

Narrative:

- You wake up tied to a chair in what looks like a basement and hear a scraping sound above you.
- You break out of the loose knot tying your hands and in the room there's a lot of blood on the ground and around, with lots of knives and other torture tools hanging around the room
- You try to escape the house from a crazed man obsessed with asking you where his wife is
- As he notices you escape the basement, he runs around the house looking for you, where you must hide and try to escape his house without being spotted
- As you get to the front door, there is a lock on it and you can't exit through conventional means
- You have to scour the house's rooms to find a way to get out without making any noise
- As you run near the end of the game, you end up in the living room, where there's a fireplace that leads up to the roof if you climb up it, and it has room to fit you
- You escape and you get to a telephone to call the cops on the man, and the game ends with them driving up to the house

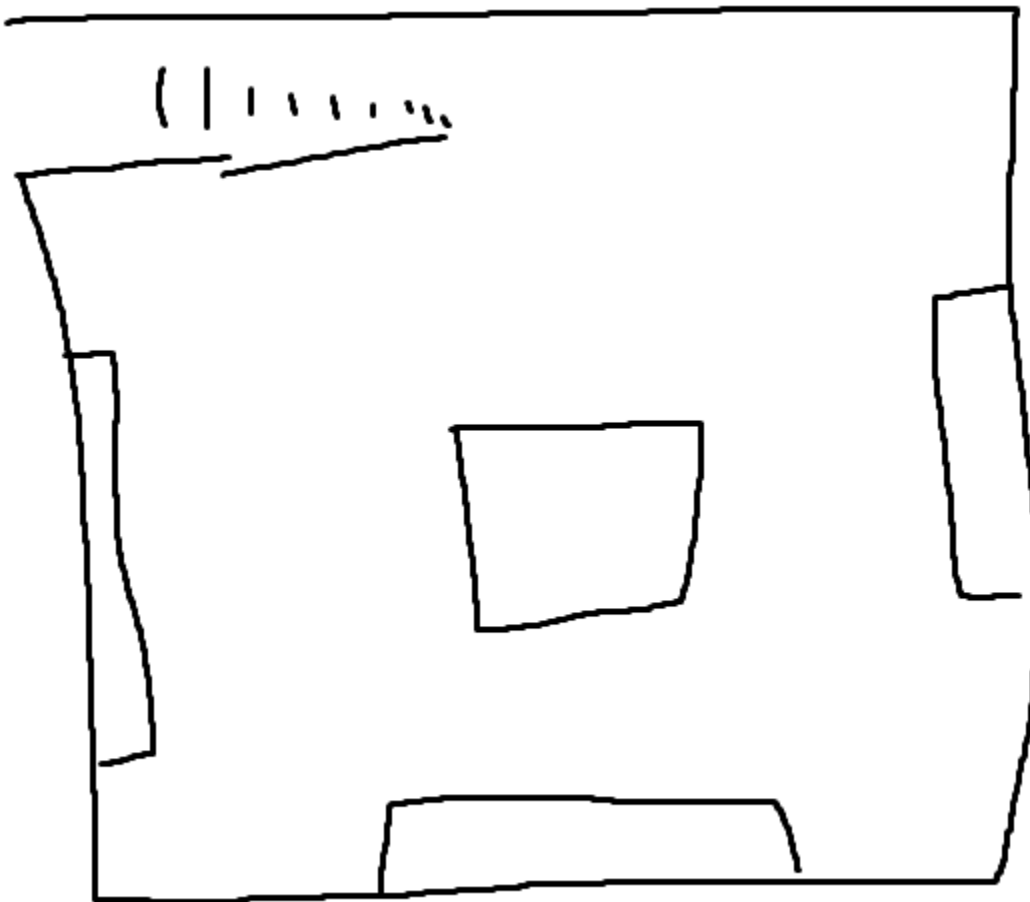
Mechanics:

- This game would be a walking-sim/stealth game where you can walk around the house and interact with the items in it freely, but it would have a horror element where the man is constantly chasing you and you would lose if you are spotted

Scenes:

1. Torture Room/Basement

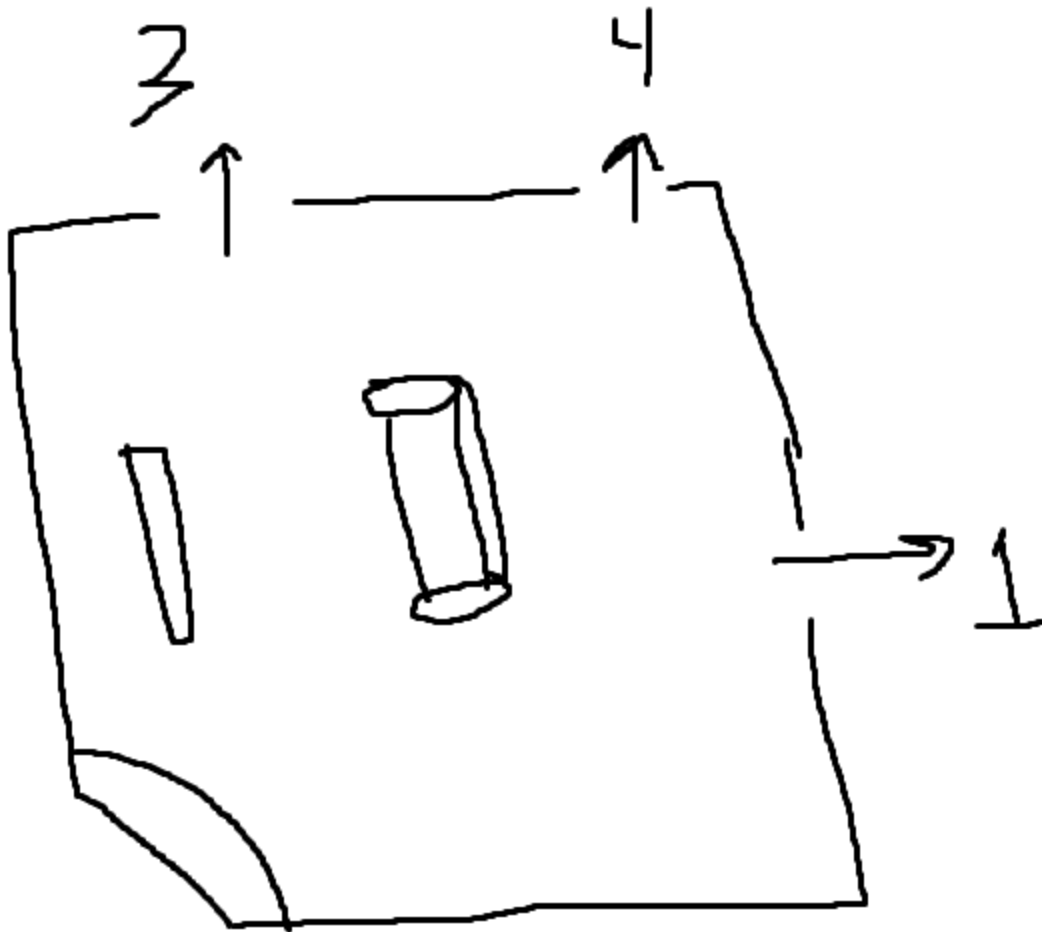
- a. Square room where you are in the middle tied to a chair at the beginning, once you break out, you can explore and interact with the torture tools hanging on the walls
- b. The room has no windows and the walls are relatively thin because you hear the scraping of a blade or some kind of metal object above you that the man is dragging around



