Horror Game Jam Outline

# Intro/Hook/Part 1

1. Player is sent to work on setting up for an event at a small town. First step is to set up streaming and video service for the main stage events.
2. Player goes to work after meeting the groundskeeper for the town hall and getting to work.
3. Goes to sleep at the end of the day.
   1. Meet Sleep Paralysis Demon
   2. FTUI
   3. Goes through some a level or two with a rusty sword/low level weapon given to player by demon.
   4. Player plays until they die.
   5. Introduce post game shop from demon where player can get new things.
4. After dream, player wakes up, feeling oddly energetic despite the nightmare.
5. Goes back to work.
   1. Nothing is terribly strange, but now we can see that the groundskeeper is being a bit nicer to player. Not by a lot.
6. Goes to sleep, and dreams again.
   1. The demon gives the player something else
      1. Buff/2nd weapon/shield etc.
   2. Player should be able to get further.
      1. Idea on gating progress
         1. If player doesn’t make it past a certain level then they wake up not feeling terribly energized and can just explore the area a bit and talk to folks. After some time player can decided to head back to sleep.
         2. Rinse repeat until the player clears level 5 or something.

# Midpoint/Turning Point

1. After getting to a certain point, player then starts to really notice something different about the town. Things are getting really odd, the townsfolk are saying strange, kind of morbid things.
2. Player gets close to finishing work.
3. Continues to delve through levels.
   1. Gain more gear/bonuses
      1. Do we introduce a god-mode weapon/buff so people can actually finish the game?
4. Player reaches a certain point in the levels to unlock final stage.
   1. When the player reaches the end of the levels, unlocks final stage.

# Conclusion/Twist

1. Player has exited all levels of the dream and wakes up.
2. Finishes setting up for the big event.
3. Attends day 1 of the kick off event.
4. Goes to sleep.
5. Sleep demon tells them they have just one more level to get through.
6. Player slays their way through the last level.
   1. It’s mostly chum enemies.
7. Player gets to end of level and wakes up.
8. They go outside and the whole town is covered in bodies/demons and the sleep paralysis demon congratulates them for the help in giving them enough souls/power to take over the whole town and open a rift to hell/alternate dimension.
9. The player then goes to war against the demons, trying to fight them off with their weapons. They manage to kill a few of them, but the demons then overpower and disable player.
10. The final screen of the game is your sleep demon laughing at them before delivering the final blow. Fade to black.