

FINDING DR. FANNY



Team:

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Game engine:

Unity

INSCRIBED NARRATIVE



Premise

Our game has protagonist name **Detective Dave** who is on a mission to reveal the disappearance of a brilliant scientist name **Dr. Fanny** .

In a sudden news in the town the scientist has been missing for a long period of time. However, there is a twist that Dr. Fanny wasn't just a normal scientist rather one of the great inventor of Gadget who recently known to be working on developing time machine. Thus, he made his home well protected from outsiders and strangers.

Detective Dave has to solve puzzles and mysteries in order to reach the missing scientist and find where he is under the time limit.



Settings: A mysterious home with lots of crazy puzzles and interactive elements. The home would be like in 1800s. We will be using asset like wooden chair, table, door lock and key, etc.

Characters: The main character is Detective Dave which will be playing in First Person perspective

Plot: The Plot is to find Dr. Fanny and discover the reason behind his disappearance. Dr. made the time machine and kept it hidden from public because he saw it has much potential and if got into wrong hand then can be used for evil purpose. Dave discovers that long back the Scientist loved a lady but never able to meet her as she had cancer. In the willingness to meet her Dr. Fanny makes time machine and travels in the past to live with her and escape the evilness of the present. Now scientist was smart and set time limit for any trespassers in his house. Thus, under 20 min player needs to solve the mystery and get out of the house or else get trapped inside forever.

Sketches and story map

mystery
~~Mansion.~~
Finding.

Secret.

Scientist.

Dr. Fenny.

Dark House.

Ghost.

Solving Puzzles

Characters.

- Dr. Fanny.

→ Detective Dave.

→ Horror house.

Puzzles

→ Finding the key

⇒ Lock/unlock doors.

⇒ Finding right element for the chemical equation.

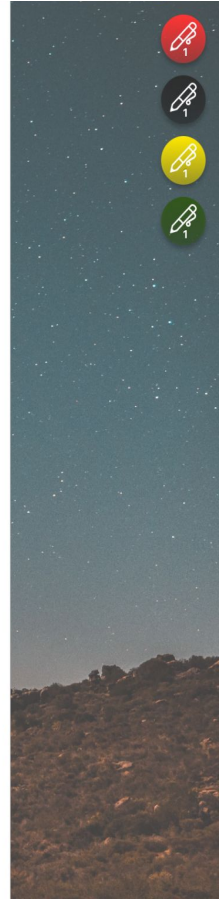
⇒ Letter with moor's code.

⇒ Final door.

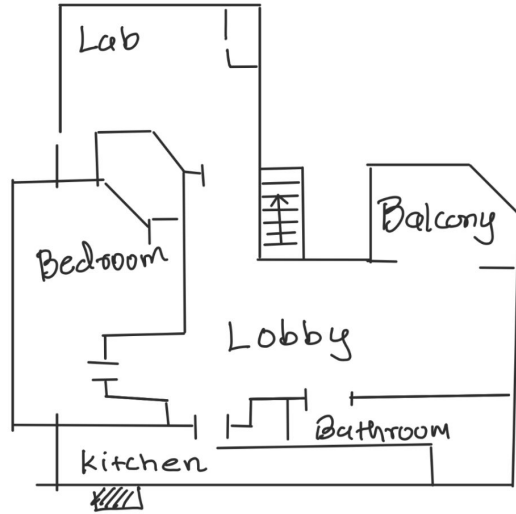
Game story Idea.

- ⇒ Detective [Protagonist] starts at the lobby.
- ⇒ He solves puzzles in the lobby, bedroom, bathroom in order to find clues about the scientist.
- ⇒ Detective Dave unlocks Dr Fanny's personal room
- ⇒ Detective has to solve the final puzzle
if he does he uncovers the secret & leaves in peace
Or else, he fails and get trapped inside forever.

