

This is the “final” Demo summary. I took some time to change the storyline and add new things. This super duper straight forward. I skipped through a lot of the puzzle explanations and dialogue which makes the story seem bland to some degree.

Project LuLu/Goodnight LuLu is a story based on survival , horror, and following what you want. The demo is meant to be 30 mins, 6 different tracks, and 2-3 different endings.

-Summary One: LuLu and Sophie both escape from a dangerous plan/home in hopes of reaching heaven.

The main idea of the story is that LuLu wants to save Sophie from this place and promises to take her to heaven where they'll both be safe. However they are crossed with several hard tasks like escaping through mobs of monsters and having to solve puzzles in order to move forward.

The game mainly focuses on puzzles and the idea of freedom. Several plugins will help achieve the complicated puzzle ideas my small brain has come up with.

Features here:

-I'm putting several plugins into the demo. However the demo will be different from the final product. Demo will be like a test run. See what plugins work well and what doesn't.

-Throughout the game the map will randomly glitch to show us the disgusting place they live in. From the red soaked walls to the clumps of black matter growing on the walls (oooo they have eyeballs.)

-Talk to the raccoon if you wanna listen to the music. Ziggy the man... thank you...

FIRST PLOT SUMMARY:

So far I have a lot of this story done. From the character designs, Walls and floor tiles, and more. As for the plot here we go:

You'll be going through a journey through Hell/Afterlife after your recent passing. Your main goal is to find your owners who left you a few months ago but shortly after you come to terms that you are dead. You come across a Another spirit named Sophie who is a dog living with a demon who promises to keep them safe and happy.

Throughout the game the demon gives you "candies" you have to eat. After sometime you and Sophie stop eating them and realize it was pills to help mask the dark cruel reality of the world you lived in. The world wasn't all rainbows and flowers but rather hell itself where the demon kept you for his upcoming plans.

You and Sophie wanna escape and leave to heaven where you wish to live a happy life. Will you be able to go through the many levels of hell and escape or will you continue to live under a cruel reality?

Throughout the game you'll have the ability to: •Fight 20 different monsters (using a very Pokémon fight scene) •Create unique items through collect items •do mini side quest •Atleast 17 death scenes and 4 hours of gameplay

In the demo we learn the basics of the plot: LuLu is a cat reincarnated and ending up in hell. She is saved by someone named Dimitri after being attacked by a monster. Here Lulu Meets a dog named Sophie who is super happy to have a friend. LuLu becomes suspicious with the locks, her passing out after eating some candy, the voids, and Sophie's fear with the basement. LuLu accidentally overhears the voids discussing something about a plan which will ultimately lead to everyone's demise. We are left on the note that they are given 5 days to push with the plan and to prevent anyone from escaping.

I skipped so so so much here but it's the basics. I would be more than happy to answer questions and explain this more.

LuLu is a very adventurous, caring, and protective girl. She is filled with curiosity but still remains calm and strict. She doesn't wish to cause anyone harm and wants to keep to herself. However she is quick to put points together.

At the start of the game we are introduced to LuLu but in her cat form. We get a short dialogue about how long lulu has been waiting here for (around 8 months) and how she is going to look for food again. The layout of the house is empty with the windows and door blocked. The light is dim and we cant see that much. The objective is to find food but the player has to sleep after this small “quick background summary”

Around the house we will see multiple different objects.

- Empty beer bottle
- beads
- old photo
- ribbon

Each item is supposed to give us a hint about the family and what they were like. We know the family is Dutch based on the writing from the bottle.

-The beer bottle gives us the hint that the father had an issue with drinking. Lulu describes the taste from the bottle to be strong and disgusting.

-Lulu describes the time the mothers necklace broke and how upset she was with this. LuLu describes the mother as very emotional and caring.

-The old photo shows the family scribbled out. LuLu explains the brother had a passion for art and would often paint onto random items. His age would be around 14

-The ribbon has some holes and tears. LuLu describes the sister as cruel and two faced. The ribbon was like this after the sister tried to tie Lulu up but she managed to come out.

LuLu can walk around and explore the house but none of the doors or windows open. The only option to interact with is the blanket on the ground where LuLu falls asleep.

In her final moments she describes the delicious taste of fish and how she wishes for the warmth of the hugs. The screen fades black and we get to see the moon and stars. LuLu wakes up again outside. LuLu is happy the painful feeling of hunger has gone away.

The place looks empty yet lively. There is only grass and trees to be seen for miles. Here the player can go left or right. Going right will stop you because a tree has fallen over. Going left will lead you down a path with several more flowers and light.

LuLu comes across a floating treat. She asks where she is and how she can get back to her owners. She however is left with many unanswered questions. The treat only explains that her job now is to find where she belongs and her purpose before running off to who knows where.

LuLu follows his direction. After some time of walking the sky starts to change into a dark red. There are several eyes in the sky watching over here. The grass and trees die off little by little until everything around her is black and mushy. She hurries up and after sometime we come across the treat again. LuLu begs the treat not to leave and to at least help her find a way out. The treat however laughs it off before insulting her and breaking apart.

