigate with through the darkness of the Orphanage, guiding Megan to the truth. Can also be used to light other Lanterns on mounted walls in the rooms.

Megan's Personal Items

Megan's personal Items that she has kept since she was little includes her journal, and a letter written from her birth mother.

Collectable Items

Extra items such as sketches of the Orphanage can be found throughout.

Game physics & Statistics

Movement

Megan has 2 types of speed, walking and running. This allows the player to navigate her with ease of use and both speeds do not have an affect with fatigue. The first-person perspective does not involve a lot of detail regarding movement. The running speed is more for picking up the pace from rooms you may have already inspected or avoiding the matron when in contact with her wandering AI. Megan does not take any health damage as this is more a user experience with a surreal threat lurking around. Megan also has the option to crouch to reduce noise and take things at a slower pace should the Matron be wandering the same level as her.
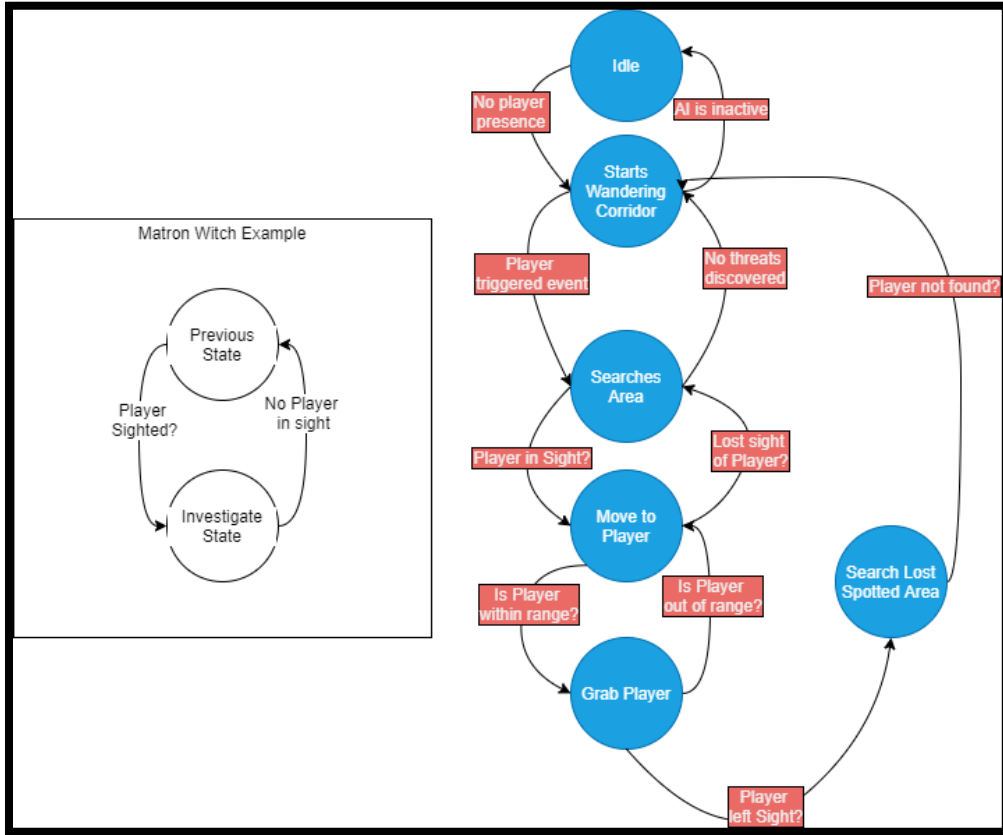
Interacting

The use of Megan interacting with objects in the environment follow a simplistic method like the similar titles. Being in first-person camera view, her hands will be used to interact with items. Once items are highlighted within her range, text will display to pick up that will either be added to her inventory, or to view and return to place of origin. The use of interacting doors will follow accordingly also. Use of the lantern will already be held to the hand when item has been selected to use from controls as this is not an inventory item. The only items to be stored are collectible or personal. This separates the type of objects you can/cannot access instantly.

Artificial Intelligence

The main use of AI for this game is the Matron Witch as she is a wandering enemy AI that roams across the levels of the Orphanage in hope to find the player once they have got to a certain point and stop them. Matron will be attracted by one sense, the use of sight. Direct contact with her results in her persisting after the player. It all depends on the distance and line of direct sight with the player to react. The use of the lantern at times may make her awareness higher due to the sensitivity of light sources near her I dark places. Matrons behaviour is in a variation of states, her idle state when she may stop to check out a room that's been investigated by Megan or wandering the corridors with her lantern trying to spot you. Her state will change when in contact with Megan and the camera will zoom in on her and reframe after being caught in her sight. When Matron is close enough, she will grab you (lose scenario). Using Megan's crouching movement will less likely get you caught as you are out of her line of sight.