Dr. Fanny



Game Map



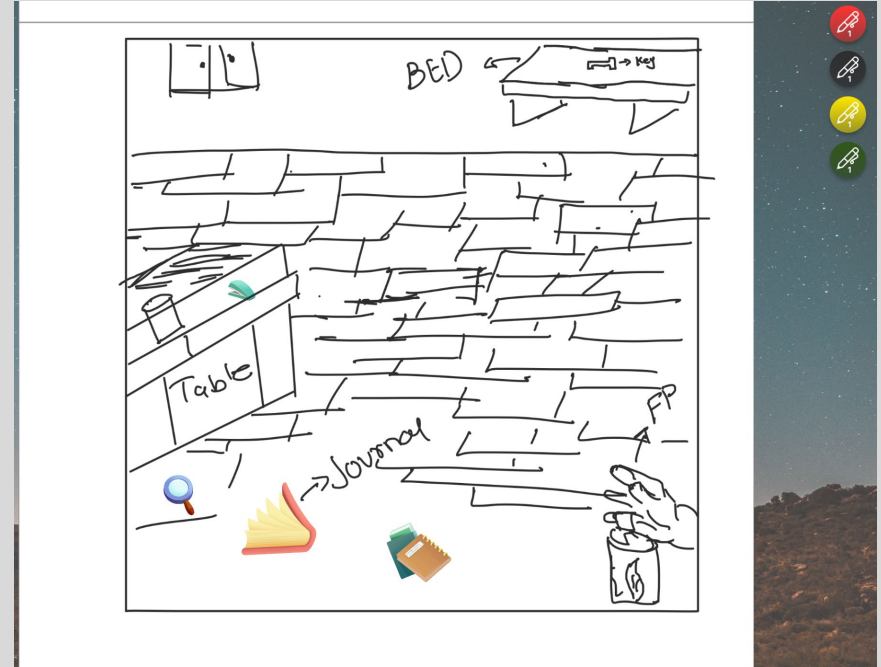
Number Lock Puzzle



Interactive or Linear Narratives

Our game will be mostly interactive. The game will be having such environment and objects that player will be interacting with such as puzzles, lock and key, morse code, finding right chemical element, etc.

Certain time player will have to make right choice in the game. Choosing wrong option will result player to be trapped in the cage and eventually death.



Detective Dave





PURPOSE OF INSCRIBED LAYER

Evoking Emotion : The game will have spooky music to make it intensive, sound effects of footsteps, picking up stuffs, door and lock etc fills the game with suspense and curiosity.

Motivation and Justification : The desire to solve the mystery and escape the house drives players forward.

Progression and Reward : Players will progress through the house by solving puzzles, receiving new clues and unlocking new areas.

Mechanics Reinforcement : Puzzle-solving will lead player to the eternal truth of the scientist is mechanics reinforcing the adventure and mystery themes.



INTERACTIVE FICTION

Dynamic Choices : Players can choose different ways to solve puzzles which make the game more inclusive as well as interactive. Players choices invalid choices will result the game to be end in different ending.

Narrative Adjustments : The narrative adapts based on choices, such as different clues being revealed or rooms being accessed in various orders.



EMERGENT NARRATIVE

The story is unveiled slowly step by step according to the actions taken by the player, players pick up clues and solve puzzles, which takes the player to the next task that the player must do and thus carrying the narrative further.

Thus, the puzzle solving and exploration mechanics of the game contribute to the narrative, as the player uncovers the narrative at their own pace and their own way.

