

Working title:

- Castle Decomposition

Our team:

- Meghan Disko (Artist)
- Michael Betar (Designer/Programmer)
- Dominic Bennett (Sound Designer)

Overview:

- Genre: Horror/Adventure
- Target audience:
 - Age: 15-30

Monetization:

- Starting Price: \$5-\$10
- Possibility for story expansions (Investigating new locations,mysteries,people)

Platforms & system requirements:

- PC
- At least:
 - Memory: 1 GB (Estimate)
 - Graphics Card: NVIDIA GeForce 7800 GT
 - CPU: Intel Core 2 Duo E6400
 - File Size: 10 GB (Estimate)
 - OS: Windows XP / Vista

Elevator pitch:

- Retro horror adventure game where you, a detective, investigate reports about a castle rotting the townspeople around it from their inside out, and try to discover the secrets left behind by your brother inside the castle before it's too late.

Story:

- Characters - Gareth Zeal (Detective/Main Protagonist), Gawain Zeal (Protagonist's Brother), Cursed (people who have rotted inside the castle and died who later became possessed by the castle being used as puppets), Townspeople of Aarzen
- *Prologue/Act I:* Scene opens with a cutscene of Gareth's brother, Gawain, curiously going inside the castle only to be locked inside. Gareth Zeal picks up a newspaper, which displays an article about people suddenly disappearing on the front page, and a letter falls out of it. It's addressed to Gareth from a distant relative who asks you to investigate a castle tied to these disappearances. He reads the newspaper and discovers his brother is missing among those who disappeared and decides to go look for him. He decides to interview local townspeople in Aarzen to get an idea of what strange phenomena could be happening and they all tell him to stay away. Gareth, wanting to save his brother, decides to go into the castle despite all the warnings and deals with his first encounter with some Cursed.
- *Act II:* Eventually while exploring the castle, Gareth discovers the dead corpse of his brother, Gawain, dead but somehow alive. He has rotted and became a Cursed, now possessed by the castle. He decides he wants to leave, knowing the same fate will soon happen to him and seeing his brother in that state isn't worth whatever secret the castle has, but soon discovers he cannot leave and is locked into solving this mystery. He finds a hidden tape recorder left by his brother and it details a possible way to rid the castle and its rot forever.
- *Act III:* Gawain mentions going to the upper levels of the castle and finding the last artifact. After he does this, he has to use all three key artifacts to do a summoning ritual. This ritual will summon the heart of the castle, leaving it vulnerable to attack.

Gareth destroys the heart, along with all the artifacts, and destroys the castle entirely. He escapes, and the castle crumbles. The people who rotted inside the castle, including Gawain, unfortunately crumble along with the castle but everyone else is saved from the castle taking over everything.

Theme and setting:

- Location: Norway
- Time-Period: The 1990s
- Theme: Choosing whether your own goals or those of others are more important, familial ties

Gameplay/Mechanics:

Gameplay

Game Progression

- *(Act I exclusive) Interview Townspeople:* In the beginning of the game, the player has to interview townspeople to learn more about the castle and the disappearance of Gawain, the protagonist's brother. When you interact with them, you are given a set of dialogue options to choose from, depending on what information is most valuable to the player. You can only ask 3 questions per person and some people will have no information. The rest of the information you don't learn has to be discovered by exploring the castle, finding artifacts, or playing VHS tapes. The information gathered will be noted in the player's Log and viewable from the player's inventory at any point in the game.
- *Explore the castle:* Explore the castle by walking through its halls, unlocking new areas to explore containing new pieces of evidence that lead you further and further down your brother's paper trail.
- *Fleeing from Cursed:* The player runs into many Cursed enemies while exploring the castle. Regular combat mechanics don't work against Cursed since you technically cannot kill them due to them already being dead. Stunning them also doesn't work since they are being used as "puppets" and cannot feel physical pain. Because of this, when a player encounters one of these enemies, they have no choice but to run away and try to sneak away from them. There are also some Cursed that won't try to chase you but stalk you instead. Determining which ones chase and which ones stalk will be impossible since they have unpredictable behavior patterns and can switch at random due to the player's actions. For example, standing too long in the same area as a Cursed will upset them and they will start to chase you. Using the Blacklight mode, you can also find invisible stalking Cursed that will instantly chase you if they are spotted. Also with the Blacklight, if you use it on a regular Cursed enemy, it will instantly chase you. Cursed are very sensitive to Blacklight since it uses x-ray radiation, which can speed up the rotting process.
- *Find Artifacts:* Artifacts will be used to give the player clues on what they're investigating, or how the mystery they're trying to solve is developing. Another kind of artifact referred to as "Puzzle Pieces" by the team, refer to artifacts that will be used like puzzle pieces, placed in an order or placed next to other things in order to activate devices within the castle (doors, secret rooms, new areas all capable of being revealed once an artifact has been taken from your inventory and then placed down in a designated spot). Artifacts can be viewed from the inventory at any time and a short description of the artifact will be displayed next to the selected item. There are also some more important artifacts that will be hidden and only viewable using the Blacklight mechanic.
- *Play VHS Tapes:* Throughout the castle, the player uncovers VHS tapes that were left behind by previous people before they died inside the castle. When you play a VHS tape, the player views it as a point-of-view memory or flashback of where that person was at the time of their death. These tapes help the player learn about the creatures lurking in the castle, how/what causes people to rot, and essential details for story progression.

Objectives

- Investigate the mysterious appearance of a strange castle, rumored to take the lives of anyone who enters
- Find a way to stop the disappearances of local townspeople related to the castle
- Solve puzzles and construct a timeline of events to find out what happened to Gawain Zeal
- Escape the castle and prevent its rot from spreading

Mechanics

Movement

- WASD Keys
- Mouse moves the camera
- Shift key causes the player to run

Objects

- 3 key artifacts that are essential to the ending of the game - Compass, Amulet, Doll
- VHS tapes - essential for learning information and story progression
- “Puzzle Pieces” - any item used for puzzles; candles, bowls, keys, poems, jewelry, etc.
- Flashlight - carried by the main protagonist at all times, has a special “Blacklight” mode

Actions

Combat

- There is no way to fight or stun enemies and most enemy encounters will involve running or sneaking away from them
- Blacklight - a special flashlight mode that helps the player see hidden/invisible enemies, activated with the F key

Interacting with objects

- Left-clicking on an object will put the item inside the player’s inventory, which can be viewed with the I key
- Blacklight - a special flashlight mode that helps the player view hidden collectible objects essential for story progression, activated with the F key

Talking

- Dialogue comes up on the bottom center of the screen with audio and subtitles
- Dialogue choices can pop up underneath the main dialogue at times, the choices affect what information the player learns

Reading

- Most reading is through the dialogue and interviews
- Some poem-based puzzles will be found throughout the castle
- Blacklight function can uncover hidden text