

## OUR SPECIAL PLACE

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**NOTICE:** All of the elements described are NOT final and can (and likely will) be changed during the game's development. This is only a conceptual game plan.

# **GAME ANALYSIS**

“Our Special Place” is a psychological survival horror game based on classic horror elements from the genre pioneers, such as, but not limited to, “Silent Hill” and “Resident Evil”. Gameplay revolves around the protagonist navigating through an abandoned town and its twisted, nightmarish counterpart, solving puzzles and fighting/avoiding enemies.

## **MISSION STATEMENT**

“Our Special Place” takes the survival horror genre back to its roots! Featuring a chilling atmosphere and a compelling storyline with relatable characters, you will wander in a small town and uncover its darker secrets. Available on PC, with an abridged version for mobile devices.

## **GENRE**

“Our Special Place” is a combination of the following genres:

- Action
- Adventure
- Singleplayer
- Violent
- Gore
- Great Soundtrack
- Atmospheric
- Puzzle
- Story Rich
- Horror
- Shooter
- Survival
- Exploration

- Replay Value
- Psychological Horror
- Third Person
- Dark
- Survival Horror
- Choices Matter

## **PLATFORMS**

- **Windows PC** - The game is primarily built on a PC in mind. Mostly because additional development costs for current-gen consoles, for a small indie developer
- **Android / iOS** - An additional, free, abridged and shorter version for mobile devices is possible. It is mostly designed to bring smaller aspects of the full PC game to mobile devices - such as puzzle solving. If possible, it would be used as a marketing tool.

## **TARGET AUDIENCE**

Statistics show that officially, traditional psychological horror games are aimed at both men and women over the age of 18. Unofficially, the same games are played by younger gamers as well. By observing hardcore communities of famous survival horror games, we can notice that a vast amount of their members are female. (Just an interesting fact.)

With all that said, “Our Special Place” is also aimed for all adults over the age of 18.

# **STORYLINE & CHARACTERS**

As mentioned countless times already, “Our Special Place” derives most of its inspiration from “Silent Hill”, as its name is also derived from a quote from the said series. As the main source of inspiration, we will use the first Silent Hill game, for being notoriously the creepiest, most unsettling and most disturbing game in the franchise. We will use elements inspired by that game to create a unique, yet familiar, nostalgic, experience.

“Our Special Place” begins with a trailer-like introduction of the characters and the settings. It will focus on showing off the characters and the location that the game takes place in, accompanied by music, with it abruptly being cut off by an unsettling transition, as if the game had glitched out. This would be presented to the player before the main menu, so returning players do not have to watch the lengthy introduction sequence every time they start a new run of the game.

A key part of the story is the location. After falling asleep at the wheel of the car, our protagonist wakes in a town named “Heaven’s Peak”. The protagonist, like the player, is not familiar with the town and isn’t aware that the town is allegedly cursed. Geographically, it is a rural American town which seems abandoned because of how bleak the environment is, and the lack of other human beings.

Story-wise, the game opens up with a nightmare sequence in which the player character would follow his girlfriend into an alleyway, which would progressively turn darker, more distorted, bloody and unbelievable, until he notices he is at a dead end, and is surrounded by monsters and ultimately defeated because he lacks defensive options. He awakens in his car again, uncertain of what just happened was reality or a bad dream.

From then, the player will be taken to various landmarks across town via hints to search for his missing girlfriend. During his search he will meet other characters who will only serve for progressing the

plot further (essentially, they are not followers and do not impact gameplay). Eventually, he will find his girlfriend who will act as a follower for a while, until a certain point in the story where she will be fatally wounded, and he is forced to make a choice of euthanizing her, leaving her, or successfully healing her with a secret item. The option chosen will affect the game's final boss and the ending of the game. Before the final boss, a reflection of the main character will explain that the main has died at the start of the game, but depending on the choice made, can be resurrected or left to suffer in the hell that he was facing all along.

The full story can be found [here](#).