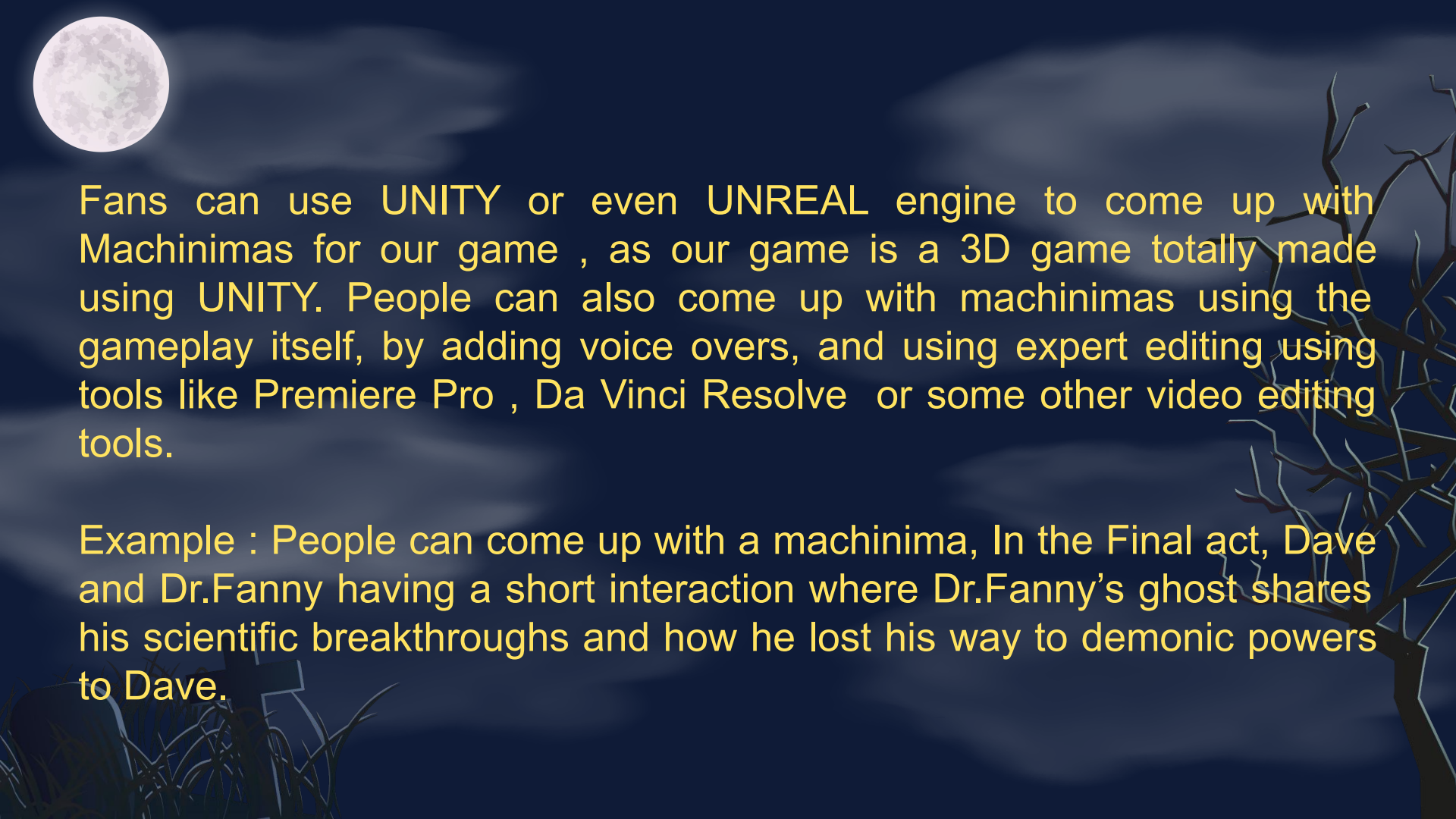


CULTURAL NARRATIVE

Users and fans can come up with great fan fiction and even mods:

Examples we thought of : Fans can come up with fan theories on why Dr.Fanny was motivated on making the time machine, and even come up with the past of Dr.Fanny.

Users can also mod the game to make it an in-house slasher game, where Dr.Fanny turns out to be a gruesome psychopath and his ghost chases Detective Dave to an incision knife.



Fans can use UNITY or even UNREAL engine to come up with Machinimas for our game , as our game is a 3D game totally made using UNITY. People can also come up with machinimas using the gameplay itself, by adding voice overs, and using expert editing using tools like Premiere Pro , Da Vinci Resolve or some other video editing tools.

Example : People can come up with a machinima, In the Final act, Dave and Dr.Fanny having a short interaction where Dr.Fanny's ghost shares his scientific breakthroughs and how he lost his way to demonic powers to Dave.

We imagine news media's to come up with stories like ,”Why the game “Finding Dr.Fanny” is spreading informations with no scientific basis?”



