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## Story

Deep in the whistling woods lies a quaint cabin resting against a great mountain belonging to the witch Marigold Le Fae. The cabin has a unique beauty to it whether it be the location it sits in or the well-tended garden which lures any traveler lost in the whistling woods to its doorstep. Marigold attracts travelers to stay the night so she could capture their souls to fuel her magic and keep herself youthful. However, Marigold is a very ambitious witch and picked off more travelers than she should have and caught the attention of witch hunters. Upon her cabin being raided by witch hunters, she had to take shelter within her panic room, but she left her hidden bookshelf door open which gives the witch hunters free rein of her cabin. Marigold must scry from within her panic room and use the magic and potions they have in store to deter the witch hunters and stay safe even though she was stealing the souls from innocent travelers, but which witch hasn't done that before. She must stay safe and use her wits to not be found out by the witch hunters and who knows apparently witch hunters have strong souls.



*Figure 1-Outside of the cabin*



## Reference Environment



*Figure 2 - The mountain that towers over the cabin*



*Figure 3 - The forest surrounding the cabin and mountain*



*Figure 4 - The forest is filled with ruins of long past civilizations*





## Setting



Figure 5 - The world is high fantasy taking inspiration from middle earth



Figure 6 - The housing is very rustic and storybook



Figure 7 - With all the beauty there is a creepy dark magic side to the world



Figure 8 - The forest surrounding the cabin is enchanted to look more welcoming than what it is



Figure 9 - Magic exists in this world but corrupts those who use it

## Characters



Figure 10 - A witch being hunted by a witch hunter

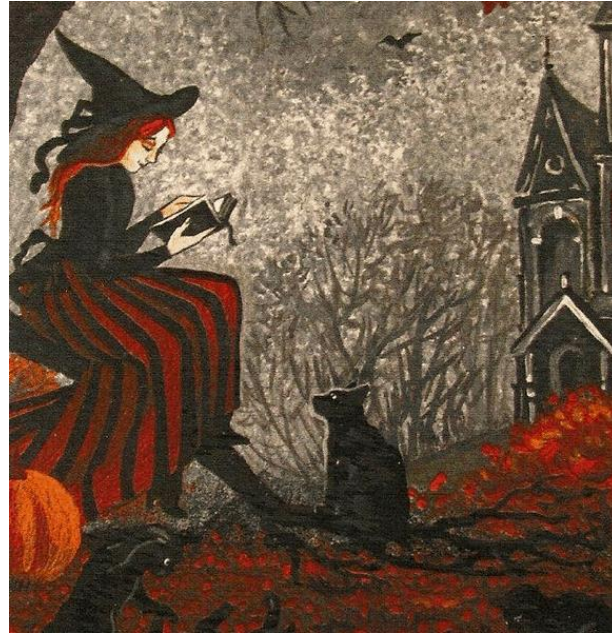


Figure 11 - A witch with her familiar(s)



Figure 12 - The witch of the woods

Marigold Le Fae



Figure 13 - Marigold's familiar Flora



Figure 14 – The serious and stubborn witch hunter



## Features



Figure 15 - The garden outside the cabin which grows herbs that marigold uses



Figure 16 - The furnishing of the main area makes it look like a standard rustic cabin



Figure 17 - Inside the mountain that backs the cabin holds the witches alchemy area where she does her potion making and magic



Figure 18 - Panic Room using the walls of the mountain, this room was here way before Marigold settled down, but she has repurposed it into a safe room



Figure 19 - Marigolds library filled with books on rituals, plants, and various collected texts

