**Story & Side Story Breakdown**

**Opening/Main Menu:**

**Part 1:**

**Location:** Cabin/House(Interior, Exterior)

**Time:** Early Morning

**Weather:** Sunny, then cloudy/dark

**Plot:** Upstairs is locked. Player wakes up in a room and gets up. Player looks around the room/house and finds a note of things to do (which become current objectives). Player follows objectives, finds a flashlight, and uses it for the first time. After and/or during each of these minor tasks the player hears noises or things look creepy (for example a shadow looks like a monster). For the final task, the user is outside and starts to walk towards a wooded area. Before they get there, a ghost like being emerges from the trees, whispers for the user to follow them, and then turns back from where they emerged (or disappears).

The user then follows and enters the wooded area. Inside the area, there is a small clearing with a pond in the middle, and the ghost from earlier is on the other side. The ghost is looking down and looks scared/terrified, but looks up and begs the player to help “us”. Suddenly, a demon like being rises from the pond (or from some type of portal that appears on top of the water). The ghost screams and runs away in the opposite direction. The demon then begins to attack the player by throwing dark/black fireballs (look like fire, but is very dark in colour). The player can then use trees or rocks for cover. To combat the demon, the player must shine the flashlight on the demon. If the user does not do this after a select amount of time, will have some clue to the user to suggest they use the flashlight. For example, there could be a beam of light that the demon walks into and is visibility hurt by it. \*The flashlight can only be used for so long before it needs to be turned off and recharged. After using the flashlight on the demon and defeating it, the demon vanishes into the woods (implying that it is still out there).

The player now has two options. Continue with the main story line or take a short detour to sub objective 1.

**Sub-Objective 1:** \*\*This must be done anytime after the player first sees the demon\*\* The first option is to pursue the demon and try to find it in the wooded area. If the player chooses to do this, they will eventually walk into a clearing by the lake with a small shed/cabin, lights (that are currently off), and the demon by the structure. On sight, the demon will begin to attack the player. The player will have to make their way to the structure and turn on the lights. By doing this, the demon with finally be defeated. Inside the structure will be an upgrade for the flashlight that increases the time it can stay on. There is also a note with some background information about that area.

After finishing Sub-Objective 1 OR if the player continued with the main story line, the player follows the path the ghost ran down. The player exits the forested area to see buildings in the distance. There is a small church, a small cemetery, and a few surrounding buildings at ground level. To the left of the buildings are the hills of the valley that have 12 crosses, a small building, and a winding path connecting the crosses. There is smoke and fire billowing up. There are also beings in the distance around the crosses. This concludes the first area and the next area is loaded.

**Part 2:**

**Location:** Labret(Exterior)

**Time:** Night

**Weather:** Cloudy, Dark, Raining/Storming

**Plot:** Player sees area in smoke/debris. Ghosts walk along a path by crosses and an eerie feeling comes form the church that towers over the area. The player can go to this church, but the player must find a way inside (most likely through the tower). Once inside, a priest stands amongst bodies and blood and begins to attack the player. Light does not work on this demon priest and the priest pushed the player through the front doors and shuts the doors; locking them. Once the player is out, the player should notice that the crosses have been put upside down and there is now a person on the top one. Approaching this being prompts the user to let them down which let’s them move onto the next life.

The being then grants access to the graves below, which holds a key to the church. If the player continues to enter the church they will constantly be “defeated”/pushed out. However, behind the church an NPC is shooting a light demon, but dies. The player must then defeat the light demon and obtain the gun dropped by the NPC. Once obtained, the player can go back inside the church and defeat the priest. In the back room of the church is information about what had happened in that area; a cult had formed driven by the priest who sacrificed people from a town who were fleeing for an unknown reason. The player is then tasked to go to this town and help the souls there. However, the player does not know where the town is and must go back home to the cabin to get a map.

Once the player leaves the church, the main ghost NPC greats them, turning towards the town. The player now has two options. Continue with the main story line or take a short detour to sub objective 2.

**Sub-Objective 2:** \*\*This can be done at any point\*\* Instead of following the demon, the player can turn right outside of the doors and find a mausoleum with a ghost hovering over it. The ghost opens the door and goes inside, allowing the player to follow. Following the halls, past the ghosts and few easy demons the player comes across a new demon that must be shot to be killed. This demon sends ghost NPCs to hurt the player, but the player can use the flashlight to hurt/rid the ghosts from that area. Once the demon dies the player has the chance to get a collectable. Once this is complete, the player can continue on with the main quest.

**Part 3:**

**Location:** Cabin/House (Interior, Exterior)

**Time:** Night

**Weather:** Cloudy, Dark, Raining/Storming

**Plot:** Getting back to the cabin, everything looks more rundown. The ghost stands by the door, the player feels compelled to go inside so they do. The player hears rattling of blinds and faint footsteps. Looking around, the player must realize that she intends for them to go upstairs (which is previously locked) and initiates sub object 3. The player does NOT need to do it, but the main ghost will try to prompt the user to do so.

**Sub-Objective 3:** \*\*This can be done at anytime BEFORE getting the map\*\* The player walks up the stairs and unlocks the door, but it’s dark, dusty, and, eerie. Opening the door reveals a woman (dead? Killing? Something else?). She turns and screeches at the player. A light demon appears and begins to attack the player and the ghost woman runs and hides in the corner. The player must defeat the demon to free this woman and obtain another upgrade. Once defeated the player can continue with the main story.

