

The House In Mirrors

Project Name

Game Design

Art Style

- 1800s art style with old British styled buildings and
- 3D foreground and observer game art with 2D illustrated background environments
- Additional foreground and observer game art in horror art style

Game Synopsis

Play as (female character, no name yet), a young girl who is now haunted by a spirit. Play through a point and click 3D mystery adventure with a beautiful environment set in an early 19th century rural town as the girl's world slowly fades to a horrifying place she cannot escape from.

Game Play

Play this horror mystery game in a point and click environment with 3D character animations moving through the game world. Player can investigate items more closely by picking them up and examining them in an interactive interface to find more clues. To allow the game to be more “open world” most of the items and scenery can be interacted with and many of those items can be taken/stolen to keep for possible later use. Several jump scares and suspenseful music have been added to story for horror aspect of the game.

Story and Game event Outline

Intro Splash screen

- Hero's Legend Studio Logo
- Made with Unity Logo

Game Menu

- New Game
- Continue
- Credits – Stylized art
- Options – game settings sound/visual

Game Intro

- Cutscene
 - Prologue
 - Opens to a small wooden cabin in the woods only lit by the full moon the camera then zooms through a window. A beautiful young woman sits facing a circle of lit candles laying on top of strange symbols like a sort of spell circle. As the camera gets closer to the scene the candle light flickers brighter revealing blood splatter in the circle. Candle light goes out and scene ends.
- Game
- Sister's Bedroom
 - *Sound* Knocking on a wooden door is heard and game begins.
 - Game opens to player(sister) waking up in her bed.

- *Dialog*
 - “Sister get ready when need to go into town.” – brother
 - “Yeah, I’ll get ready now.” - sister
- Sister has option to pick outfit to wear for birthday event.
 - Few different outfits to choose from and underwear option for comical effect.
 - Player is required to change into new outfit before leaving and letting brother in. Dialog will occur if player is not changed before attempting to exit.
 - *Dialog* “I need to change out of my night gown before leaving.” Or “I should wear my new dress for the birthday party later.”
 - Clothes in dresser.
 - New birthday dress
 - Casual clothes
 - Underwear
 - Long dress
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- Scene with brother giving birthday present to sister. Player (sister) gives her present to brother. Early morning.
- Knocking visual/audio effect is what wakes the sister.
- Brother is knocking at the door.
- Player(sister) communicates to brother about day events. This is when player and brother exchange presents. Player gains item (amulet)
 - Brother presents is on the desk for item to be collected
 - Display close up image of amulet.
 - In unity design script that can display 3d models in viewable 3D window. That the player can rotate around to examine it for clues.
 - New character art displays player wearing amulet.
- Mirror in bedroom can show close up of character art
 - If player is wearing amulet a ghostly present appears in mirror.
- Player exchanges more dialog for a supply run for the birthday party.
- Once presents are exchanged player can explore the rest of the house.
 - Not much is around but some clues can be searched, all clues are available at this time.

Story Notes

Trip to town

- Brother leads the way into town. Player should follow to continue storyline.
- Characters travel through front of house > country area > town street > town and stores
- Store scenes is the 1st major flash of monsters as the player walks past windows a ghostly shadow appears quickly and subtly.
- Player then enters the shop for a quick moment to be immediately returned outside of shop with brother.
- After going into the shop, brother exits 1st then player, she can the scene grows dark and a monster appears freezing the player’s controls for a moment before the game comes back to normal. The brother disappears as the game world changes to a dark like underground aura.
- Brother asks sister what happened and player can choose how to respond in their own way which slightly adjusts dialogue in story later on.
- Player may be able to check out other shops or enter main shop.

- Monster event should scare the player by the gruesome monster running in towards the player character and then quickly vanish after it gets very near the player character.
- The characters travel back home with supplies.
 - Store scenes > Town scenes > Country road > house
 - Maybe have a wagon and main character can ride in the wagon with grocery items.