2. Living Room

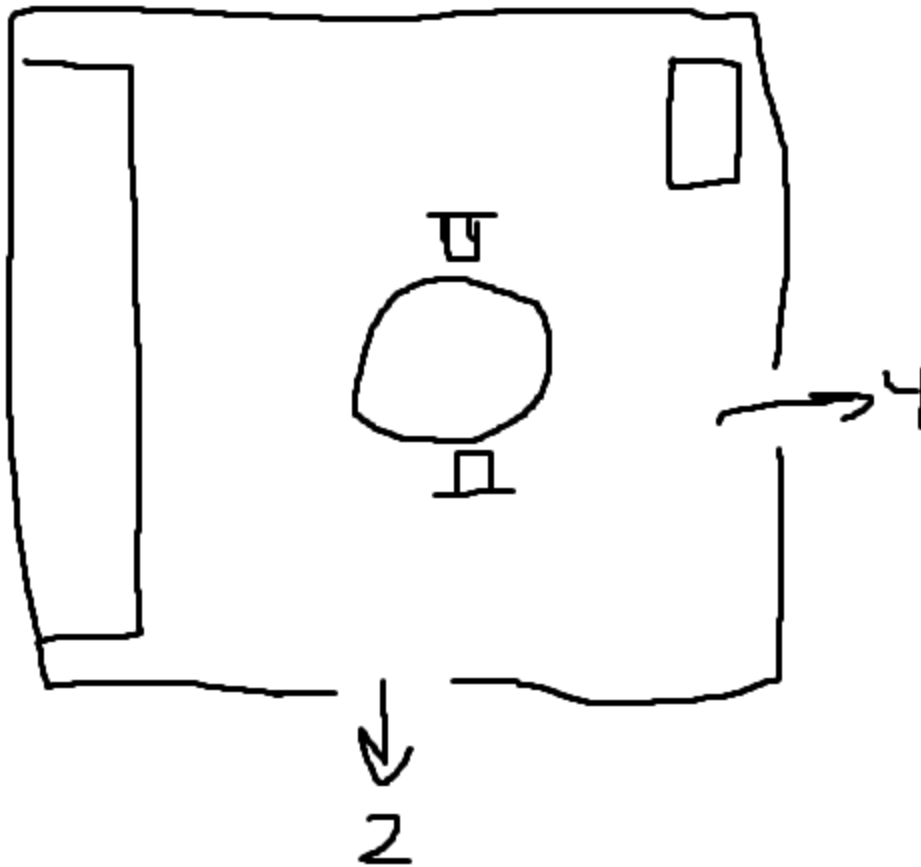
- a. There is only a ripped up couch with a TV in front of it in the living room, as well as a fireplace in the corner of the room
- b. There are family pictures scattered around the floor and lots of broken glass

- c. All of the windows to this room are boarded up and there is not much light



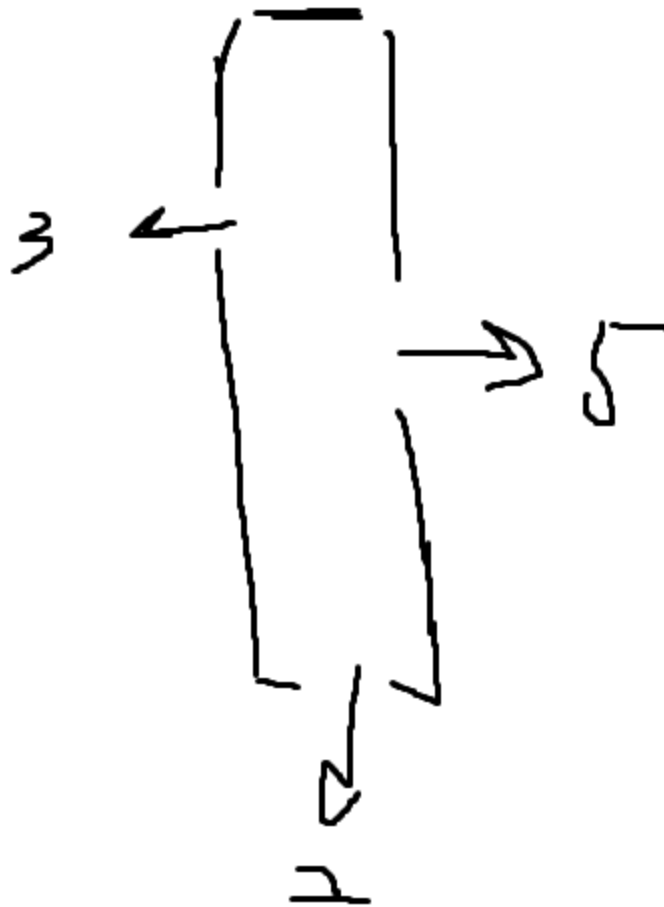
3. Kitchen

- a. Normal looking kitchen with a partly broken sink and a dusty kitchen counter
- b. All cutlery is missing and windows are once again boarded up and the room is relatively dark
- c. There is a fridge but it is falling apart and the freezer under it is completely intact
- d. There is a circle table in the middle with 2 chairs



