**Objectives Breakdown**

**Main Objectives**

**Area 1 Cabin:**

1. \*Player finds a note on the door which reads: \*

**Name:** Do your chores!

**Description**: A note is left on the door for things I need to do today so I wouldn’t forget: 1) Clean Second Floor. 2) Find flashlight to see in the shed. 3) Clean shed.

**Started:** When the player starts the game.

**Completed:** When the player goes outside with the flashlight.

1. **Name:** Follow the strange figure into the woods.

**Description:** There is a strange figure that emerged from the woods. She looks like... a ghost?? Maybe she’s just very sick, I should go see if she needs help.

**Started:** Right after last objective ends.

**Completed:** When the player gets into the forest/stops at the pond.

1. **Name:** Survive!

**Description:** A horrifying being just... appeared from the ground. It seems very hostile and it wants to kill me. There must be some way to defeat it, but it’s too *dark* here to tell!

**Started:** Right after last objective ends.

**Completed:** When player uses flashlight to lower health to certain point OR certain amount of time is passed.

1. **Name:** Continue to follow the ghostly looking girl.

**Description:** The horrifying being fled and now the girl wants me to follow her. Maybe she is a ghost; this other being has to be something more than human too so it doesn’t seem so far fetched anymore.

**Started:** Right after last objective ends.

**Completed:** Upon level completion.

**Area 2 Church:**

1. **Name:** Go to the church and see what’s wrong with the surrounding area.

**Description:** In the clearing I see more people that look like this girl. Maybe this girl is in fact a ghost and so are these other people. They all seem distressed and saddened. Maybe she wants me to help her and to help the other souls that can’t pass on, but how? The church seems like a good place to start.

**Started:** When the level is loaded.

**Completed:** When the player goes into the church for the first time.

1. **Name:** Kill the hostile priest.

**Description:** This priest looks possessed and horrifying. Judging by the bodies scattered around, sacrifices were made for some evil being. For the Devil or maybe for the demons?

**Started:** When the last objective ends.

**Completed:** When priest pushes player out of the church.

1. **Name:** Find a way to unlock the church doors and defeat the priest.

**Description:** The priest is way too powerful and my flashlight does not hurt him in anyway. Maybe I can find a gun somewhere. I also need to find a way to unlock the church doors.

**Started:** When the last objective ends.

**Completed:** When the player kills the priest.

1. **Name:** Go back to the cabin and find a map.

**Description:** The priest was the head of some cult that took people from a nearby town. I’ll have to head back home and grab my map to find where the town is located.

**Started:** When the last objective ends.

**Completed:** When the player leaves the level.

**Area 3 Cabin Part 2:**

1. **Name:** Find a map.

**Description:** Now that I am back home, I need to find the map so I can figure out where this town is located.

**Started:** When the level is loaded.

**Completed:** When the map is found.

1. **Name:** Defeat followers.

**Description:** Members of the cult somehow found me. I have no clue who they are or why the want me dead, but I can’t get to the town when they surround the house!

**Started:** When the last objective ends.

**Completed:** When the player kills the followers. \*Will go to next level\*

**Area 4 Town:**

1. **Name:** Search the town for clue on what happened.

**Description:** There is no one here in this small town; no one living that is. I should search the buildings and surrounding areas for clues and information on what happened.

**Started:** When the level is loaded.

**Completed:** Finds child’s note by school.

1. **Name:** Find a way down the well.

**Description:** The well looks empty, but it also looks deep. I can’t jump down it or climb down without a rope or a ladder. There should be something in this town that will help me reach the bottom.

**Started:** When the previous objective ends.

**Completed:** When you the player finds something to get down the well.

1. **Name:** Enter the well.

**Description:** Now that I have a way to get to the bottom, I can get to the bottom of the well and find this beast.

**Started:** When the previous objective ends.

**Completed:** “Throwing” rope down and “going” down. I.e. level ends.

**Area 5:**

1. **Name:** Find the beast.

**Description:** It seems that the beast that has been ravaging the town hides in this well and comes out at night. I should be able to find it and kill it.

**Started:** When the level is loaded.

**Completed:** When the player enters the boss room.

1. **Name:** Kill the beast.

**Description:** I have finally found the beast’s lair, time to put an end to it’s terror.

**Started:** When the previous objective ends.

**Completed:** When the monster is defeated.

1. **Name:** Exit the well.

**Description:** I need to find what is causing all this terror and find the cause that is making these beasts and demons appear. It seems it will continue to get worse if I don’t stop the source.

**Started:** When previous objective ends.

**Completed:** When the player gets to the beginning of the well.

**Area 6:**

1. **Name:** Enter the old building.