Birthday Party

- Once the characters get back home. The scene fades to the birthday party event.
- Player can talk to guests, play party games, open presents, can wander around the house again.
- Anytime player crosses a mirror a shadow appears quickly.
- If the bathroom is visited the lights go out and the silhouette of the witch appears in the bathroom mirror for a quick jump scare.
- Character screams. Maybe have a concern meter for brother so he to investigate what is happening to his sister. This meter will force the brother to question the sister more often to figure out what is happening to her and possibly help the player more often.
- After some time passes the main character will begin to feel tired and want to go to sleep.
- The party ends and the player goes to her bedroom to sleep for the next day.
 - When the player wakes again she tries to take off amulet but she hears a voice in her head.
 - The voice tells her she cannot take it off or lose her life.
- If the player attempts to take off the amulet the character blacks out and falls to the ground. The scene fades to black and comes back after a moment as she wakes up on the ground.
- She questions the voice, the witch only says so much before being interrupted by her brother.
- Her brother tries to take off the amulet and the screen goes black and fades back to the room
visual effect
 - Dialog brother explains that she fainted and stopped breathing
 - All was better when he put the amulet back on
 - Explains the got it @ the antique shop
 - Maybe grandmother's story of a curse is true

Antique Shop Chapter

- Once the player decides to go to the Antique shop.
- At all times the player can look around the house to find other clues hints for later on about the grandmother and amulet
- The antique shop is in town
- At antique shop, look around for items
- There will be an item that will be later used for the game spell
 - Talk to shopkeep about amulet and where it came from, possibly from homeless man 2nd item came from a grave robbery.
- Homeless man sold amulet and 2nd item to Antique shop for small cash
- A vision can occur once they're about to leave the antique shop the place grows grim. *visual effect*
 - The witch whispers to her that she cannot escape
- The kids head back home to learn more about the curse

Back Home

- The grandmother's things are in the attic locked away, the key must be stolen from the mother while she is not looking
- Inside is a journal and a spellbook, notebook and several items
 - Journal has many notes for spellbook and what has happened in the past
 - Clues through out the notebook and journal will unlock the spellbook and what not to do
 - Riddles and puzzles need to be solved to unlock more of the spellbook
 - When the spellbook is touched a vision occurs only when the girl has the amulet on – spell 3rd level
 - Shows vision of grandmother's past
 - There will be lots in the notebook and journal
 - Some meaningless info
 - The spellbook has spells to ward off the enemies and prolong the girl's life– 2nd level
 - Notes on how some spells need more power to be done or successful
 - Clues from journal say there are special items needed that are from her grave or special locations
 - As messed up as it is they will need to dig her up and the items buried without being seen by the graveyard guard
- The player can go to the antique shop to get missing item from grave or go to the graveyard to dig up relics
- While at the antique shop it is easy to purchase the missing items (or should be stolen) by now the hallucination are getting worse and are longer than before
- To scare the player the creatures start moving towards the player and the environments get more grotesque
- Creatures also stop the players movement when in contact and must be fought off
- When at the graveyard the character must distract/sneak and dig up the gravesite to recover lost items
- These lost items help with smaller spells but to help get more ingredients to get rid of the cursed item
- The spellbook needs to be opened to learn of spells
- Notable spells in to the suppress the curse
- Without this spell on the hallucinations get worse and stronger the effects will last longer
- Another spell is to exercise the cursed item
- Each spell needs to be decrypted by a puzzle
- After visiting the graveyard the kids head back home to work on the spells and learn more of the background of their family

Puzzle story

- It will be better to unlock the spellbook last and have the chest have multiple layers of puzzles to unlock
- Possibly 3 levels to get to spellbook
- After graveyard it unlocks the next level, puzzles should require items and some logic
- 3rd level should require spell to unlock
 - After unlocking this will award the spellbook
 - Spells need to be interpreted and
- 2nd level will unlock spell ward

- 1st level will reveal notes and rest of journal
 - Chest reveals start of journal