#### Characters:

CHARACTER	DESCRIPTION	STORY-WISE	GAME-WISE
James	The main character. An ordinary man who has left for a vacation with his girlfriend, Emma. Having crashed his car in Heaven's Peak, he must face his demons in order to reclaim his mortality.	James is a man in his 20s, with short brown hair and no facial hair, and a distinct black/white Sukajan jacket. He has a fairly standard, not very deep voice, fitting his complexion*. Has a neutral face with average prominent features.** Personality wise, he is patient and determined, but unskilled when it comes to physical combat.  *: example: Silent Hill, Harry Mason **: example:	As the main character, the player will be controlling him from start to finish.  As an average man, he does not run fast, and will catch his breath every time the player stops moving. He will use various weapons throughout the game, and he is not proficient with any of them, so he will miss shots. If the player takes too much time doing a puzzle, he will drop hints on how to solve them.  The base health for the player is 100.
Emma	The protagonist's girlfriend. For the most of the game, the	Emma is a woman in her 20s, with long deep-red hair. She	She will briefly be featured as a follower for the player. She

	player's main goal is to find her. She plays a larger role at the final part of the game, where the player will have to make an important moral choice regarding her.	wears a distinct brown leather jacket. She has a calm and relaxed voice.	cannot use weapons, so the player will have to protect her from monsters. Her death will result with a unique game over screen for the player.
Lisa	A human nurse that the player will encounter in the Hospital and at the finale.	She is a nurse who seems unphased by the fact that James hasn't encountered a single living human in the town beside her. She will appear after the important choice made in the game's finale, and explain some plot points to the player.	She is not encountered during playable sections.

## **GAMEPLAY**

### **OVERVIEW OF GAMEPLAY**

Key part of “Our Special Place”'s gameplay is that there is no real-time HUD, just like in the series that inspired it. To check on their status, players will have to enter an inventory menu which displays current health, objective, and collected items. Gameplay loop consists of moving to the current objective while fighting or avoiding enemies. Some segments of the game will require a puzzle to be solved in order to progress, or in cases with more difficult puzzles, to unlock additional/optional rewards, like health or ammo.

The player will be controlled from a third person perspective, but with the camera following the player from a higher point of view, changing to specialized, unique, cinematic camera angles in small,

enclosed areas (again, inspired by Silent Hill). Players will be given an option to change player input (to change the player character's controls depending on either camera or character position) or camera position (to change it between the normal game camera angles to a fixed third person view akin to modern TPS games, such as the Grand Theft Auto series)

Combat consists of melee and ranged battles. Because the game features no HUD, both methods of combat are more streamlined. For melee combat, the player character will automatically focus/lock on the nearest enemy for the player to attack them via two possible attack options; either with several fast but low-damaging swings, or one long but high-damaging swing. Ranged combat consists of the player using one of four potential guns, one of which is secret and locked before beating the game once. Likewise, the player character will focus on the enemy and will automatically aim on the enemy. The player's accuracy will differ depending on their range from the enemy. Ranged combat, however, only has one mode of fire per weapon, but four different weapons allow for different styles of combat.

Puzzles consist of the player reaching an obstacle (usually a locked door or another locked object) accompanied by a note, which contains a riddle. Most puzzles are based on poems which hold a clue to solving a locked object. Example of a puzzle: a door is locked, but there is a clock near it. Inspecting the clock reveals four needles. A note nearby reveals a cryptic clue about how these four needles must be positioned to unlock the door. Placing the needles in their correct positions plays a doorknob sound effect to signalize that the door is unlocked.

Cutscenes are a big part of the game's storytelling. They will seamlessly blend in the natural progression of the game. Cutscenes will usually trigger upon transitioning to a new level. It is planned to play most of them in real-time if possible.

Players will be presented with an option to select a difficulty level upon starting a new run of the game. It is planned to feature

three different levels, with a new level unlocked by beating the game on the hardest difficulty. The three levels of difficulty are: Easy (designed for people who have no experience with video games), Medium (designed for people with little to no experience with the survival horror genre), Hard (designed for survival horror masters). The “Easy” setting reduces all incoming damage by 70%, and the player’s outputting damage is increased by 100%, and gives players the option to save at any time. The “Medium” setting is the base version of the game, and players can only save by reaching save points in the game. The “Hard” setting increases enemy damage by 50% and their reaction speed by 100%. Upon clearing the game, an additional difficulty setting is unlocked, titled “Nightmare”. This mode uses “Hard” as base. Riddles are replaced with a more complex variant, and the entire game has thick fog surrounding the town.