The player will need to find a map inside the house, but once the map is obtained and the player finds out where the town is located they are slowly ambushed by cloaked figures resembling followers of the priest’s cult. The player must defeat them to continue. Once defeated, the player will follow the ghost to the road and will be brought to the next area.

**Part 4**

**Location:** Small Town (Exterior)

**Time:** Night

**Weather:** Cloudy, Dark, Raining/Storming

**Plot:** The town is small and it is deserted. A bridge on the far side is broken and the player is prompted to find clues on what happened to the town. Searching shows that the town stopped going to church due to the moral issues the priest’s cult was showing. Some of the townsfolk joined the cult, others moved, and others stayed in the town ignoring the cult and church all together. However, this angered the priest who prayed for a foul beast to be let loose on the town. Eventually, the player finds that a beast (who some people believed in, but others did not) was abducting people. A report written by a child at the town’s school says that he say a large figure go into the well. This becomes the player’s main goal, to find a way down the well. Once the player finds a way down, they can enter the well and start the next area.

**Sub-Objective 4:** \*\*Can be started at any point.\*\* The player comes across a monument. A piece is missing from it, the player must find the missing piece to see what it says. When the player finds it and learns the story, they are rewarded.

**Part 5:**

**Location:** Well(Interior)

**Time:** N/A

**Weather:** N/A

**Plot:** There is not much major backstory to the well. There are many passages and small rooms. What should just be a well is much more than it appears on the surface. The player must navigate through the halls, fighting enemies, and reach the end that contains the beast from the village. A demon like half man being that the player must defeat to continue. Once the demon is finished, the player will go back to the entrance of the well and return to the surface. On the way, the player will find information that says there have been strange problems at the institute/lodge west of the village. Once the player gets back to the start of the well, they will be sent to the next area.

**Part 6:**

**Location:** Institute(Exterior)

**Time:** Night

**Weather:** Cloudy, Dark, Raining/Storming

**Plot:** The player comes up to a large old looking building. Hills are on either side, a large smoke stack towers behind the building and there is a small beach at the bottom of the valley by the water. Although not much story here and the player can go inside at any time, there are some demons and ghosts wandering around. The player can go to the beach to find collectables talking about how people always here strange noises coming from the building. The player can also go to the crematorium to find notes about strange remains being found in the building that the building is being very secretive about.

**Part 7:**

**Location:** Institute(Interior)

**Time:** Night

**Weather:** Cloudy, Dark, Raining/Storming

**Plot:** The player enters a dark, run down building. The room opens to large stairs ahead, a viewing deck above, and many doors in different directions. The player must navigate the numerous floors to find the different stories of guests and scientists that resided there. Ghosts and demons walk the halls, attacking the player or ignoring them. The player learns that some guests thought they heard or saw demons/ghosts and others describe the horrific feelings that they’ve had staying there and how their projects have been affecting them. In the basement, there is a locked door that the player MUST find a key to get access to this area.

**Sub-Objective 5:** \*\*Done at anytime.\*\* The player comes across a note talking about someone who is scared of the sounds he hears below. The player can try to uncover what happened to the man. Essentially, the man is terrified by the sounds he hears on the floor below at night and goes to see what it is. He swears he saw ghosts and runs to his room, barricading himself in scared. He seeks to change rooms for the rest of the stay. When the man is finally given a different room, he closes the door and thinks everything is fine. However, when he turns the lights off and sets an audio log by his bed to make sure there are no sounds (checks when he wakes up) and if there are he can move rooms. Things take a twist when the man lays in bed and a demon is in his room, killing him.

Once the player has access to the locked door, they find themselves in a completely different looking basement area that is more high-tech looking. It looks like a research lab that has been run down and attacked by the monsters above (like a ground zero). The player will make their way through the smallish basement to a very large room. The main demon is there waiting for the player. The player then has to fight and tries to kill this demon, the hardest one they have fought. Once the demon is defeated, it disappears and the player spots a scientist. When confronting the scientist he says that the whole thing is because of drugs created by the labs. He explains that it was a set of experiments on the valley people to see their reactions, saying that they hallucinate, get paranoia, etc. He then offers a pill saying that this pill will immediately stop the problems the player is having. However, the demon reappears behind the scientist and says the scientist is lying. The player can then choose to take the pill and accept it as an experiment OR the player can accept everything as real. Accepting it as real makes the main demon kill or possess the scientist. Life goes back to normal from the start of the game HOWEVER there are signs of demons. OR if the player decides it was never real, goes back to the start, but there is evidence that this is a tampered reality (i.e. too cheery or something).

**Part 8:**

**Location:** Cabin/House(Interior)

**Time:** Morning

**Weather:** Bright or cloudy

**Plot:** Wake up in house, almost as if the entire game was a dream. The player can look around, but can’t get up.

**Option 1-Player Sides with Dr.:** The room is bright and things are cheery, but come off as bit too cheery. There is a bottle of pills on the side and a flashlight. The player goes to reach for the flashlight, but stops and grabs the pills. Once touched the screen goes dark and the game is done.

**Option 2-Player Sides with Demon:** The room is darker and the room looks rundown. The player only has the flashlight and a gun on the nightstand beside. The player turns and sees a demon at the end of the bed. The player quickly turns to grab the weapons, but the scene goes dark and the demon laughs.