AI State Diagram

Player Controls

Player Controls:
W - Move Forward   E - Use Lantern
A - Move Left   I - Open Inventory
S - Move Backward   Righ Click - Zoom
D - Move Right   Left - Obtain/Interact
Shift - Run   P - Pause
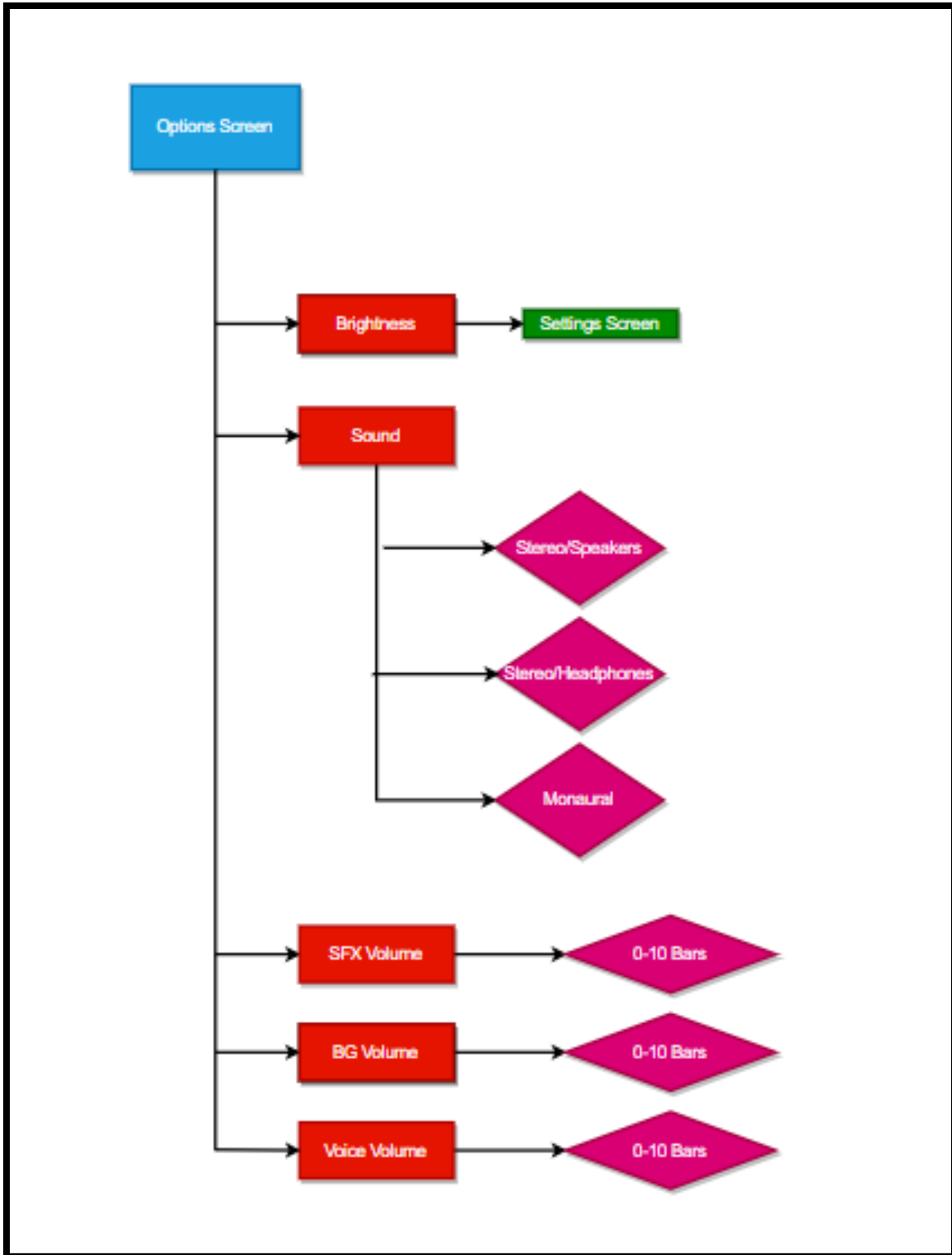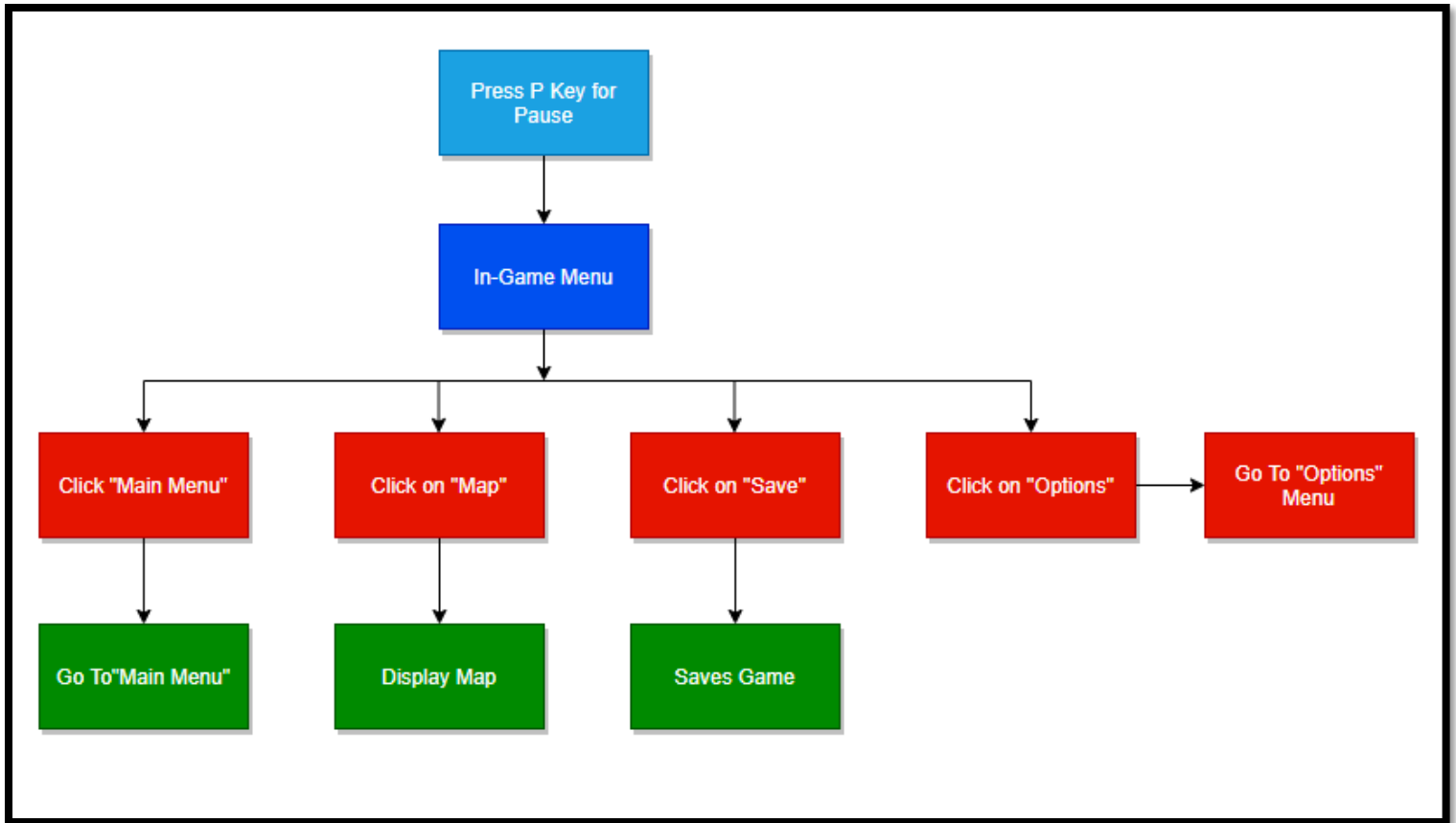Space - Crouch

INTERFACE

Flowcharts

Here is a collection of flow charts for the various screens that will be in the game and how their data flows accurately. The load and save screens consist on a onetime basis being part of the start screen flow diagrams.