Game Over screens are not a major drawback in the gameplay loop. Every major location in the game has a car parked near it. Every time the player dies, they will respawn in the nearest car, with an accompanying cutscene, in which the main character will wonder if all that is happening is an inception, a nightmare from which he can’t wake up from. In cases where a car could not fit, an alternate cutscene will play where the player awakens at a certain point near the place they died. For example, if a boss battle is held in a smaller room, if the player dies during the fight, they would respawn in front of the entry to the bossfight (with an alternate cutscene) to avoid massive amounts of backtracking.

## **PLAYER EXPERIENCE**

The player controls James, the player character, via third person perspective in an abandoned town, abandoned buildings and versions of the same town and buildings with disturbing twists. For example, at certain points in the game, the town will turn to an alternate version where walls and floors are replaced by rusted chain link fences,



artworks and details are replaced by rotting corpses, pools of water are replaced by pools of blood, and the monsters will turn more disturbing and more vicious. That is the general aesthetic of alternate versions of the same locations, and transitions to these will become progressively more frequent. The atmosphere of the game will not rely on jumpscares, albeit some “delayed” and unexpected jumpscares will occur to briefly shock the player when continuing from peaceful locations. Most of the atmosphere will derive from the soundtrack and sound design. It is planned to use generally-perceived-as-unsettling-or-disturbing sounds as ambience, such as rusty gates swinging in the background, rusty doors slowly opening in the distance, chains dragging on the floor, faint screams, unsettling machine noises, and so on. The entire soundtrack will be based on the work of Akira Yamaoka, particularly his work for Silent Hill 1. The game will feature an industrial soundtrack akin to traditional Silent Hill games, along with melancholic acoustic songs to accompany relaxing or emotional scenes.

Exploration plays a big role in the player’s experience, partly because of some puzzles requiring specific items found in specific rooms in the current location. Likewise, players will need to search for supplies. Sometimes exploration will be required to find specific items required to progress to further levels (example: finding pliers to pull out a key from a jammed place to unlock a door to progress further).

## **GAMEPLAY GUIDELINES**

As the game is designed after a notoriously disturbing series, “Our Special Place” will also twiddle between the lines of disturbing horror and ridiculous over-the-top. Generally, the game has two (and one lesser one) primary aesthetics. The first one is the aesthetic of an abandoned town. It is not disturbing, but rather unsettling; you would not want to spend much time here and would leave as soon as possible. For this aesthetic, it is planned to take inspiration from real

abandoned towns and locations, and of course, Fog World of Silent Hill, even though fog is not present in this aesthetic, so walking open streets feels rather open, however specific camera angles in closed locations will wake the feeling of claustrophobia to simulate how fog worked in the original Silent Hill. This aesthetic would be an equivalent of “Heaven”. The other aesthetic is based on the dark dimension in the movie “Jacob’s Ladder”, which in-turn inspired The Otherworld in Silent Hill. This aesthetic is meant to disturb the player. Soundtrack in these areas is meant to be more intense, and the player should never feel safe here. This aesthetic would be an equivalent of a “Purgatory”. The final aesthetic will only be present in the game’s finale, and it is essentially an amplified version of the previous aesthetic: it would take the same elements, but more bloody, with more corpses, fires burning in the distance, rooms are decorated with corpses of implied suicides, etc. This aesthetic is meant to represent “Hell”. This aesthetic would start to take effect after Emma’s death in the story.

An important part in the game’s dialogue is that no characters will curse. This is done deliberately to keep players focused more on the plot and less on the fact that a character just said a mean word. The main character always attempts to be reasonable to other characters. The goal is to create a relatable experience, since the protagonist is an average man.

The game in general is designed to give players a constant feeling of uneasiness.

## **GAME OBJECTIVES & REWARDS**

The player will always have an objective of reaching a location, or in cases with bossfights, to simply defeat the boss. We will use game design patterns to give players hint or direct information drops on where they should be heading to next, so the players aren’t “walking in circles”.