Chest Puzzles

- Opening chest (1st puzzle)
 - Attempts to break it do not work
 - Locked with key
 - Key is hidden in house
 - Clues point to amulet being the key
 - No keyhole but insignia matches back of amulet
 - Clues of key
 - Back of amulet when inspected
 - Chest has amulet image
 - Scratch notes of grandma's notes mention the key is an item never to be worn (could be possible riddle here)
- The chest contains a dagger imbued with the memory of the great grandmother killing the witch
 - The dagger glows as it is touched
 - After the cinematic there is a paper that states
 - "if you're reading this, I hope you are not cursed like I was"
 - once the chest is opened a series of locking sounds occur as the chest flies open – the chest has locked itself to protect the book from the witch
- 2nd Puzzle
 - A journal glows from in the pages
 - "the witch is present and you must not let her have the spellbook" if she has cursed you, you may have the power to reach my spellbook to save yourself
 - The journal reveals a puzzle/a recipe/ and a insignia of a spell
 - Find the (item1*) found with my remains
 - Find the (item2*) also found with my remains or some other hidden location
 - A drop of blood to test purity
 - Reward – proven witch hasn't taken your soul completely over, also spell to protect from hallucination
 - The drop hits (item 1*) from the blade
 - The insignia glows white and new text appears
 - The main character chants it
 - The chest begins to shake and then stop
 - Inside is another notebook and the journal has more story revealed
 - After this event the visions/hallucinations get much worse
 - Story – the witch of grandmother's trials appear
 - How she tried to destroy the amulet
- 3rd puzzle
 - Has 3 puzzles – requires rotation/ sliding like a jigsaw puzzle
 - See notebook for image
 - 2 rotating circular grid puzzles on the outsides and 1 square puzzle in the center
 - Or can be a scavenger hunt to find items to unlock gate in vision world
 - Unlocking other doors or entering mini game that is room size instead of pop up
 - Maybe the visions are part of the puzzles
- Rewards

- Final spell is giving spell materials are needed
- Maybe special area for ritual, may oak tree symbolism or original place where witch died
- The hallucinations get worse

Attic

- The player has returned to the house and needs to find their way to the attic
 - Attic has assortment of junk
 - Attic has chest
 - Chest is locked
- Not much is found while searching the house
- The attic can be found in the hallway with a pull down ladder
- As the kids climb the ladder and enter the attic, the ladder slams shut for a jump scare and visual effect*
- Attic is filled with junk
- When the chest is examined the lock is only opened by the amulet. The chest has symbols all over it (protection spells)
- When the chest is unlocked the chest glows into the symbols and chest swings open – unlocking noise occurs
- Player investigates inside chest to reveal 1st level of chest items
 - Dagger has similar symbols
 - When selected cinematic is shown
 - Content not sure yet of order of story
 - Paper note see chest notes
- Journal
 - See 2nd puzzle notes
 - The 2nd puzzle is to test purity
 - It leads the player to the graveyard
 - Journal is filled with blank pages
 - Except what is unnecessary to see
- Players head out to graveyard
- Not sure where graveyard is maybe – could take place of country scene
- Need hints of where gravesite could be
- Hints can be laid out by notes, signs, shop, tv, news, visions
- When the player arrives at the graveyard

Graveyard

- Dark
- Stealth game play
- Small graveyard with npc gravekeeper
- If gravekeeper catches player he kicks character out
- “no trespassing” stops you at gate
- Falls asleep in chair every 10 seconds
- Player can hide behind tombstones
- Must go further down to next scene to find grave and rob it
- After dig, the items they must sneak back out
- More hallucinations happen here at graveyard

- The items received from the grave are a purity test to test the witch has infected the soul too much
- Possibly add meter to measure sanity/soul or spell that displays this
 - Spellbook protects itself because girl is infected
- Time limit for soul meter
- Soul would drain after every hallucination

Purity test

- Player heads back to the house to take purity test
- Quick video or dialog prompt to show the ritual to cast purity test
- Uses dagger to cut hand and bleed onto spellbook
- Spellbook glows and more text and more pages reveal more to player
- See puzzle 2 for rewards
- More story is revealed
- The 3rd puzzle is revealed see 3rd puzzle notes
- Next vision is shown, visions will give clues on how to do spells/puzzles/items needed location for spell once all the clues have been gathered player sent back to real world to gather spell ingredients, vision is of where items can be gathered
- Some items found in attic witch craft place, gardens, last ritual needs to be done in certain new location
- Someplace symbolic such as great grandmother
- Spiritual place or murder of witch
- Or oak tree
- On the way to the location the hallucinations are on most of the way unless the relief spell is used soul meter is low
- Monsters slow player down, more jump scares are added thrilling music should play while in the hallucinations
- When finally at the final location the spell can be done the witch tries to intervene with her whispers and the scene should be dramatic with rain, wind in both hallucinations and reality
- Once the ritual is done the witch screeches and fades away and the amulet is can be removed brother and sister are relieved
- Next the grandmother's souls are released with the great grandmother the credits can begin to roll with music and scenic animation in the background