## Style

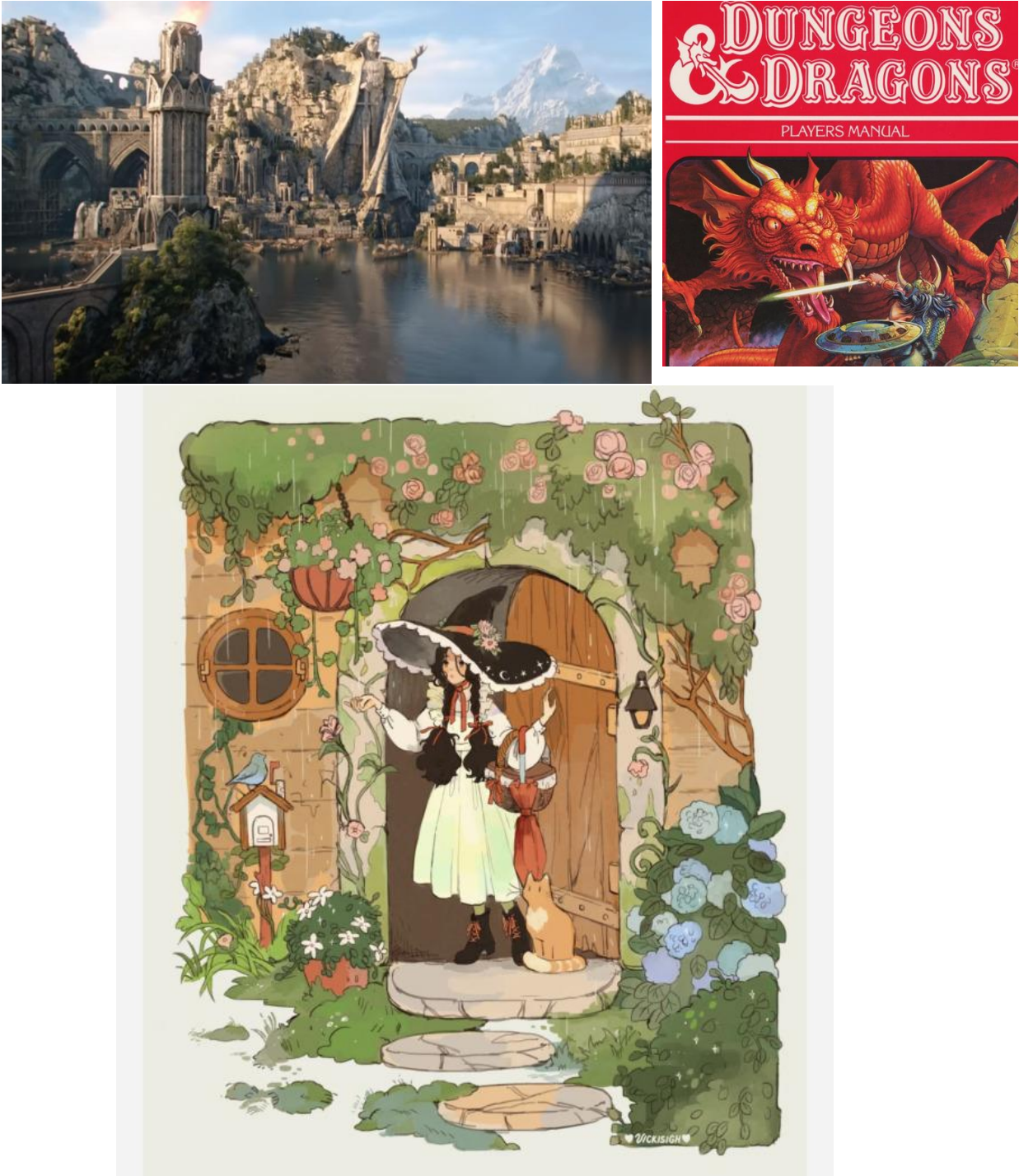


Figure 20 - The inspiration was the world design of dungeons and dragons/lord of the rings and the whole style was of the cottagecore aesthetic just with some added dark fantasy elements