As mentioned before, the gameplay loop mostly consists of mandatory puzzle-solving and optional engagements with enemies (the player does not need to defeat a single non-boss enemy to beat the game).

All locations will contain a “safe room”, as a place to recuperate, or take a small break after playing in an intense location for extended periods of time. All of these safe locations contain a save point. As the game is designed to push the players on edge, it is planned not to penalize their mistakes too much, at least not in puzzles. Combat will still rely on the player’s skill and decision on whether to engage or not, though.

## **GAMEPLAY MECHANICS**

As the player will spend most of their time in the game walking and running, it is planned to polish the animations (or use motion capture if possible) so the game does not get stale quickly. Movement will consist of only walking and running. To accompany fluid movement animations, the game will feature additional, immersive but not intrusive animations, for actions such as falling from smaller heights, bumping into walls, opening doors, picking up items, etc.

As described earlier, combat consists of two variations, melee and ranged. Melee consists of ~4 standard weapons and ~2 locked weapons, which are unlocked on next playthroughs. Ranged combat consists of ~3 standard firearms and ~1 locked weapon. Using each of these weapons is automated to accommodate the unique camera angles, so aiming and locking on is done automatically, and the player only needs to press a button to execute the attack.

**TABLE OF USABLE WEAPONS**

Name/Icon	Type	Description	Attacks	Damage
Swiss Knife	Melee	<p>Short blade for self defense. Short range and not particularly sharp. Not very effective but gets the job done.</p> <p>Found in the glovebox of the car after the introduction sequence.</p>	<p>Attack 1: By tapping the attack button, the character will let out a fast stab. By continuously tapping, the character will chain more attacks in the same manner, up to the maximum of 4.</p> <p>Attack 2: By holding the attack button, the character swings the knife harder, leading to only one attack, but it does more damage.</p>	<p>Attack 1: 15 damage for each stab</p> <p>Attack 2: 30 damage for each slash</p>
Steel Pipe	Melee	<p>Silver steel pipe. Long range and useful against enemies at a slight distance. Moderately effective, but recovering from attacks takes more time.</p> <p>Found by returning to the alleyway in which the player dies in the introduction sequence.</p>	<p>Attack 1: By tapping the attack button, the character will swing the pipe in a 45° fashion. Pressing continuously will let out a maximum of 4 attacks. Useful against a group of enemies.</p> <p>Attack 2: By holding the attack button, the character lifts the pipe above him</p>	<p>Attack 1: 30 damage for each strike</p> <p>Attack 2: 30-90 damage. Scales exponentially depending on how long the attack button was held. If the damage was above 70, the weapon will also knock down the enemy.</p>

			and strikes when the button is released. Can be charged up for a maximum of 3 seconds, with increasing damage depending on when it was released.	
Fire Axe	Melee	<p>Specialized fire axe used by firemen. Very effective weapon with minor drawbacks.</p> <p>Found in an abandoned hardware store.</p>	<p>Attack 1: By pressing the attack button, the character swings the axe in front of him, in average speed.</p> <p>Attack 2: By holding the attack button, the character unleashes a heavy horizontal strike, damaging all enemies in a 180° in front of the player.</p>	<p>Attack 1: 50 damage per swing.</p> <p>Attack 2: 100 damage with guaranteed knockdown.</p>
Chainsaw	Melee Locked	<p>Unlocked only in subsequent playthroughs, by getting a rating of 8/10 or above. It is found after defeating the hospital boss and meeting the criteria above.</p> <p>Extremely effective weapon, but ammo is</p>	<p>Attack 1: By holding the attack button, the character will extend the chainsaw in front of him, passively attacking enemies that walk into its blades.</p> <p>Attack 2: By tapping the attack button, the</p>	<p>Attack 1: 80 damage per second.</p> <p>Attack 2: 100 damage.</p>