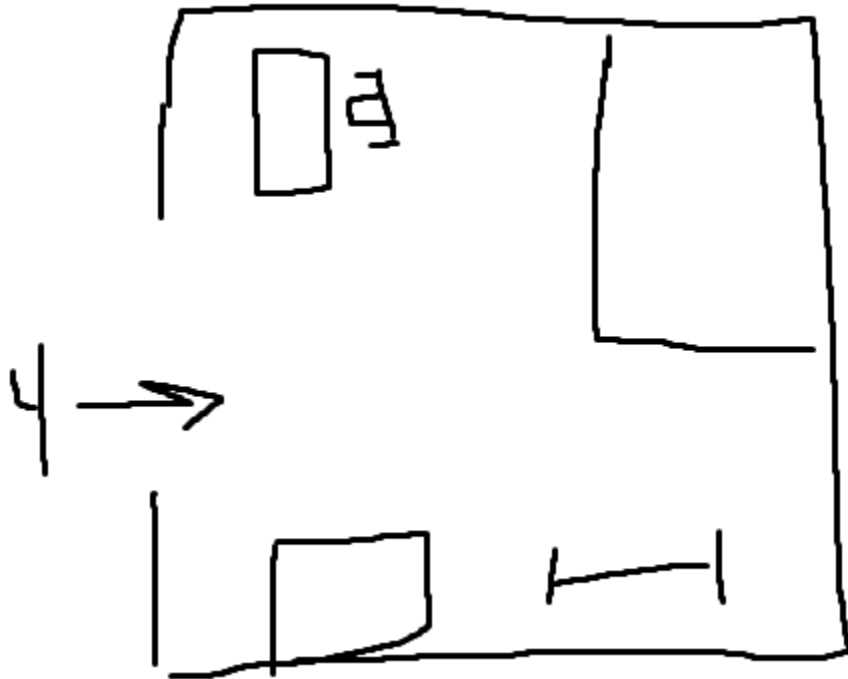
4. Hallway

- a. Long hallway with family portraits all over the wall and a door at the end of the hall
- b. Red streaks along the ground from the door to the end of the hall to the basement
- c. Broken door hinges to all connecting rooms



5. Man's room

- a. Messy Bedroom and detective whiteboard with pins and line all over pointing to a woman
- b. Destroyed dresser and messy desk



Inferences	Evidence
Crazed man is trying to kill you	<ul style="list-style-type: none"> You are strapped to a seat with torture tools around you(scene1) Bloody streaks on the floor(scene1 and 4) Man has a wife or family (scenes 1-5)
You aren't the first person to be in this situation	<ul style="list-style-type: none"> Bloody streaks and you aren't bleeding yet(scene1-3) Table with names crossed out (scene5) Blood on window boards (scene2)

Man's wife is dead or missing	<ul style="list-style-type: none"> ● Excessive photos of her(scenes 1-5) ● Detective board trying to find her (scene 5)
Its been a long time since she's been missing	<ul style="list-style-type: none"> ● House is run down and breaking apart(scenes 1-5) ● Moldy window boards and dried blood streaks all over the house and in the basement (scene 1-5)
Contact is cut from the outside	<ul style="list-style-type: none"> ● There is a ripped off telephone line (scene 2) ● Dark environment and run down house makes the place look abandoned(scenes 1-5) ● Barred windows imply no contact with neighbors or any person (scenes 2-5)
Possibility of previous people being mutilated or man being cannibalistic	<ul style="list-style-type: none"> ● Freezer is intact and clean could imply amputated parts(scene3) ● Butcher tools in the basement (scene 1)
Man has the key to the front door and previous victims were dragged in from there	<ul style="list-style-type: none"> ● Blood streaks in the hallway come from the front door (scene 4) ● Blood streaks go towards the basement from the front (scene 1-4)
There is only 1 conventional exit and you and the killer are the only two are the only ones in the house	<ul style="list-style-type: none"> ● No other people inside the house/no noise besides you and him ● All other openings towards light are boarded up or locked (outside of the

	fireplace) (scenes 1-5)
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