Title - Into the Dark

Genre(s) - Horror, Mystery

Game Engine - Godot Editor 3

Aspects of the Game - 3D, First-Person, Monsters, Chase Scenes, Decently Sized Maps, Jumpscares, Decent Storyline, Collectables

The Goal - To have a game that makes the player feel scared, shocked, and have a sense of paranoia while playing

Personal Goals - To make the game in the timespan of 5 or 6 years, as well as have a fully functional game that provides cutscenes and new enimies each cutscene, 4-5 Parts to the game,

In the Future - A Demo once finished with first Part or section, a Co-Op Mode for console players, PC Players will have an Online Mode (maybe console too), a Remastered Version, a DLC, a Second Game

Undecided - A Mobile Version or Port, Alternate Ending(s),

Monsters From least Scene to More Frequent - The Foolers, The Redds, Marterers, Raiders, Cultists, Skin-Walkers, Dark-Riders, Psychos, Drakles, Death-Striders, The Lost Ones, The Good-Night Man

Where does each part take place -

1. The Woods (The First Time)
2. A Grocery Store/Parking Lot
3. A Tiny Town
4. The Woods (The Last Time)
5. A Mansion + Court-Yard + Tree-Fort

Describe what will be in each part -

Part 1 will feature The Woods + A Few Cabins + The Lost Ones + Death-Striders + Drakles + Dark-Riders + The Good-Night Man

Part 2 will feature a Grocery Store + Parking Lot + The Lost Ones + Raiders + Psychos + Drakles + Skin-Walkers + The Good-Night Man

Part 3 will feature a Tiny Town + The Lost Ones + Psychos + Dark-Riders + Skin-Walkers + Drakles + Cultists + Raiders + The Good-Night Man

Part 4 will feature The Woods + The Lost Ones + Death Striders + Drakles + Psychos + Dark-Riders + Skin-Walkers + Cultists + The Redds + The Foolers + The Good-Night Man

Part 5 will feature a Mansion + A Court-Yard + A Tree-Fort + The Lost Ones + Death-Striders + Drakles + Psychos + Dark-Riders + Skin-Walkers + Cultists + Raiders + Marterers + The Good-Night Man

Part 6 (Secret) will feature a secret cutscene that you'll only get if you complete the game in one sitting and get every collectable from each part, so parts 1 - 5 in that same sitting, plus every single collectable, along with the secret cutscene, there'll be a code related to an ARG for the second game

Development Checklist -

- ☑ ~~Find A Game Engine~~
- ☑ ~~Find Genre(s)~~
- ☐ Find A Setting
- ☐ Write A Good Storyline
- ☐ Create Themes, Music, And Ambient Noises
- ☐ Start A Fundraiser To Help Support The Game
- ☑ ~~Write Down A Hopeful Update Schedule~~
- ☐ Write A Script For Each Voice Actor
- ☐ Find Voice Actors
- ☑ ~~Draw Concept Art For The Game~~
- ☐ Begin The Process Of Getting The Game On Platforms (Steam, Google Playstore, Itch.io, etc.)
- ☐ Take Feedback From People
- ☐ Release The Free Demo To The Public
- ☐ Work On The Rest Of The Game
- ☐ Work On DLC
- ☐ Work On Online Mode
- ☐ Work On Co-Op Mode
- ☐ Finish Up Game
- ☐ Update The Game For A While

Update plan (Hopeful release date for each update (Minor-Updates not Included)) -

Free Demo Release - 2024 or 2025, it'll include Part 0 or The prologue and a Feedback-Survey

Release Date/1.0 (Into The Dark - Part One) - December 15th, 2026 or 2027, it'll come with Part 1 and a Feedback-Survey

Update 1.1 (Into The Dark - Part 2 Update) - January 16th, 2027 or 2028, it'll release Part 2 and Bug-Fixes

Update 1.2 (The Multiplayer Update for PC) - April 28th, 2027 or 2028, it'll release Part 3, the Online Mode for PC Players, and Bug-Fixes, and Minor-Tweaks

Update 1.3 (The Multiplayer Update For Console) - July 18th, 2027 or 2028, it'll release Part 3, 2 Co-Op Mode for Console Players, and Bug-Fixes

Update 1.4 (The Complete Story Update) - November 5th, 2027 or 2028, it'll release Part 4, Part 5, Bug-Fixes

Update 1.5 (The Collectables Update) - May 30th, 2028 or 2029, it'll release Part 6 (Part 6 has to be left out the Update-Notes), Collectables, and Bug-Fixes

Update 1.6 (The Final Darkness Update) - December 15th, 2028 or 2029, It'll Release a Demo of the DLC it'll be in the in-game menu for the demo of the DLC (Until you buy the DLC you will not get the rest of the DLC)