		<p>extremely limited.</p> <p>When equipped, it is turned off by default, and is turned on by pressing the attack button once. To turn it off, the player must unequip it.</p>	<p>character will swing the chainsaw to slash enemies in front of him.</p>	
Katana	Melee Locked	<p>Unlocked only in subsequent playthroughs. It is a long blade. Similar in properties to the Fire Axe.</p>	<p>Attack 1: By tapping the attack button, the character swings the sword in front of him.</p> <p>Attack 2: By holding the attack button, the character unleashes a heavy horizontal strike, damaging all enemies in a 180° in front of the player.</p>	<p>Attack 1: 70 damage per swing.</p> <p>Attack 2: 150 damage</p>
Pistol	Firearm	<p>The player is rewarded with this after solving the first puzzle. More effective than melee weapons, but relies on ammunition.</p> <p>Accuracy: 90% until the range exceeds 3 meters, after which it drops by 20% for each consecutive meter</p>	<p>Tapping or holding the attack button when the player character is locked on an enemy, the weapon will fire in a single-fire fashion.</p>	<p>30 damage per bullet.</p>

Shotgun	Firearm	<p>The player is rewarded with this before facing the first bossfight of the game.</p> <p>Highly effective at close range and against a group of enemies.</p> <p>Accuracy: 100% until the range exceeds 4 meters, after which it drops by 40% for each consecutive meter.</p>	Tapping the attack button when the player character is locked on an enemy, the weapon will fire in a single-fire fashion. The character will have to reload after every two shots, however.	100 damage from 0-4 meters. Decreases by 40% for each consecutive meter.
Rifle	Firearm	<p>The player is rewarded with this after a crucial point in the game's story (meeting Emma).</p> <p>Highly effective at all ranges, but its rare ammunition incites thoughtful use.</p> <p>Accuracy: 90%</p>	Tapping the attack button when the player character is locked on an enemy, the weapon will fire in a single-fire fashion. The character will have to "bolt" the weapon after every shot, however.	60 damage
PLACEHOLDER	Firearm Locked	I didnt fukcing think of htis yet fuck off jedi govna aaaaaaaaa		

TABLE OF ENEMIES			
Name/Icon	Description	Attacks	Health

Stalkers	<p>The “generic enemy” of this game. They are present in all areas of the map. They are of humanoid shape, but notably smaller than the protagonist. They have a sharp bone sticking out of one of their arms, which they use to attack the protagonist. They spawn in groups of at least two to the max of four.</p>	<p>When in close proximity they will simply shank the player.  20 damage on Easy*  25 damage on Medium  35 damage on Hard</p> <p>*They don’t spawn in groups in this difficulty, so they have similar damage to Medium to accommodate.</p>	<p>They have a base health of either 80 or 100.</p>
Watchers	<p>They spawn only in the “Heaven” aesthetic. Only one is present at a given time. They will actually not attack the player unless provoked. Their centipede design, mixed with an extremely fast movement speed, will make for good shock checks for the players.</p>	<p>When attacked they will instantly retaliate with a bite, and attempt to run away again.  10 damage on Easy  40 damage on Medium  60 damage on Hard</p>	<p>They have a base health of 50.</p>
Decomposers	<p>They only spawn in The Graveyard. They are distinct for being humanoids with their guts cut open, and for having barely any flesh on their bones. Visually, there are two separate models for men and women.</p>	<p>When in close proximity to the player, they will attempt to grab him for no damage. If other Decomposers are present, they will attack the vulnerable player.  20 damage on Easy.  30 damage on Medium.  40 damage on Hard.</p>	<p>They have a base health of 100.</p>
Plagues	<p>They only spawn in The Hospital. Visually, there are two models for doctors and nurses,</p>	<p>They will attack the player on sight, and have the ability to swing their weapons</p>	<p>They have a base health of 120.</p>



