Hardin Manor Horror

A Short Horror Experience

# Pitch

Something is living inside you and you can feel it crawling around you every hour of the day. None of the doctors you have seen believes you – except one; an eccentric man who lives in an old, remote home. You pay a visit but find it empty and run down. You don’t realise how much danger you’re in until you try to leave.

A point and click horror game with a grainy, grimy aesthetic.

# Gameplay

The player uses the mouse to navigate the house by clicking on doors or transitions. Items may be used, examined or picked up from the environment. Each location will only feature a limited number of items in order to not confuse players, and a majority of puzzles will require either using the right item or can be completed on the spot. There are no active threats besides the invisible timer that advances per room transition.

The player is racing against time. The parasite is close to emerging but the player character will not know it until it is close to hatching. There will be three items scattered around the game that are consumed when picked up and will set the timer back. One is required to complete the game, but the other two will give the player more room for error. The game will end with a cutscene as soon as the timer is up and the player will have to start again.

Puzzles should avoid senseless item combinations and should be pragmatic for the most part.

# Horror

The game will feature no pop up jumpscares. The horror elements will be light to start with, but as the parasite takes further hold of the player character, they will begin to hallucinate and develop paranoia. Effects include moving shadows, objects moving automatically and the sound of scattering spiders – a motif for the game. Shortly after the introduction, the player will come face to face with the end result of the parasite; a corpse kept in a closet with large spider legs coming out of its mouth. The corpse will reappear in different locations randomly as if to torment the player. As stated before however, there are no active threats.

# Presentation

Post-processing includes downsized resolution and film grain. This will make details harder to discern which can both put the player at ease and allow some freedom with asset use.

On top of that, there will be a colour filter that changes shadows to a dark, rotten green. This is to give the game a ‘sickly’ appearance as well as create cohesion between many of the visual design choices. The UI will incorporate sprites of human body parts to indicate the player’s selected action, such as a hand for interaction and an eye for examination.

# Transcript

## Introduction

*I don’t know when it started, but every second of every day I can feel it. I can feel a creature crawling along my body but there’s nothing there.*

*It started off as an itch and slowly but surely grew into a sensation I cannot look past.*

*I can’t concentrate, I can’t work, and now I can’t even sleep.*

*The doctors won’t help me; they say there’s nothing there and write it off as stress but I’m not buying it.*

*I got a phone call from a man who says he can help me. He gave me an address and hung up.*

*I’ve got nothing to lose.*

# House design

## Rooms:

First floor:

* Entrance
  + Table with photo frames
  + Key rack
    - House key: cannot be picked up, disappears in second act
  + Hat rack
  + Wooden floor
* Living room
  + Two couches
  + TV on top of unit with drawers and shelves
  + Ceiling fan and light
  + Carpet floor
* Garage
  + Garage door bolted shut
  + Tool rack
  + Boxes full of glass jars
  + Concrete floor
* Kitchen
  + Fridge, oven stove
  + Back door
  + Tiled floor
* Laundry room
  + Washing machine
  + Dryer
  + Shelves
  + Tiled floor
* Stairway to second floor
* Stairway to basement floor

Second floor:

* Hallway
  + Carpet floor
  + Two paintings
* Master bedroom
  + Large bed
  + Two wardrobes
  + Make-up desk
  + Carpet floor
* Bathroom
  + Toilet
  + Shower
  + Toiletries cabinet
  + Tiled floor
* Child’s room
  + Small bed
  + Walk-in closet
  + Worn desk
  + Carpet floor

Basement:

* Hallway
  + Concrete floor
  + Mouldy walls
* Utility room
  + Water heater
  + Fuse box
  + Iron cabinet
  + Chains on wall
* Laundry room
  + Shelves with various chemicals
  + Old washing machine
* Study
  + Noticeably cleanest room in basement
  + Desk covered in notes and diagrams
  + Diagrams on walls
  + Locked box
    - Contains key to basement door

## Rough Sketch

Sweet Home 3D images will be inserted here.

# Gameplay Beats

## Intro

The player arrives at the house and discovers the front door wide open and nobody’s home. After checking all the individual rooms and discovering the basement and stairway upstairs is locked, the player character will decide to leave. Upon hovering the cursor over the front door’s handle, the floor gives way and the player is knocked out.