

Game Setting

This game will be set in medieval times, not quite black plague era, but maybe around the renaissance where artisans are more popular. Closest vibe will be to the Gilded era in Europe. The game will have that vibe for the entirety of the opening/set up, will have characters in more high medieval ages fashion, and will likely be set up in Europe around the 1500s. Main Character will be some sort of serf to a feudal estate, and will be introduced fairly thoroughly before Big Bad Evil Guy (The Fairy Godmother) shows up. Then BBEG will appear when MC is lamenting about not being able to attend the ball with the nobles, give MC the chance to go on the one condition that the prince is terminated, maybe a possibility for an early ending that player can unlock by just saying “no” to BBEG.

The horror world they’re transported to will likely be a bit more modern, alternate universe type beat, but be much more magical. Think creepy Alice in Wonderland vibes in the sense that the world around them will be unexplainable, have strange plants and surroundings, and be a bit nonsensical. Just a nod to Alice in Wonderland though, not an exact inspiration. Maybe drop a line of dialogue to poke fun at that as well. Maybe like “did she put us to sleep under a tree”, something quoted from the book or movie as an easter egg.

Again, going to traverse alternate dimensions, solving puzzles and unlocking secrets in order to defeat the BBEG, and obtain the true ending. There might not be many people in the party but going to an alternate universe allows for the possibility to add people from the different world to the party, even if only temporarily. Maybe past victims.