	but they behave in the same way. They are distinct for having no heads and corpse-like pale skin. They use medical saws to attack.	while moving, which will damage the player. 25 damage on Easy. 40 damage on Medium. 70 damage on Hard.	
The Dark Light	Boss character of The Catacombs. He is notable for disabling the player's flashlight when in close proximity. The stage he is fought on is a large dark room with hanging corpses from the ceiling. His design is based on a disfigured bull.	When in close proximity to the player, he will attempt to impale the player on its horns. 40 damage on Easy 70 damage on Medium 90 damage on Hard	150
The Pestilence	Boss character of The Hospital. He is notable for only attacking at a distance. He is fought on the same basement the player was in just moments ago. He is a large man notable for using a chainsaw despite only having one hand.	When in position, will rush to the player and attempt to slash him with the chainsaw. 40 damage on Easy 70 damage on Medium 100 damage on Hard	200
The Conscience	Boss character of The Church. He is notable for being defeated by non-fighting methods. His design mirrors the player, only with corpse-like features. Physical damage does not hurt him, but finding and destroying all mirrors in the level will defeat him.	He grabs the player and throws him further away. 40 damage on Easy 70 damage on Medium 100 damage on Hard	0
The Result	Final boss for the "Greater Evil" ending	While flying, she will unleash a demonic	300

	(Leave Emma). Design-wise, she is Emma with decomposed skin and hair and wings made out of flesh. She is always flying above ground, so melee weapons are useless against her.	beam from her eyes, aimed at the protagonist. 50 damage on Easy 80 damage on Medium 95 damage on Hard	
The Obstacle	Final boss for the “Redemption” and “Forever” endings (Euthanize Emma / Revive Emma). Its design is based off of classic folklore interpretations of ‘Death’. It is a hooded figure shrouded in a black robe, with skeletal wings. It is also always flying so melee weapons cannot be used.	While flying, it will attempt to strike the player with summoned lightning. 50 damage on Easy 80 damage on Medium 95 damage on Hard	300

After the player reaches the ending of the game, a statistics screen will show the player how they have fared during the playthrough. The player will also be presented with a score, which will lead to some unlocks for new playthroughs. After beating a game, progress can be saved and the player can replay the game with these results in mind (for example, some new items are unlocked if the player attains a certain ending or a certain ranking). The scoring system works on a system of x/10, giving 1 point depending on how many conditions were met.

#### ENDGAME SCORING SYSTEM

Total time	Was less than 2 hours	+1
Enemies killed	Was less than 10	+1
Items found	Was more than 100	+1
Times died	Was less than 2	+1
Times saved	Was less than 3	+1
Average bossfight time	Was less than 5 minutes	+1
Secret locations discovered	Was more than 5	+1
Optional puzzles solved	Was more than 3	+1
Endings unlocked	Was more than 1	+1
Times game beaten	Was more than 1	+1

## **LEVEL DESIGN**

The game will follow a linear level design, with several areas which are connected to each other. The “hub” of the game is the very town the game takes place in. This means that in between going to different areas, the player will usually have to cross town to get to the destination, because all the areas that the players go to will be enclosed buildings.

<b>Heaven’s Peak</b>	The town that the game takes place in. This town will be a central part of the game, as the player will walk around it several times during a playthrough to reach the current destination. It always appears during a cloudy day with a purple-ish skybox. The reason for this is to give some color to the town that will otherwise appear very bleak and dull to complement its
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	<p>“abandoned town” aesthetic. A small portion of the town will be experienced in the alternate, hellish aesthetic at the end of the game. In appearance, the town is an abandoned rural American town, with several destroyed buildings. It contains several landmarks and notable locations to which the player will travel to during the game.</p>
<b>The Catacombs</b>	<p>After finding a note leading the player to a graveyard, the character enters a small building located in a building in the graveyard. It is a standard burial room, but upon trying to exit the room, the player will not be transported back to the graveyard, but into a catacomb complex decorated with the Purgatory aesthetic. The player has no way of returning back to the town, so they must explore the catacombs. They will find a door which requires a specific key to open it, and that key will be unlocked by solving two puzzles in the level. Unlocking the door leads to the first bossfight, described in the table above. After the boss is defeated, a cutscene will play in which the player character wakes up in the burial room, confused at what he just experienced. This time however, a note is attached to the door, with text which implies where the player should head next (the Hospital). An item is added to the player’s inventory: Artifact of Eternal Light.</p>
<b>The Hospital</b>	<p>Upon entering the hospital, the player finds themselves in the hospital lobby, with only one unlocked door besides the one they just walked in from. However, entering that door returns the player to where they were when they entered the hospital. The player can attempt to enter that door for an unlimited amount of</p>