The treat exposes himself to be a Void monster. A species of monsters with little to no care about their actions. Here we are introduced to a fight.

The player must win in order to move forward. If the player does not we get an ending called: "Learn to fight"

If the player wins the void will move back and start to chase us. The player must run but if we get caught we get an ending called "Redemption". But if we manage to not get caught we move forward to a scene near a body of red water.

LuLu falls back and begs for forgiveness promising she won't ask for help anymore. Before the treat gets her we are saved By Dimitri.

Dimitri is a very Narcissistic and deceiving character. From the start we are given an image of someone who is caring and protective but during the course of the demo we learn Dimitri is controlling, secretive, and unhelpful. He uses the Void servants to his own advantage and uses lies to manipulate them into staying with him. Dimitri is said to be around the age of 28-32. His goal is to create a special fighting tool or “monster” to help him take over. However his goals are unrealistic and constantly changing.

LuLu thanks him and asks for help. Dimitri offers to take her to his place for something to eat. During their small walk he hands her some candy drops. She eats them out of being polite and is hit with a sudden sense of dizziness and disgust. The screen goes black for a few seconds leaving us with no audio.

Candy drops play a huge role. They mask the reality of the situation. If the player does not consume them from their inventory they'll return to the grotesque hell. Here the player can unlock several endings. The player must take them in order to move forward with the game.

The world we see from this point is calm and looks normal. The sun is always out and the house looks great. In reality the place they are is filled with filth.

After sometime we suddenly wake up and find a girl (Sophie) sitting by the bed watching. LuLu wakes up confused but before she can even say anything Sophie jumps in and introduces herself.

Sophie represents several things. Her red cape represents warmth and adventure. She is often seen picking Lilies or carrying them around. Lilies represent innocence. Her walls have pink daisies which represent gentleness and love. Sophie has a very energetic and caring personality. She loves everyone around her despite their mistreatment and obvious manipulation. Because of this Sophie has stayed here with them for a long long time. She always forgives them no matter what. (spoiler?) After LuLu and Sophie escape after the 4th chapter Sophie holds some regret and wishes to turn back, blaming herself for Ira's death (female void). Sophie spends the entire time yearning for Dimitri's approval which she never gets. Sophie is always seen wanting praise or comfort from others.

LuLu introduces herself and the two share a small conversation. LuLu explains she needs to go back home to her owners. Sophie explains she came here after getting hit with a car. Sophie shares that they only live here and nobody ever comes around. Sophie begs LuLu to stay but LuLu explains she has a family to get back to but Sophie is always welcomed to come with her.

Sophie and LuLu take a small tour here. Sophie explains each room. The player can interact with different items which gives us some insight into the situation. The place is clean and well organized. All the doors have a lock on them.

But there is a trail of black goo leading to the basement. LuLu asks about the basement but Sophie panics and explains nobody is allowed there. She briefly explains that the basement for Dimitri to work in and go in would be extremely bad.

BING BING:

You can unlock an ending here. If you walk to the picture frame on the wall and click on it you'll be asked if you wanna remove it. Removing it shows a hidden key inside. Take the key and use it on the door. Here the basement opens and we hear a loud thud. We get a short dialogue from Dimitri stating "I was just starting to like you." And we get a bad/death ending called: "The basement isn't safe." Here we restart from the start of the hallway.

BING BING OVER:

If the players follow to the kitchen we can explore even more. If we talk to Sophie she asks if we are hungry. Right before we get anything out spawns The female void , Ira.

Ira has a very cheerful and "follower" like personality. She follows whatever order she is given however she does have some morals. She feels awful for the way Sophie is treated but she is promised "freedom and the best form of life itself" which is the only reason why she is staying here. She rambles on about the chores and how she hates her "new form."

Ira interrupts them and asks not to disobey or break any rules. Sophie runs out with LuLu out of fear. They end up in the garden where we can see the sun and

the green grass. LuLu looks confused wondering where the red sky went but overall ignores it.

They walk into the forest where Sophie explains more about her life. Sophie talks highly of Dimitri. We aren't given much information on what's really going on other than they all live together and nobody is allowed in the basement.

Sophie gets an idea and asks LuLu to play hide and seek. Here the player gets a mini puzzle. The map has several roads where they can enter and look around. Sophie would be hiding behind a tree on the right road.

The story picks up when suddenly a group of "Gummy bears" appear.

Because they took the candy drops they hallucinate the monsters/enemies to appear as sweets and other "adorable" and friendly things. In reality they are rolling balls of meat. The game is supposed to have this cutesy look to it but after sometime we are able to see the reality of the place.

After defeating the gummies LuLu tries to high five Sophie but she drops down and covers herself. LuLu looks confused and ignores it. LuLu realizes she flicked out of fear of being hit. It's usually seen with those who have been through similar experiences. LuLu asks if Dimitri or anyone else has hurt her but Sophie laughs it off and ignores it.

LuLu walks back questioning the truth of this place and if she could really trust anyone here. LuLu makes a promise to Sophie to never leave her side and to always be there to protect her. Sophie is extremely happy and runs back home holding her hand.