Start Screen Flow Chart
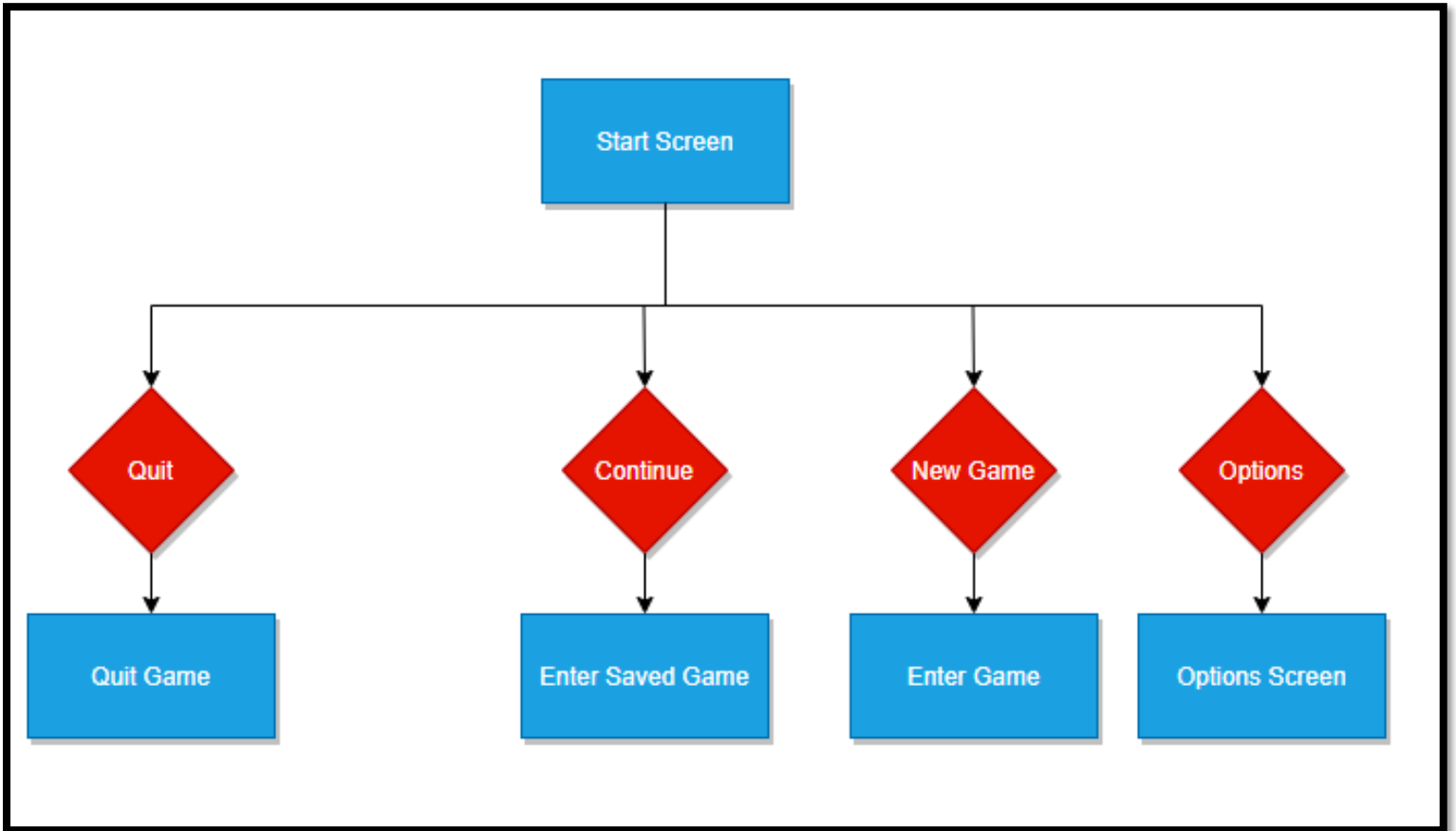
Options Menu Flow Chart

In- Game Menu Flow Chart

Functional Requirements:

1. **Start Screen:**

   Use of selection on start screen uses straightforward method of choice.

   1:1 – **Continue**

   The continue screen should display previous game saved.

   1:2 – **New Game**

   New game screen should take you to a fresh start of the game.

   1:3 – **Options**

   Options screen must include:
   - Brightness
   - Sound
   - SFX Volume
   - BG Volume
   - Voice Volume

   1:4 – **Quit**

   Quite should shut down the game overall.

2. **In-Game Screen:**
Pressing the P key will pause and display the in-game menu.
2:1 – **Map**
Clicking on the map text opens an image of the map will display of the Orphanage.

2:2 – **Save**

Pressing the save text should record the current state of game and store it next time "Continue "is pressed on start screen.

2:3 – **Options**

Options are the same from start screen, as well as the structure.