	<p>times and the same effect occurs, but upon trying to leave the hospital the same thing will happen, except the Purgatory aesthetic takes effect and the effect of the repeating room stops. The previously locked doors are now unlocked, and the door of repetition is now locked.</p> <p>The player can now enter the main hallway of the hospital, where the other important rooms are. One of them is the “Emergency Room”, where the player will meet a nurse named Lisa, who will advance the plot a little, and provide the player with a key to the hospital basement. Inside the basement the player is faced with only one mandatory puzzle, and solving it rewards with a key to a specific door, but upon trying to open it, the door will still not open. This will persist until the player tries to enter another room, after which a boss fight will occur when the boss character breaks down the door from the other side. Upon defeating the boss, the player is returned to the room in which he met Lisa, except it is in normal aesthetic and Lisa is nowhere to be found. Church bells can be heard in the distance, which is a hint for the player to head to the church.</p> <p>An item is added to the player’s inventory: Artifact of Redemption.</p>
<b>The Church</b>	<p>TO BE WRITTEN</p> <p>An item is added to the player’s inventory: Artifact of Eternal Darkness.</p>
<b>The Frayed End of Sanity</b>	<p>The protagonist is awoken by a female scream. He is lying down on a floor made of rusty chain link, shrouded in complete darkness, the only light source being his flashlight. As he looks around, he notices there are many cars</p>

around him, all of which are exactly the same as the one he crashed in at the beginning. Along with them, one door is standing tall, even though it has no logical place in such an environment. Entering it transports the player to the burial room from the graveyard, in the Purgatory aesthetic. Strangely, there is no door behind the player, but now there is a casket laid against the wall, which can be entered as a door. The player is now at the hospital lobby again, and a cutscene plays out where the player is finally reunited with Emma. From that point, she briefly acts as a follower. In the hospital lobby, there are only two more doors the player can explore; one is currently locked, and the other one allows the player to use one artifact at a time, and using different artifact leads to different rooms. All rooms contain different items, with the last one always containing the key to the locked door. However, upon trying to exit the room with the key shows a cutscene in which Emma is taken by a monster and dragged out of the door with the protagonist unable to help. The player must use a previously found item to find their way out of the room. The locked door can now be accessed. It transports the player to the room Lisa was found in. A cutscene shows a fatally wounded Emma, with the player having to decide on whether to give her a mercy killing or to leave her behind to die alone. The choice made here will affect the final boss and the ending of the game. Upon exiting the room, a cutscene begins with Lisa explaining plot details, also changing depending on the choice made earlier. The aesthetic now changes from “Purgatory” to “Hell”. Along with the scenery changes, sometimes Emma’s voice can be

	<p>heard saying different things depending on the choice made. In the middle of the lobby, there is now a hole in which the player must jump. After that, the player is transported to an extended version of the hospital hallway, during which Emma's voice will talk to the player, also different depending on the choice made. There are no enemies and there is no music in this section. The hallway is riddled with motifs from all the previously explored locations in the game. At the end of the hallway, there is a stairway going either downwards (if Emma was left to die) or upwards (if Emma was euthanized). After walking up the stairs, the player is transported to a location with nothing except for a chain link floor with either flames below it, or snow falling above it, depending on the choice made. A cutscene showcases the final boss; also differing depending on the choice made. After defeating the final boss, a cutscene will play to show the dying boss, and the protagonist looking at the sky, bewildered at everything that just happened. The ending FMV plays after this, along with the credits roll.</p>
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## **CONTROL SCHEME**

Even though the game is planned for PC only (until and if it is possible to release it on consoles, a port will absolutely be considered), it is designed to be played with a controller in mind, but a keyboard/mouse input is also supported. It is planned to support button rebinding, so the inputs listed below are merely default suggestions.

Controller Input	KB/M Input	Function
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Left Analog Stick Directional Pad	W/S/A/D	Player movement
Right Analog Stick	Mouse Axis	Camera movement when the camera angle isn't locked
Left Trigger / L2	Right Mouse	Focus/Lock-On to nearest enemy
Right Trigger / R2	Left Mouse	Attack
X / Square	Left Shift	Run
Y / Triangle	Q	Show Map
A / Cross	E	Contextual / Interact
B / Circle	Left Control	Toggle Flashlight
Start Button	Escape	Pause Menu
Select Button	Tab	Inventory Menu

## **USER INTERFACE**

As mentioned earlier, during gameplay there is no HUD on the screen, except during the introductory sequence, where button prompts are briefly shown to the player.