**Description:** The information from the town has lead me to this mysterious building. I have no idea what to expect inside, but if this is where the demons and monsters are coming from, I must put an end to it.

**Started:** When the level is loaded.

**Completed:** When the player enters the building (I.e. level ends).

**Area 7:**

1. **Name:** Search the building.

**Description:** This building is gigantic. Ghosts and demons walk the halls like visitors to this mysterious place. I need to find where they are coming from by searching this place.

**Started:** When the level is loaded.

**Completed:** When the player comes across the locked door in the basement OR if they find the key for basement door.

1. **Name:** Search the lowest basement of the building.

**Description:** The key I found opened a door going even deeper than the basement. This strange area looks completely different than the rest of the building. High tech instruments and research areas make up the entire area. I feel so close to uncovering the secrets of the demons and ghosts. Did some scientists open a portal to hell? Or did they create the ghosts and demons?

**Started:** When the level is loaded.

**Completed:** When the player comes across the locked door in the basement OR if they find the key for basement door.

1. **Name:** Defeat the Devil.

**Description:** Is this... the Devil?! He’s been watching me this entire time, hoping I would die. Hoping I would be defeated. He MUST be the cause of all of this. It will not be easy, but he must be damned.

**Started:** When the player enters the final room.

**Completed:** When the devil (i.e. main demon) is defeated.

1. **Name:** Listen to the scientist.

**Description:** I didn’t defeat the Devil, but this man was a scientist here. He better have some answers. He’s not a ghost though, how did he survive?

**Started:** When the scientist appears

**Completed:** When the scientist is done talking/offers choice.

1. **Name:** Make your choice.

**Description:** This makes no sense. This all seems so real, but at the same time it makes no sense at all. What if this is all real and these pills are drugs to make me forget?? But what if this isn’t real and life can go back to normal, just like having a bad dream right?? Should I trust what I’ve seen or done, or trust this man that could be telling the truth? Either way. I don’t think I’ll ever know the truth.

**Started:** When the last objective has ended and demon finished talking.

**Completed:** When the player makes a choice.

**Secondary Objectives**

**Area 1**

**Sub-objective 1:**

1. **Name:** Follow the horrifying being.

**Description:** I could probably learn more about this being if I follow it. He seems to have gone to the shed.

**Started:** After the demon flees.

**Completed:** When the player gets to the shed area and spots the demon.

1. **Name:** Defeat the horrifying being.

**Description:** It’s still hostile and won’t stop attacking; I must put an end to it.

**Started:** When the last objective ends.

**Completed:** When the demon is killed.

**Area 2:**

**Sub-objective 2:**

1. **Name:** Enter the mausoleum and discover its secrets.

**Description:** A ghost has opened this mausoleum. There is no telling what is inside, but it may be worth it in the end.

**Started:** When player gets to mausoleum area.

**Completed:** When the player enters.

1. **Name:** Defeat the demon.

**Description:** It seems that this demon is controlling the ghosts in this tomb. I should defeat it to free them.

**Started:** When the last objective ends.

**Completed:** When the demon is killed.

**Area 3:**

**Sub-objective 3:**

1. **Name:** Investigate the second floor.

**Description:** There are sounds like screaming and banging coming from upstairs. I should investigate what it is.

**Started:** When the level is loaded.

**Completed:** When the player gets inside the room on the second floor.

1. **Name:** Kill the demon.

**Description:** There is a demon terrorizing a ghost on the second floor. I must defeat it.

**Started:** When the player gets into the second floor room.

**Completed:** When demon is defeated.

**Area 4 Town:**

**Sub-objective 4:**

1. **Name:** Find the missing piece of the monument.

**Description:** Coming across a strange monument, I notice there is text written near the bottom. However, a large piece of it is missing so I can’t read it.

**Started:** When player finds/comes across monument in the town.

**Completed:** When the player finds the piece.

1. **Name:** Bring the missing piece back to the monument.

**Description:** Now that I have the missing piece, I can read what the monument says!

**Started:** When previous objective is completed.

**Completed:** When the piece is brought back to the monument.

**Area 7:**

**Sub-objective 5:**

1. **Name:** Find out what happened to the man in the room.

**Description:** I found a note in a room talking about ghosts downstairs and how the man hated where he slept. I wonder what happened to him. It doesn’t appear that he still sleeps in this room, but he could still be alive, and he could explain what happened here!

**Started:** When the player finds the note related to the man.

**Completed:** When the player enters the dead man’s new room.

1. **Name:** Kill the demon in the man’s room.

**Description:** I came across a room that has a skeleton on the bed; I can only begin to assume that this is the man’s corpse. It’s a shame I’m not able to ask him what happened.

**Started:** When the player leaves the room.

**Completed:** When the demon is killed.