Sophie walks in and Dimitri is there by the basement. He has a thick coat that is clearly dirty. LuLu takes this opportunity to question him. Here the player can ask him different question (Three questions)

- What is his job?
- What is Ira/the servants?
- Is it really just 4 people living here?

Dimitri gives her playful and meaningless answers which leave her with more questions than before. We know a little bit of his job and that's "making people's dreams come true."

Sophie asks if they can help with his project and Dimitri hands them a list. Here the player is filled with several tasks. However LuLu asks if she can take a small nap in Sophie's room. Lulu goes to Sophie's room where she stops by Dimitris' door and sees that it is open. She steps in and here the player can explore around for a short period. Going to his desk reveals some documents of creating a hybrid. But it was marked with Rejected. Next paper is about the Voids and their abilities which he writes down as "Flawed". The stack of papers are filled with plans but all rejected. Until she comes across labeled "The world" but she can't read it all due to a creak being heard. LuLu leaves everything and runs to Sophie's room. She questions what she just read.

Was Sophie being kept here in hopes of being an experiment? What even was this experiment and why did all the doors and windows have locks? Whatever it was LuLu was suspicious of the situation more than before. Trusting a man who wears a black coat doesn't sound like a good idea.

LuLu comes out after sometime and notices everyone is gone. She looks around confused but takes this opportunity to explore more. The kitchen has its knives and forks locked. The basement however is locked and the key beyond the photo is gone. LuLu Sits down and closes her eyes when suddenly another Void comes out.

Jimmy is a boss that will be defeated much later on. Jimmy has a strong, playful, and cruel personality. He puts himself before anyone and looks down on those who can't defend Themselves. However he keeps his personality as playful and carefree.

Jimmy scares LuLu which causes her to jump and move away. Here they have a very "short and meaningless" exchange where nothing is learned about each other. Sophie comes back out and is holding up a list. Her happy expression changes when she spots Jimmy. Sophie explains they have a job to do in which Sophie drags her out. Sophie urges her to stay away and apologizes for leaving her there.

Sophie takes her outside where they have a small task to complete. They need to collect some flowers. Sophie insists on getting Lilies because of their beautiful soft cream color. LuLu follows behind her and here they set off into the forest to collect 10 Lilies.

Here we get a CG of LuLu and Sophie collecting flowers. The flowers are scattered around which the player has to collect all of them.

LuLu and Sophie get back after this task. Sophie carries the flowers back and we can see dinner is set up. Sophie places the flowers in a vase and we can see how all the food looks. Once everyone sits down and we get a transition the scene glitches for a second showing off the red soaked table cloth and piles of meat. The world goes back to normal and we see cakes and food all on the table.

Sophie and LuLu listen to their conversation where they talk about upcoming plans and how happy everyone is to have LuLu here. LuLu wants to bring up the fact she already has a family but refuses. She doesn't want to upset anyone and accepts the offer to live here.

LuLu thinks about everything that has happened. Maybe she was overthinking it. How could anyone like this be bad? They offer her food and a home but in return she suspects them all of being evil and hiding secrets?

After Dinner they leave upstairs to their room where they sit and talk for a second. Sophie thanks LuLu for being her friend. LuLu waits for Sophie to sleep before standing up. It's past midnight by this point but she hears talking. LuLu walks out to check out what's happening and to her surprise the door was left unlocked. She walks down the hallway and spots Jimmy and Ira talking in the living room. The conversation is about the plan working. LuLu listens for sometime but she makes a sudden creak. Jimmy notices and asks Ira to shut up. LuLu runs back to the room and hides under the covers. She closes her eyes begging they didn't see her.

LuLu realizes her suspicions are correct. Something isn't right. She goes to sleep and the next day she asks Sophie about this place.

We know that the voids were once normal until Dimitri had tried something new on them. Sophie describes Ira to be nice sometimes but their moods change suddenly into aggressive monsters. They talk more about this and it builds a solid idea of what's going on.

-Dimitri is obsessed with the idea of being strong and holding power over others. His plan is to use the servants to get invitations to a specific group/community. Little is known but that's all Dimitri talks about. Sophie will be used for this experiment and is being kept only for that.

Sophie and LuLu get ready for breakfast. Here the tension is high. Nobody greets them (being the servants) and the plates are separated.

They both sit away with some distance when suddenly Jimmy asks if anyone else was awake last night. They both answer no but Jimmy is clearly not convinced. He drops some jam on their plates with some toast. LuLu eats nervously but Sophie sits there looking at her plate. She apologizes to Jimmy taking the blame which only causes her to get hit on the head with a black tentacle. Sophie looks down and starts to eat despite her bread being soaked with tears now.

LuLu finishes eating and they both leave upstairs.

Here we watch the servants both walk down the hallway and to the basement. We get a small glimpse of the environment. The place is dark and the soft growls of a monster could be heard. Jimmy explains that the plan is ready for phase two where Dimitri Agrees ending the demo with a simple: "5 days from now... That's all we need. If they escape, nobody will be allowed to live another day."

Of course the demo ending might change (?) I will see what I come up with.

Badabing badaboom,