Story Notes

- The amulet has taken hold of the sister and she can now sense a presence following.
- As the player walks through the house there are small short/ 1 time played animations of the haunting - spirit when she,(the MC), passes mirrors or leaves dark areas. Such as a stretching shadow reach from the darkness.
 - These are 1 time only triggered events on initial game play or after game over.
- Not many clues can be found at the house after/ than the old photographs of the great grandmother having the amulet.
- The introduction of the game can be a fairytale told to the twins about the great grandmother having the curse.
- In the sisters room where the game begins the player begins with a backpack to carry items – majority of items can be picked up. – this allows player freedom

- Items at the house and 1 clue
- Backpack
- Old photos of grandparents and the amulet
- Attic has old chest with journal and photos
 - About amulet and curse
 - Attic is locked chest is locked to stall player from receiving these vitals so soon
- Possibly key is with parents who are away, or key is a locked room hidden away
- Possible option to break through door??!
- Chest can have a combination lock to be opened to be opened – code is the twins birthday 1027/ or some other value
 - Photos can lead to the code
 - Possibly the date she got rid of the amulet which is time stamped on some photo
 - 2 combination locks
 - Month/day/year (lock 1) – 4 digits
 - Year (lock 2) – 4 digits
 - Photos around the house with grandmother and story
- 1 photo – it's the grandmothers birthday and it shows the day her mother 1st received the amulet and contains 1st part of code – maybe mother passed it to daughter
- 2nd photo – grandmother is free from amulet 2nd part of code
- Possible dark ending of real story of family

Rooms – House – stage 1

- Sister's room/ brother's room/ kitchen/living/parent's / attic
- Sister's room – signs of ghost, start of game
- Brother's room – can talk to brother/ tell him of presence/ ask him where he got the amulet
 - He has clue of place of purchase (antique store)
 - Maybe tools for adventure
- Kitchen – signs of spirit in windows or shadows/ possible weapons/ tools
- Living – find photo 1 – inspect and take out picture
- Parent's room – find photo 2 – inspect and take out picture
- Attic – chest with more pictures and journal of more background story and fairytale
- 2 combination lock – code needed to unlock
 - Journal explains how the grandmother receive amulet from her mother as that is one way to pass on the curse – it slowly drained her mother and her mother gave it to her 4 her birthday – the grandmother is so young and scared and didn't know what to do her mother soon passes due to the curse leaving deadly effects on her. The daughter decides to keep it to herself and her twin sister is the one who writes about the experience. The curse affects the twin at a much slower pace than it did for the wearer. It is believe it is due to her being a twin and the girl's spirits/life force is intertwined. The affects of the curse will slowly affect the brother. The grandmother who is wearing the amulet passes weeks later and the amulet is buried with her never to be seen again. No cure or how to remove it was found.

The Tale – as told by MOM

Their grandmother's sister passed due to a cursed amulet a curse was placed on the amulet and given to the mother as she played with dark magic to give her youth but a sleeping witch resting her soul in the ethereal decides she wants to return to the world and inhabits the amulet, this is the curse. If the amulet consumes 3 souls she will return in that body. The mother does appear younger per the witch's magic but she soon realizes the amulet is making her weaker and sapping her life force. The mother tries to come up with a magical way to get rid of the amulet. She comes close without realizing it but the witch persuades her if she gives the amulet to one of her daughters she will let her live. So the mother does and gives one daughter her amulet but she soon passes the next few days. The daughters soon realize what it is and the witch torments and pressures the one daughter to give up the amulet to her sister so she may live. The sisters realize what the mother tried to do and why the witch is persistent. The sisters realize the mother alone did not have enough power to remove the amulet but the aim to make the removal spell stronger by the spell being active by the twins. But the one sister passes before anything can be done, although the grandmother continued to practice witchcraft.

Great Grandmother

- Great grandmother is cursed by amulet to relieve herself of curse and pain the amulet must be given to one of her daughters as promised by the witch.
- She gives amulet to daughter A and the great grandmother dies a few days later.