2.4; **Main Menu**

Pressing main menu text should take you do the start screen of game.
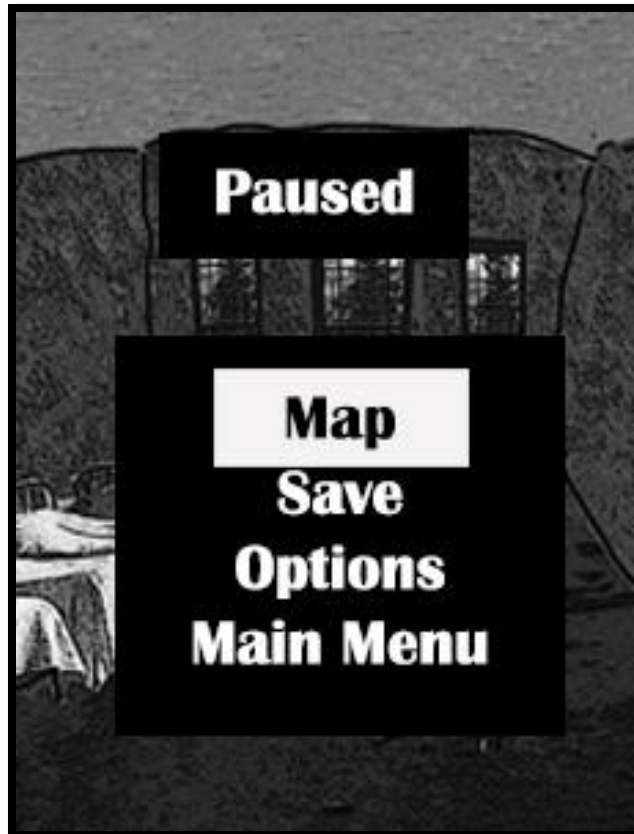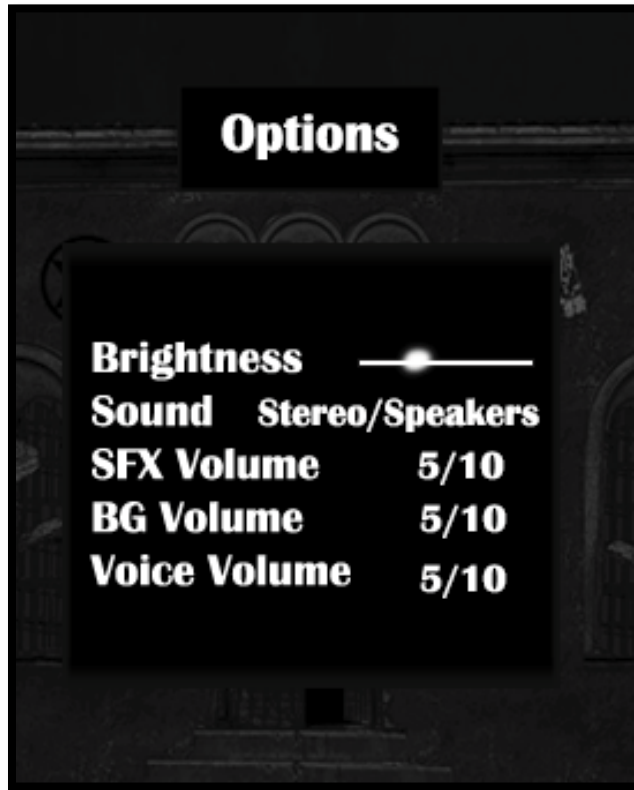
UI Mock-ups

Options

Brightness
Sound
SFX Volume
BG Volume
Voice Volume

Paused

Map

Save

Options

Main Menu

ART AND VIDEO

Overall Goals

The overall visuals of the game must give that psychological impact towards the player with many graphical elements. From the experience of character, the interior environments and horrific sightings of the Orphanage. Each room within the levels must have a significant theme as to what happened long ago and to dare uncover the truth as its too disrupting, yet the urge to discover is persuasively unbearable. From the abandoned nursery with broken toys, to the matron's office filled with locked way secrets if you dare go where you shouldn't. It's to give the player that push of a solitary journey.

No matter what you find within, you must progress on through to survive, or mother will get the better of you and your own sanity. The level of detail will be enhanced by using a filter effect on the camera that increases player focus. In a 20th century film grain that'll give the deception of a noire orphanage. As an addition, the sketches that were based in concept art shall take a part in the game as a collectable for Megan to find out what other children thought of the Orphanage, before their lives came to an end at the hands of Mother Matron.

The Matron herself will be the most realistic eminence of fear possible to find her in your own nightmares. Due to her high influence and design. Her character will be brought to life by your own damaged emotions. Her face, clothing and creepy wandering like a ghost in the fog will put you on edge instantly. As for Megan herself, there isn't much level of detail as her gameplay view is in first-person. Although, she will have rigged arm assets to have as much interaction as possible, like holding her lantern.

2D Art

- Every menu object based (UI buttons and skins)
- Menu backgrounds.
- End credits Background.
- Every texture necessary for the environments.
- Orphanage levels map (first and second floor)
- Collectible Sketches (Concept Drawings)
- Cover page art.
- Promotional advert art.
- Web Page art (beauty shots)
- Instructions (Art)
- End credits.

3D Art & Animation

- Each character animation(s)
- All character models (matron and Megan's Arms)
- All Assets (items, buildings)

1st floor:

Matrons Office

- Desk.
- Cabinet.
- Chair.
- Rug.
- Candles.
- Typewriter.
- Books.
- Record Payer

Library

- Bookshelves.
- Reading matt/quiet area.
- Shelf ladder.
- Piles of books.

Main Hall

- Coat hooks.
- Reception desk.
- Portraits.
- Telephone.
- Grandfather clock.
- Founder statue.

Corridor

- Dusty table.
- Cobwebs.
- Lantern Holders.

2nd floor:

Nursery

- Dollhouse (potential interactable object)
- Toy(s)
- Cradles.
- Toy chest.
- Telescope.
- Pet basket.
- Cabinet.

Bathroom

- Toilet.
- Mirror.
- Shower.
- Bath.
- Sink.
- Cupboard.
- Towel rack.

Bedroom

- Beds.
- Belongings chest.
- Drawers.
- Bedside table.
- Table w chairs.

Sickbay

- Stool.
- Stretcher.
- X rays board /autopsy reports.
- Medical tools.
- Bin

Cinematics

- In-Engine Cutscenes (Intro/end)
- Promotional Video (Gameplay/Teaser)

SOUND AND MUSIC:

Overall Goals

The main goals regarding sound in this game is to project fear through an emotional/psychological reaction to the player.to the gripping moment where they can't carry on or even the slightest click of their mouse is too nerve-racking. This type of approach overtakes the usual tones that players are accustom to through a lot of horror/thriller titles. The collection of sounds that will be carried out are from both proprietary source files, as well as self-composed tracks to create a strong level of ambience within the game and give the player a sharp response.