An inventory screen is present, and it will be used by players often, because it is required to check the player's health, manually reload, and use items. A conceptual sketch of it can be found on the "References and Sources" chapter of this document.

The main menu will change colors based on last ending obtained, starting with greyscale if there is no game save present, deep red for the "Greater Evil" ending, deep purple for the "Redemption" ending, and pure white for the "Forever" ending. A conceptual sketch of it can also be found on the "References and Sources" chapter of this document.



## **SCHEDULE & TASKS**

A planned schedule of the development can be found \_\_here\_\_.

## **REFERENCES & SOURCES**

Here is a list of references which inspired this game. Some contain spoilers for Silent Hill 1.

### **Music:**

Peaceful music: <https://www.youtube.com/watch?v=5BBNNGmSmWo>

This kind of music is planned for the main menu, endings, credits and emotional scenes.

“Purgatory” music: <https://www.youtube.com/watch?v=Bt7KeshGMpI&t=1m30s>

Industrial, not intense but very unsettling music like this is planned to accompany the ambient in all locations in “Purgatory” music.

Intense music: <https://www.youtube.com/watch?v=4OkmMqkeJ6U>

To be used in intense areas, mostly during bosses or heavily crowded areas, and during the “Hell” aesthetic.

### **FMV Scenes:**

Emotional moments: [https://www.youtube.com/watch?v=yXA4u87\\_uvA](https://www.youtube.com/watch?v=yXA4u87_uvA)

This scene is one of my favourites and it’s easy to see why. It is a dreadful yet sad scene because of how it encapsulates a person dying after a shocking revelation. The music, sounds, implication, and the scene direction itself is masterfully done.

### **Aesthetics:**

“Heaven” aesthetic (abandoned town)

<https://gamefabrique.com/screenshots2/psx/silent-hill-02.big.jpg>

<https://i.pinimg.com/originals/e8/b1/dd/e8b1dd244eb7b050832a84fc8863b9a2.jpg>

<https://vignette.wikia.nocookie.net/silent/images/0/05/Konamiburger.jpg/revision/latest?cb=20150321081150>

[https://cdn.hobbyconsolas.com/sites/navi.axelspringer.es/public/styles/main\\_element/public/media/image/2017/09/encuentran-nuevos-enemigos-primer-silent-hill.jpg?itok=jRxth79P](https://cdn.hobbyconsolas.com/sites/navi.axelspringer.es/public/styles/main_element/public/media/image/2017/09/encuentran-nuevos-enemigos-primer-silent-hill.jpg?itok=jRxth79P)

“Purgatory” aesthetic (distorted, nightmare, alternate versions of existing locations)

[https://i.guim.co.uk/img/media/600b8082f39aa28a44d92b81fd496444a790c94d/371\\_0\\_1124\\_674/master/1124.jpg?width=300&quality=85&auto=format&fit=max&s=27b28a991c6a7837f43a890fd6fc16ca](https://i.guim.co.uk/img/media/600b8082f39aa28a44d92b81fd496444a790c94d/371_0_1124_674/master/1124.jpg?width=300&quality=85&auto=format&fit=max&s=27b28a991c6a7837f43a890fd6fc16ca)

<http://www.esotericarticles.com/wp-content/uploads/silent-hill-bloodsucker.jpg>

<https://i.pinimg.com/originals/ac/30/96/ac309616220fa5fd881cd63612a3e179.jpg>

[https://pml.narvii.com/6498/29098f2ecbf882a770a512cb21075dbdb6dafccf\\_hq.jpg](https://pml.narvii.com/6498/29098f2ecbf882a770a512cb21075dbdb6dafccf_hq.jpg)

“Hell” aesthetic (Purgatory aesthetic cranked to max, and generally is highly illogical)

<https://i.ytimg.com/vi/LjjzTpxE6i4/hqdefault.jpg>