## Program/Requirements/Features/Gameplay

### Area 1 – Outside

Forested area

Garden

Cabin porch

### Area 2 – Main Room

Living Room

Kitchen

Dining Area

Marigolds Bedroom

Guest Bedroom

Bookshelf Door

### Area 3 – Hidden Dungeon

Library

Alchemy Room

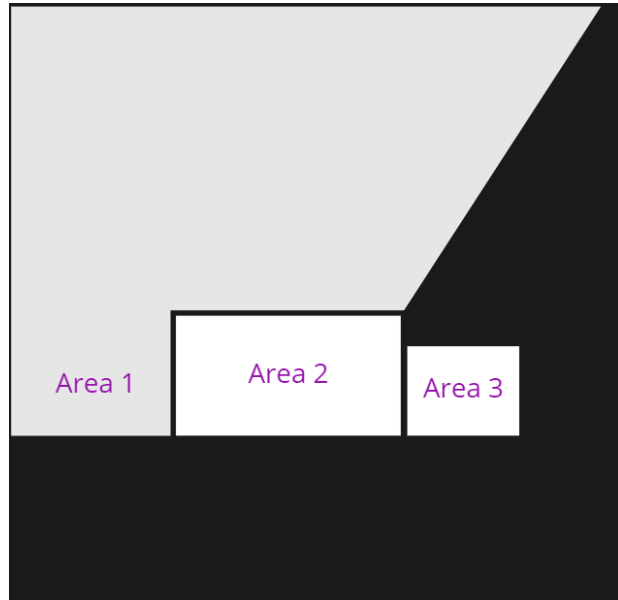
Brewing Equipment

Shelf of dried herbs

Ritual Room

Magic Circle

Panic Room

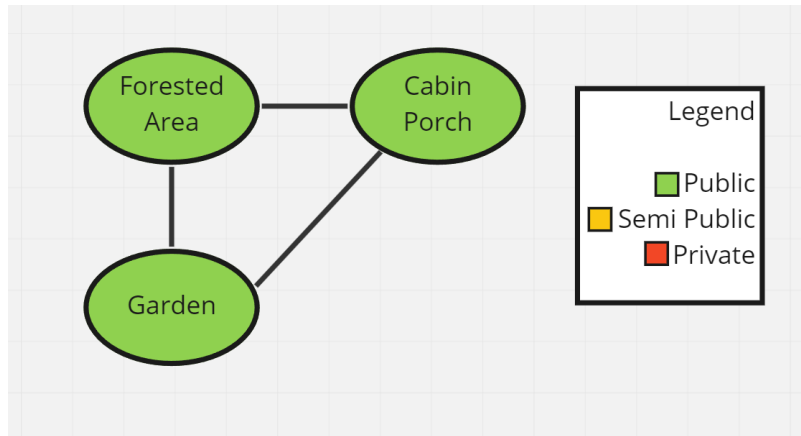


*Side view of the cabin with areas*

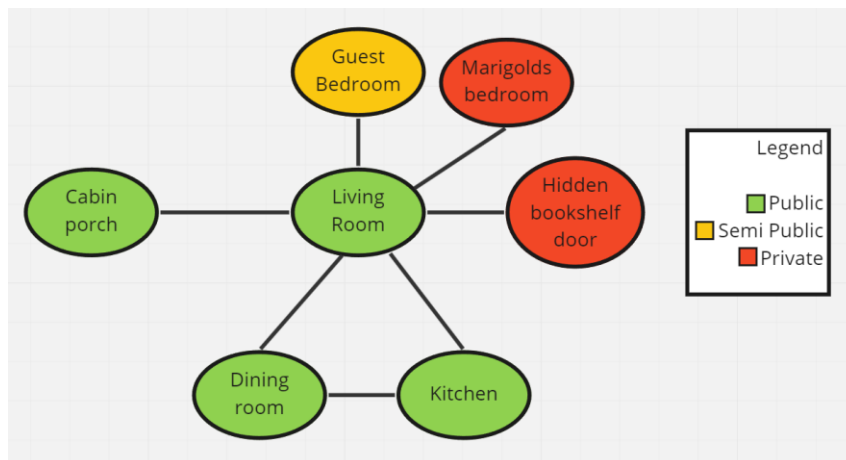
## Diagrams

### Bubble Diagrams

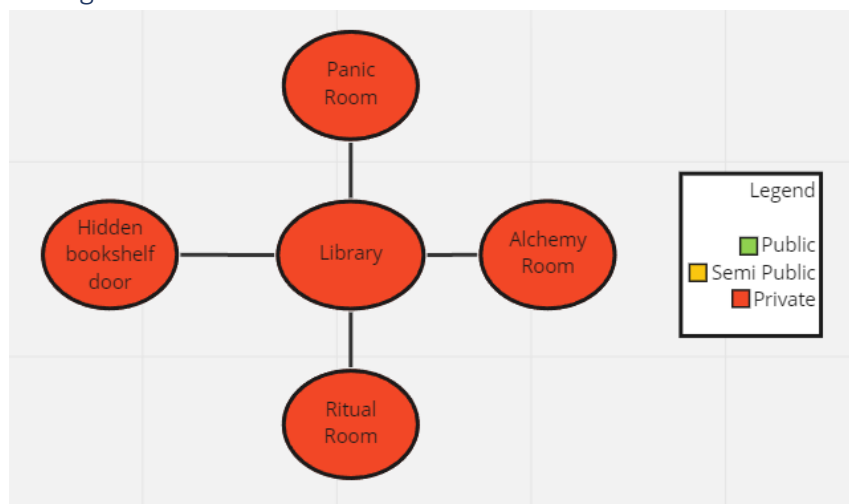
#### Area 1 - Outside



#### Area 2 – Main Room



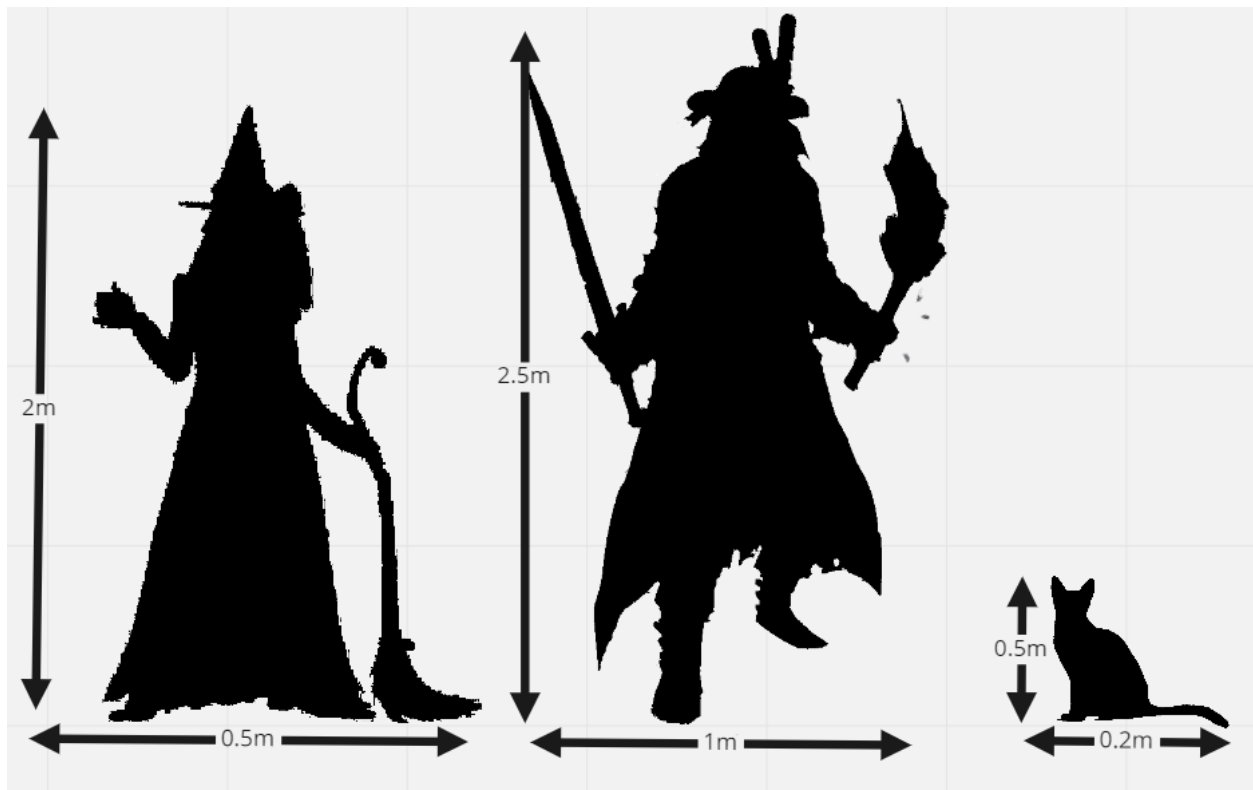
#### Area 3 – Hidden Dungeon





## Metrics

### Character Metrics



Marigold Le Fae, Witch Hunter, Marigold's familiar.

### Object Metrics

Location	Garden			
Object	Length (m)	Width (m)	Height (m)	Count
Bench	2	0.75	0.75	1
Trees	4	4	18	Forest
Herb Plot	3	2	1	4

Location	Living Room			
Object	Length (m)	Width (m)	Height (m)	Count
Chair	1	1	1.4	3
Bookshelf	2	1	3	2
Side Table	0.5	0.5	1	1
Bookshelf door	1.5	1	3	1

Location	Cabin Porch			
Object	Length (m)	Width (m)	Height (m)	Count
Bench	2	0.75	0.75	1
Table	2	1	1	1
Chair	1	1	1.4	2

Location	Dining Room			
Object	Length (m)	Width (m)	Height (m)	Count
Table	2	1	1	1
Chair	1	1	1.4	4
Cabinet	2	1	1	1