Sound Effects & Music

To avoid any similar sound effects appearing during gameplay, a range of samples will be involved. This will be from different footstep samples, to positional audio near precise areas of the map. For instance, whistling tones of wind escaping through the thin cracks of a window. The most inhuman music will be aimed towards the threat when those events of the game take place. For example, learning what happened to a child's last moments in their room, or when matron is near.

The use of dialogue will come from Megan's voice, as well as Matron when her character is more involved at the certain level of progression. The choice of music shall come across as calm and quiet. This will switch more events unravel to display the intensity of the surreal content. This will create a contrast of how emotionally attached or withdrawn players will be from what they experience, down to the twisted environment and delicate sound design.

STORY

Story Overview

The beginning of the game introduces Megan Sterling, the protagonist who the player will be controlling. The game begins after a cutscene setting the arrival of Megan in the fictional Polish town of Kentora. There she will be staying at WhiteRose Orphanage as her new home for young unwanted and neglected children. There she is guided through to her room by a mysteriously covered figure. Which is revealed as mother Matron. She's told to head up to her room to join the other children and get settled as it is nearly teatime, then straight to bed. Those are mothers' rules.

Holding tightly to her belongings. Megan did as she was told, for now. The actual gameplay unfolds from the cutscene in the shared bedroom of the Orphanage where you pick up a letter mentioning house rules and no wandering around the halls of WhiteRose. Mother will not be happy if you do so. Megan starts to search around the bedroom. Not just how scary it is, but how Matron said to join the other "children". Megan is the only one there. This causes confusion for her. At this point, Megan decided to leave the bedroom and go exploring for the other children, maybe they're playing hide and seek as a prank on the new girl?

Megan opens the bedroom door and steps outside into the hall of the second floor with her lantern close by to guide her through the narrow dark pathways. This is when Megan starts to look in various rooms including the Nursery, the Sickbay and the bathroom, only to find the tragic remains within. Megan starts to gather some clues, noting them in her diary, only to start finding messages hidden within each room. most toys scattered around the place have significant meaning as to what happened to the previous children.

