***Character Design Sheet***

***Role within the Narrative***

***Basic Characteristics***

***Name:* Ryley**

***Age:* 10 – 14??**

***Gender:* Male**

***Ethnicity:* English**

***Status:* Single**

***Profession***

**Ryley is currently a secondary school student.**

***Personal Backstory***

***Goals***

**Ryley’s main goal at the beginning of the game is to prove his courage to his friends by staying within the boundaries of the ‘locally famed’ haunted mansion overnight. Yet, this changes within the gameplay to his goal being to survive and eventually escape from the mansion prior to sunrise.**

***Activities***

***Hobbies:***

***Preferences:***

***Food:***

***Drinks:***

***Music:***

***Traits***

***Sexuality***

***Predominant Emotional States***

***Fears and Stress Responses***

***Fears Response***

***Stress Response***

***Relations to other characters within the Narrative***

**Ryley’s relations to the characters at the start of the game are his friends.**

**After the start of the game, there is no relations of Ryley’s within the narrative.**

***Physical Description***

***Mood Board***

***Past Facts and Achievements***

***Concept Drawing and Sketching of the Character***

***Preferred Clothing***

***References/Appendix***

**Name: Ryley**

**Age: 10 – 14??**

**Gender: Male**

**Art Concepts:**