As a player seeking immersion, I want to choose between richly developed protagonists—each with a backstory, strengths, and emotional baggage—so that my decisions feel personal and influence the way the haunted narrative unfolds.

As an emotionally engaged player, I want the game to include reactive voice narration and atmospheric audio that intensifies or shifts based on my choices, so that I feel the evolving dread as if I were truly inside the house.

As a decision-maker in a hostile environment, I want each dialogue choice to shape the world around me—altering character relationships, unlocking new paths, or triggering unseen dangers—so that I feel accountable for the story’s progression.

As a curious explorer, I want to uncover hidden notes, strange relics, and family mementos across the house so that I can piece together the tragic history and perhaps influence the fates of the spirits that haunt it.

As a thrill-seeker, I want the game to include dynamic environmental audio—creaking floors, shifting shadows, ghostly whispers—so that fear isn’t just in the story, but in the silence between every line of text.

As a survivor, I want a stat-based system for health, sanity, and spiritual resistance that changes based on my actions, so that I must think carefully before engaging with dark forces or wandering into cursed rooms.

As a player navigating a high-stakes experience, I want an intuitive checkpoint system that saves during major emotional or narrative beats, so that I can revisit key moments without losing immersion.

As a completionist and storyteller, I want the game to feature multiple distinct endings—tragic, redemptive, ambiguous—based on a combination of small and large decisions, so that each playthrough offers a new layer of meaning.

As a strategic thinker, I want the haunted mansion to be non-linear, with locked doors, hidden pathways, and room-specific events that react to my character and prior choices, so that exploration feels rewarding and tense.

As a story-driven player, I want environmental storytelling—such as bloodstained paintings, scribbled warnings, and possessed furniture—to serve as narrative clues or foreshadowing, so that even silent scenes tell chilling stories.