Maybe they did play hide and seek. But they were never found. Aside from what remains hiding. Once Megan has checked all the rooms of the second floor, she starts to hear an unsettling voice like they were whispering into her ear directly. Yet there was no one around her. It was the voice of Matron calling. She knows Megan is out and about in places she's not meant to be. Now she's wandering the halls with her own lantern on the hunt to punish her and even more horrific gestures. At this point. Megan must avoid her at all costs as her work isn't done yet, the first floor the Orphanage has not been checked. Time for more exploring.
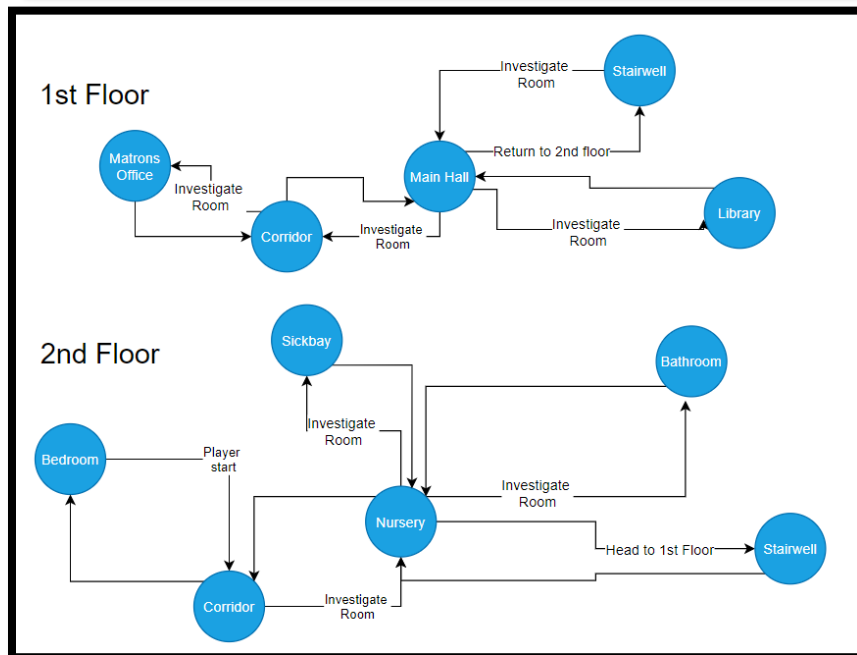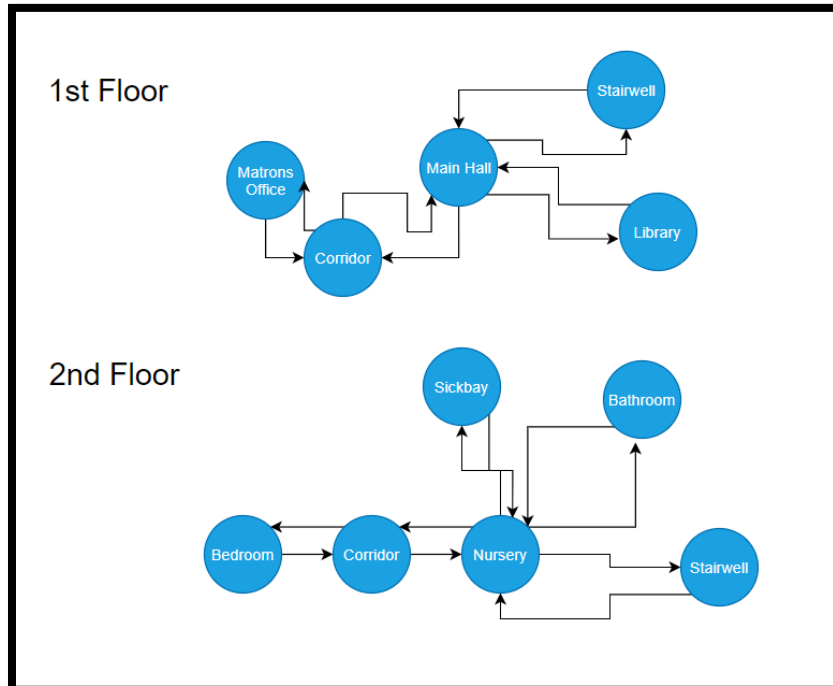
Megan heads down to the first floor, inspecting the Library, the main hall and the worst of all rooms, Matrons office. I wander what awaits discovery in there? She finds further information on what happened to the other children of the orphanage, the gruesome pain that Matron put them through, only to discover that she is an Enchantress of deathly witchcraft who will take in children who are not wanted and put them through extreme use against their will. Megan must uncover everything left behind in Matrons blood trail, before she finds Megan and makes her the newest toy to get broken with. WhiteRose lives up to its reputation. The rose of death and Matron is the mother of death.
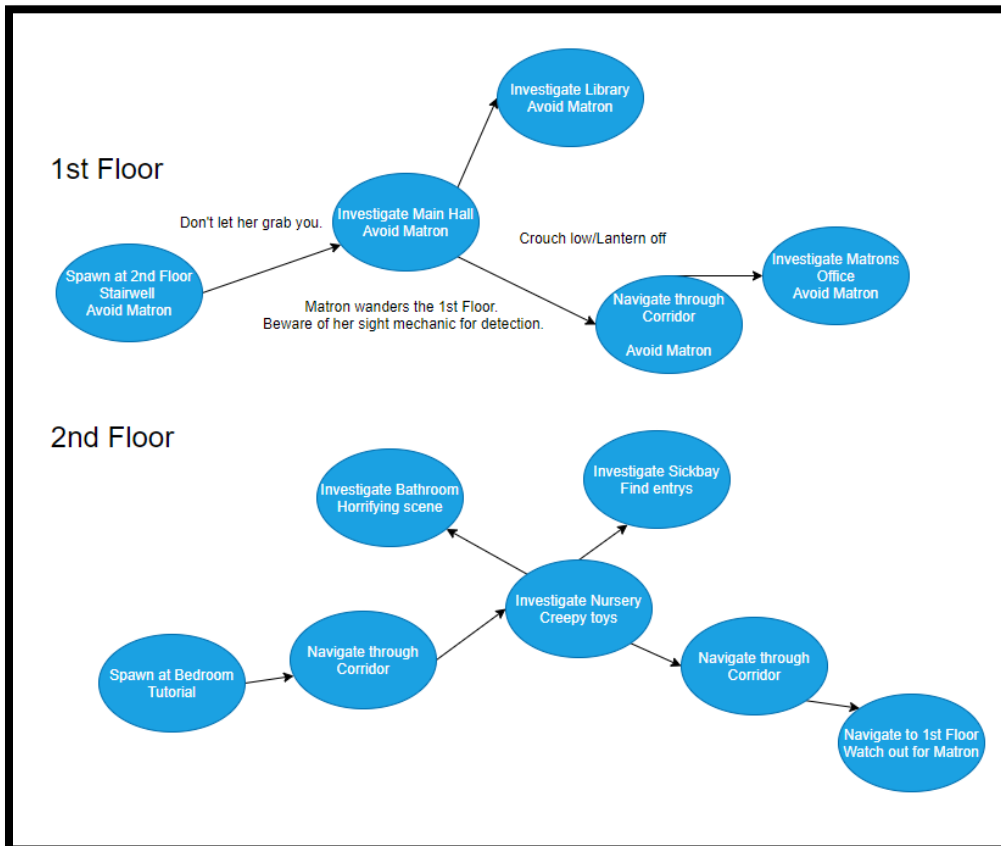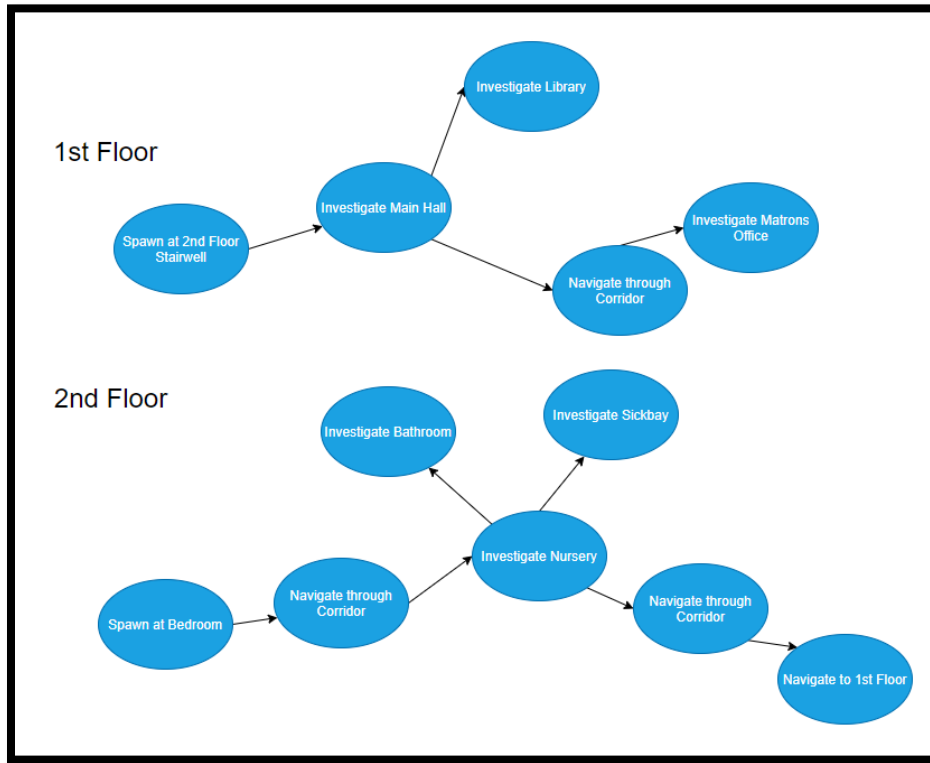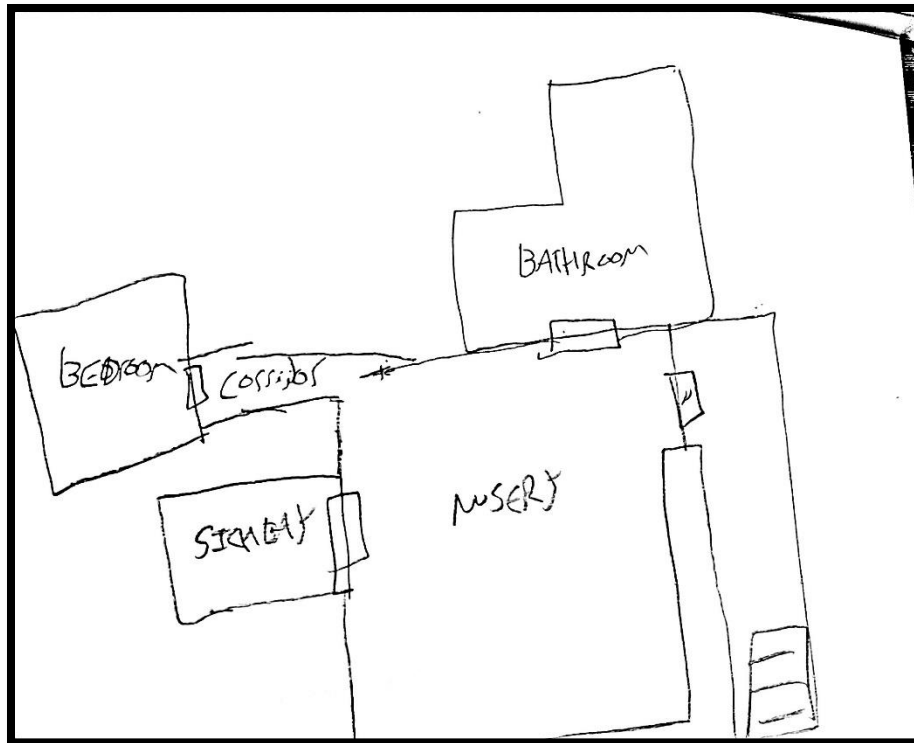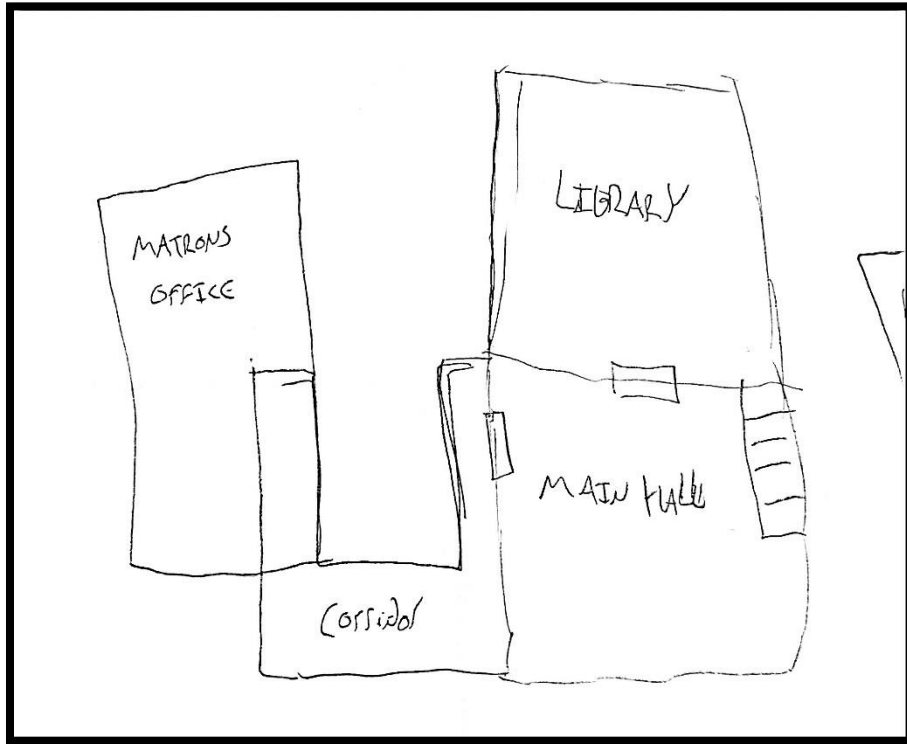
Ending Outcome

