

CCPS406 - Storyline Document

Whispering Dark - Horror Game

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Locations and Characters

The Cabin: available anytime, filled with resources that help characters heal after battles.

The barn: Always accessible. Here, you will find an old hunting rifle and the cellar key for the basement cellar in the cabin.

The Cult's church: only accessible after you have visited the barn and opened a chest containing a flashlight. Only then will you be able to see the church as it is pitch black. The Church has a basement, but it is locked by a key. Once in the basement, you find a chest that can be opened by solving a riddle and using its answer to open the letter combination lock.

Church Library: contains ancient texts that explain the origin of the wendigo and its weaknesses. Only certain characters are capable of reading these texts and will need to be switched in order to access this information.

The radio Tower: Accessible after you retrieve the sacred weapon from the church. If you try to access the tower without a weapon, you will be attacked by the Wendigo and almost certainly die.

Game Objective:

Stay alive and defeat the Wendigo. Collect supplies to defeat the wendigo. Get to the radio tower to call for help.

Plotline:

The summer of '94 was meant to be a season of adventure for Nate Stevens and his friends Sophia Turner, Rohan Siva, Ava Chen, and Daniel Martinez as they set off to work as camp counselors at Algonquin Park. Their excitement was tangible during their last gathering in Rohan's backyard, eagerly looking forward to the days ahead.

Upon their arrival on June 3rd, they were greeted by a line of buses, signaling a larger group of counselors than they had expected. Despite the hurried atmosphere, Nate couldn't help but notice the bus driver's uneasy demeanor. Deciding not to dwell on it, he took his seat next to the quiet Evelyn Halloway while his other friends found spots around them.

The first night's bonfire, intended as a celebratory start to their summer, quickly turned into a nightmare. Shortly after sneaking away for a drink, the group of friends was met with an eerie silence. The sound of laughter and song from the campfire's direction had ceased entirely. Upon coming back to the firepit, they were met with horror. The once joyous area had been stained red with the blood of the young campers. Bones protrude from their necks from blunt force trauma, and deep gashes from covering their bodies from head to toe. The camp manager Malcolm Freeman had vanished, and Sophia stumbled out of the darkness, bloodied and shaken. They quickly retreated to a nearby cabin for safety.

In the midst of their panic, Evelyn, the once-silent girl from the bus, stepped forward with an ancient book about the Wendigo, indicating it as the source of the terror. Her unexpected knowledge of the book's strange language was sure to prove useful for the troubled group.

Their initial attempt to escape was thwarted when they found the buses in disrepair, the first two destroyed and the third intact but without fuel. This discovery forced them back, determined to confront the menace head-on.

If nothing else, the crew knew they needed to find a means of defense. This led them from the cabin to a barn/shed. This shed held numerous supplies and weapons, giving them a fighting edge against the challenges they knew would come. In this shed, they were also able to find a map, which listed the locations of a radio tower and an old church that was only a short distance from the cabin. From this point, players can travel to any of the locations mentioned on the map from the cabin. These locations include the firepit, barn, church, and radio tower. However, the path to the radio tower is marked unsafe and should be approached with great caution.

Upon venturing to the church, the group of friends find shelves upon shelves of sacred texts written by a cult thousands of years old. Only one member of the group, Evelyn Holloway, is able to understand the texts. Upon investigation of these books, the characters realize there is only one way to defeat the beast: with a weapon stored in a chest in the church. The chest is locked with a letter combination lock, and a riddle is written above whose answer will unlock it. Hints to the answer will be stored in other parts of the church for players to find if they can't conjure the answer themselves.

Upon claiming the weapon, the group knows they must stand against whatever is in their way on the path to the radio tower. This is where they will make their stand. By

the skin of their teeth, the group is able to work together to defeat the wendigo, gaining access to the radio tower and calling for help.

As dawn broke, the aftermath of their ordeal was revealed. As dozens of park rangers swarm the radio tower, the friends found solace in their enduring friendship and the courage they had shown. The summer job had evolved into a dire struggle for survival, leaving them with a tale of bravery that would forever bind them.

The end.