Radio Tower. Here you can call police using super old radio if you have found the radio instructions from the cabin. The path to the radio tower is blocked by the wendigo. You must have a secret weapon in order to access it.

Abandoned Church. This is not a regular church. It will provide the origin story of the wendigo. Originaly the monster was a woman who the church cult used as a vessel for the devil. They attempted to tame the devil and bind it in human form to bend it to their will. This turned on them and they were all killed.

Here you will be able to find a cursed silver axe which is capable of sending the devil back to hell. There will also be an antidote to cure your friend's infection. This can only be found after finding the flashlight from the barn.

Old Barn. Here you can find an old hunting rifle. This will do a decent amount of damage to the wendigo or at least slow it down / scare it off. There will also be a flashlight that can be used to find objects at other locations.

Cabin

From the cabin you can access all other locations.

There will be additional rooms in the cabin where you can find bandages to help you heal throughout your travels.

Introduction. Set at a campfire on the shore of a lake. Character and monster are introduced. Intro details below.

This will be a horror game about kids at camp running from the wendigo. Player will have to chose between saving themselves and their friends, or choosing between friends.

Kyle Nurse

If we want to get fancy I can add a affection setting to affect the dialogue based on how much the characters of the story like you. This could also affect some outcomes. Kinda hectic though.

Kyle Nurse

One of your friends gets bitten and begins to show signs of turning into one of these creatures. You can find stashes from a local cult to counterract the infection.

Kyle Nurse

The objective is to kill the wendigo and save your friend. You will scavenge items from the camp locations. Each main location will have multiple sub-locations to gather items from

Kyle Nurse

Game Start / Introduction (around camp fire at night) → Go pee in the woods → Hear twigs cracking and a low growl from the trees. → Upon returning from the forst you find a bloodbath. Nearly all of the campers have been eviscerated. You sprint back to the cabin → Cabin

This intro will not be open world. It will be a sequence to set the stage for the rest of the game. Like a cutscene.

Kyle Nurse

First objective: Find weapons / tools to defend yourself.

Kyle Nurse

Go to church to find more supplies and see if there is anyone there to help you.

Kyle Nurse

Final Objective: kill wendigo and access radio tower to call for help.

Kyle Nurse