The ending works in a simple win/lose scenario, you must uncover as much information as you can within all the levels of the orphanage, provided you don't get caught by matron. She will appear at a midpoint in the game as this sets the main objective. After a few emotive responses , the players mentality is at a high level, ready to face the Mother of death herself. If matron catches you, it is game over. All the information you found will be lost and you will return to your room. as Matron hasn't put you through enough mental pain, let alone finding other peoples. If you manage to collect all the information before Matron catches you, you have completed the main goal and experience the tragedies of WhiteRose,

Level Overview

Enchantress consists of two "levels", the first and second floor of WhiteRose orphanage. The map layout has been inspired from a collection of titles such as Resident evil 2 and Palmyra Orphanage to understand the conflict appeal and level scope. 2 whole levels filled with content to discover while half of is taking your time with fear, whereas you must face fear as you progress further towards the gruesome truth. Below are some designs of the map itself through various stages of development.

1st Floor

Spawn at 2nd Floor Stairwell → Investigate Main Hall → Investigate Library

Investigate Main Hall → Navigate through Corridor → Investigate Matrons Office

2nd Floor

Investigate Bathroom

Investigate Sickbay

Spawn at Bedroom → Navigate through Corridor → Investigate Nursery → Investigate Bathroom / Investigate Sickbay

Investigate Nursery → Navigate through Corridor → Navigate to 1st Floor

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1st Floor

Spawn at 2nd Floor Stairwell
Avoid Matron

Don't let her grab you.

Investigate Main Hall
Avoid Matron → Investigate Library
Avoid Matron

Crouch low/Lantern off

Matron wanders the 1st Floor.
Beware of her sight mechanic for detection.