Daughter A

- Daughter A is now cursed thanks to her mother's birthday give. Daughter B life force is unknowingly also being sapped away.
- Both daughters begin to research a spell to counter the curse.
- She is slowly dying due to the curse and both daughters are trying to rush for the cure by studying spells.
- They create spells that fail
- The mother tells them about the curse once the daughter begins to get ill and tells them her sickness and her witchcraft????!!!! –mother tells them on her death bed or they find her spell books and notes of curse.
- After a week of having the amulet the witch begins to torture Daughter A, Daughter B can also sense the presence at this time but cannot see it. After a few weeks Daughter A has grown extremely weak and cannot move much, with no luck in finding a way to remove the curse Daughter A soon dies.

Daughter B

- Daughter B continues to search for a way to destroy the amulet so the witch may never be released, but no success after years of failure.
- She leaves it in her past and keeps her secrets locked away and moves on with life.

Notes of witch and great Grandmother /Fairytale story

- The great grandmother is known for her beauty and she fears old age and losing her beauty. Seeks immortality or eternal youth. Hears of witch in the woods/Finds spell book/ learns magic from witch, must have 2 people to perform stronger spells, but she doesn't realize 2 are needed and kills the witch (stabs); dying breath; the witch casts curse on great grandmother so that her spirit would haunt her to take back life force that was take from her. Great grandmother casts

youth spell on amulet and becomes younger and more beautiful than before but soon finds out in time that witch possessed amulet and is stealing her life force. Find Ending

- Find journal/diary/research notes
- Notes detail actual events written by Daughter B
- Journal in main menu, collect all pages to get full story
- Visions of major events in daughter A and B research
- Witch needs 3 lives from family to return to take over last soul, has 2 ½ from gm, daughter A, and ½ from daughter B

Story Script Notes

Scene 1

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Scene 1 Atmosphere

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Scene opens to a woman chanting, a room surrounded by candles lit, she sits outside a spell circle with an amulet floating in the center. This amulet glows a faint green the room is filled with a magical presence. A mirror stands in the background darkened in the dim light, appears a shadow with a grin.

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Scene 1 Story

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Thunder crashed and lighting flashed outside the closed windows. The floor began to glow an eerily green as the candle light flames grew larger. The chanting of a woman desperate to stay young and beautiful with some blood splattered on her clothes and body. She has her spell book out in front of her chanting, casting a spell to make herself stay young and beautiful. An amulet begins to float in the center of a spell circle glowing the same eerie green as the spell circle, the glow from the amulet grows larger then lighter then larger even before. A shadow walks across the walls circling the witch and the spell circle. This shadow grows larger as the thunder grows louder, the candle light flickers as the chant ends with ghastly winds and magical dust swirls around and with the shadow they are flown inside the amulet along with the shadow. The woman once chanting now picks up the amulet and puts it around her neck. As she does her face turns younger and she is amazed at what has happened, filled with joy the scene fades with her looking into a mirror and green eyes appear as the scene fades.

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Scene 1 Script

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Scene 2

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Scene 2 Atmosphere

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Part 1

Opens to a little girl(sister B) holding another little girl(sister A) the girl being held looks weak, it is a close up of her face and possibly in her eyes you can see her sister holding her. Or tears running down her face and another's tears also landing on her face. View pans out a bit to show amulet glow a little brighter and a magical dust leaving the girl's body through her mouth into the amulet as the girl slowly closes her eyes and dies.

Part 2

Opens to a funeral, view of surviving sister, she is clutching the amulet and it has no glow. She is crying. The coffin is lowered into the grave slowly and scene fades.

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Scene 2 Story

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She wept as she watched her twin sister take her last breath, the amulet's glow around her sister's neck shined brighter one last time as though it took that last breath from her sister. (Scene fade to grave site). She clutched the amulet in her fist with so much anger on her face, she watched them lower her twin sister into her grave, now she is the only left who knows what the cursed amulet can do. (end scene)

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Scene 2 Script

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NOTES:

Story notes:

- change to what is written on the tablet
- instead of finding amulet in attic bro finds it at shop
- sister has just woken up from fainting after your brother takes the amulet off her
- brother explains that he found it at the shop keep and he was drawn to it
- small clues of grandmother can be around the house of who she is and what she looks like

Shop keep chapter

- the family visits the shop keep not much is found
- clues of it possibly being robbed from your grandmothers grave

questions to ask mother

- mother tells the amulet does look familiar,
- or one of the portraits can have a good look of the amulet that the grandmother is wearing
- mother explains that some of grandmas stuff is in the attic
- Discoveries of grandmothers background will send players to learn more about witch craft
- Maybe they too seek out a witch
- Items from the attic