Navigate through Corridor
Avoid Matron → Investigate Matrons Office
Avoid Matron

2nd Floor

Investigate Bathroom
Horrifying scene

Investigate Sickbay
Find entrys

Spawn at Bedroom
Tutorial → Navigate through Corridor → Investigate Nursery
Creepy toys → Investigate Bathroom / Investigate Sickbay

Investigate Nursery → Navigate through Corridor → Navigate to 1st Floor
Watch out for Matron

Matron's
Office

Library

Main Hall

Corridor

Bathroom

Bedroom

Corridor

Nursery

Sickbay

First Floor

Matron's Office

Library

Main Hall

Corridor

Second Floor

Bathroom

Bedroom/Tutorial
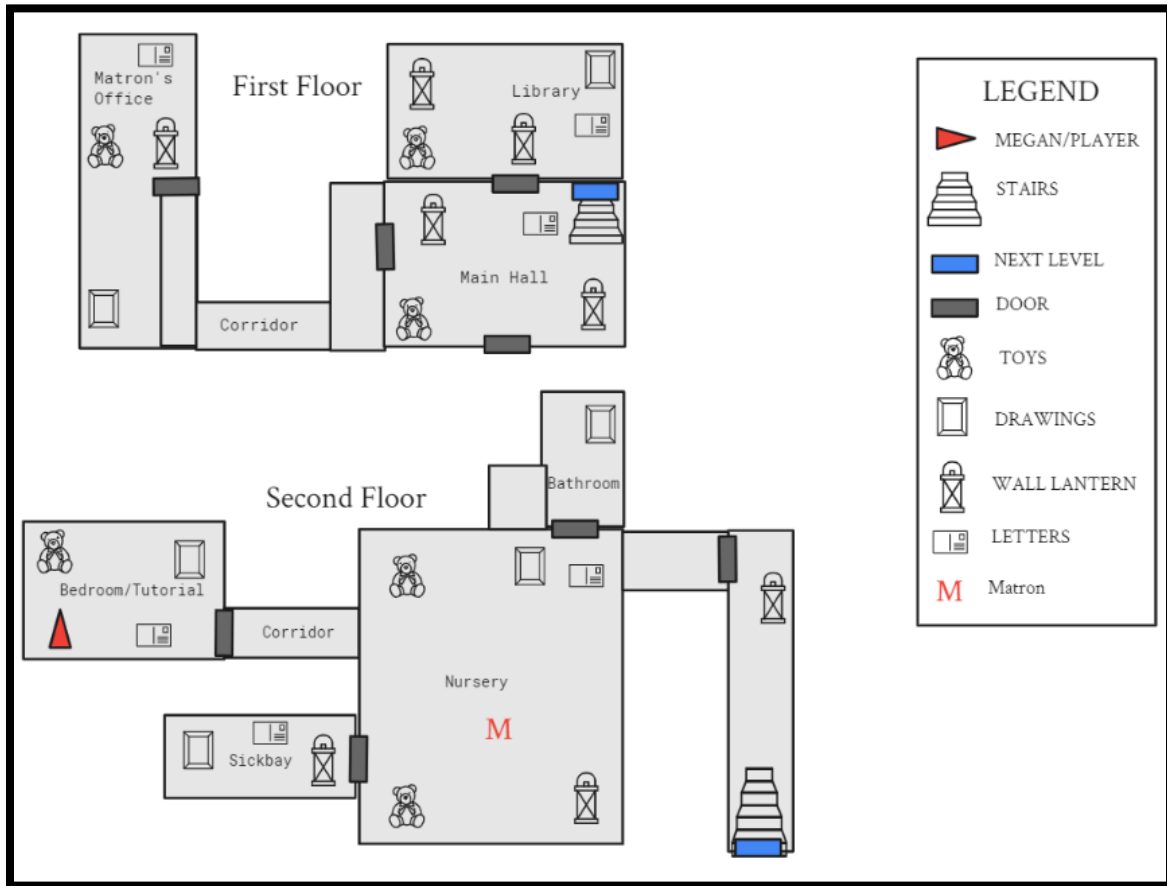
Corridor

Nursery

M

Sickbay

MARKET ANALYSIS

Target Market/Demographic

Enchantress is being developed towards the PC gaming market as its huge possibility to expand, should the launch on Steam come to a profitable and consumable standard. There is such a big community for PC gamers as most horror/thriller games are made for PC. There is a measurable hardware requirement to run this game which most of the audience, will either have the specifications already or will know in advance, for any requirements that may be needed to establish by a confirmed release date. This keeps the consumers informed, and potentially hyped.

To get a satisfied crowd appeal, it all depends on how the game is going to be promoted. This is in terms of advertisement videos mentioned in the art & video section. Eye-catching content that sets the mood for a new and innovative IP in the works. The aim for release in terms of localizing the game will be launched towards the UK and US due to the similarities in language and avoiding translation costs, but appeal to a fair demographic. The game meets the classification systems of PEGI 18+ and ESRB 18+. This rating has been chosen due to the sensitive nature regarding the murder mystery behind closed doors of a 1930's orphanage.

Children in games have always been a delicate manner that can be banned if portrayed to a threatening and disturbing degree, The target range for this title will range between 18-25 as this is a time in life where players care about a gripping and emotional experience that enhance their view on games, as well as realistic events. The overall user experience puts players in a position out of their comfort zone and to try something fresh. The gender aim is at a neutral ground to influence equal aspects. A price range that would be generous enough for the theme, story and scope of the game would be between the £3-5 category. A reasonable rate to just try something new.

Top Performers

Enchantress displays a new type of genre, giving the mixture of a Psychological thriller and elements of horror, through a user experience. The impact from player to character is the key relationship. Understanding how story unfolds beneath a dark and twisted setting, as weall as immersive behaviour in what you do and don't expect with this kind of theme. The realistic graphics to top it off captures the purest of moments and really feel to what the player is going through and how you want to help in not just a playable way, but through an emotive response in sharing feelings.

Feature Comparison

In comparison to other titles already out there like Huntsman: The Orphanage and Limbo, it is about a narrative approach being shown in a collective manner. How history turned out the way it did via the content you discover in the rooms of the Orphanage. A WhiteRose isn't just a bloomed flower. It is also to symbolize that death is near or has happened. This user experience recognizes life-like events that shouldn't have happened, as well as what people should respond. Not only the social, ethical or physical, but emotional detail.

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