## Object Metrics Cont...

Location	Kitchen			
Object	Length (m)	Width (m)	Height (m)	Count
fire pit	2	2	1	1
Wash bin	1	1	0.5	1
Herb Rack	2	0.5	1	1
Drying rack	1	0.5	1	1
Shelf	1	1	2	3

Location	Panic Room			
Object	Length (m)	Width (m)	Height (m)	Count
Scry glass	1	1	1	1
bookshelf	2	1	2	1
potion shelf	1	2	1	1
Ritual circle	1	1	0	1

Location	Guest/Marigolds Bedroom (both bedrooms have the same items)			
Object	Length (m)	Width (m)	Height (m)	Count
Bed	2	1	0.5	1
Chair	1	1	1.4	1
nightside table	0.5	0.5	0.25	1
bookshelf	1	1	2	1
Chest	2	1	1	1

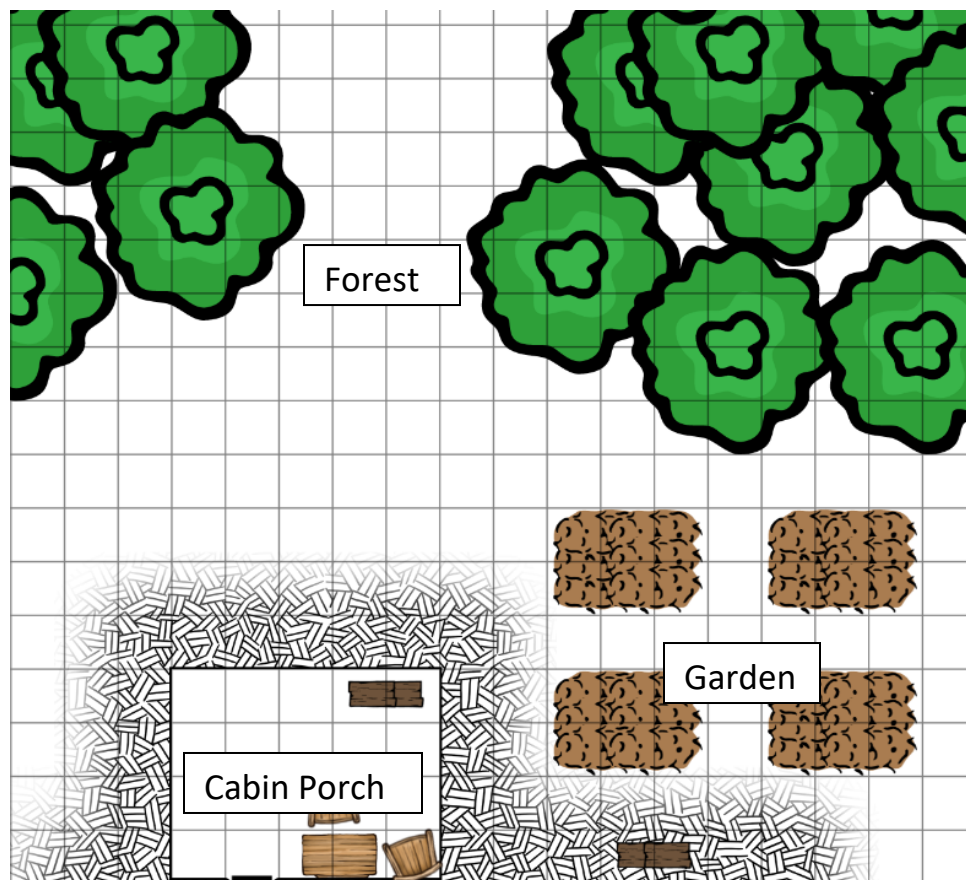
Location	Library			
Object	Length (m)	Width (m)	Height (m)	Count
Chair	1	1	1.4	1
Book shelf	1	2	3	4
Table	1	1	1.5	1

Location	Alchemy Room			
Object	Length (m)	Width (m)	Height (m)	Count
Chair	1	1	1.4	1
table	2	1	1.5	1
Alchemy Set	2	1	1	1
Material Shelf	2	1	2	1
book shelf	1	1	1	1

Location	Ritual Room			
Object	Length (m)	Width (m)	Height (m)	Count
Ritual circle	4	4	0	1
table	2	1	1	1
Chest	2	1	1	1
Book shelf	1	1	2	1

## Map

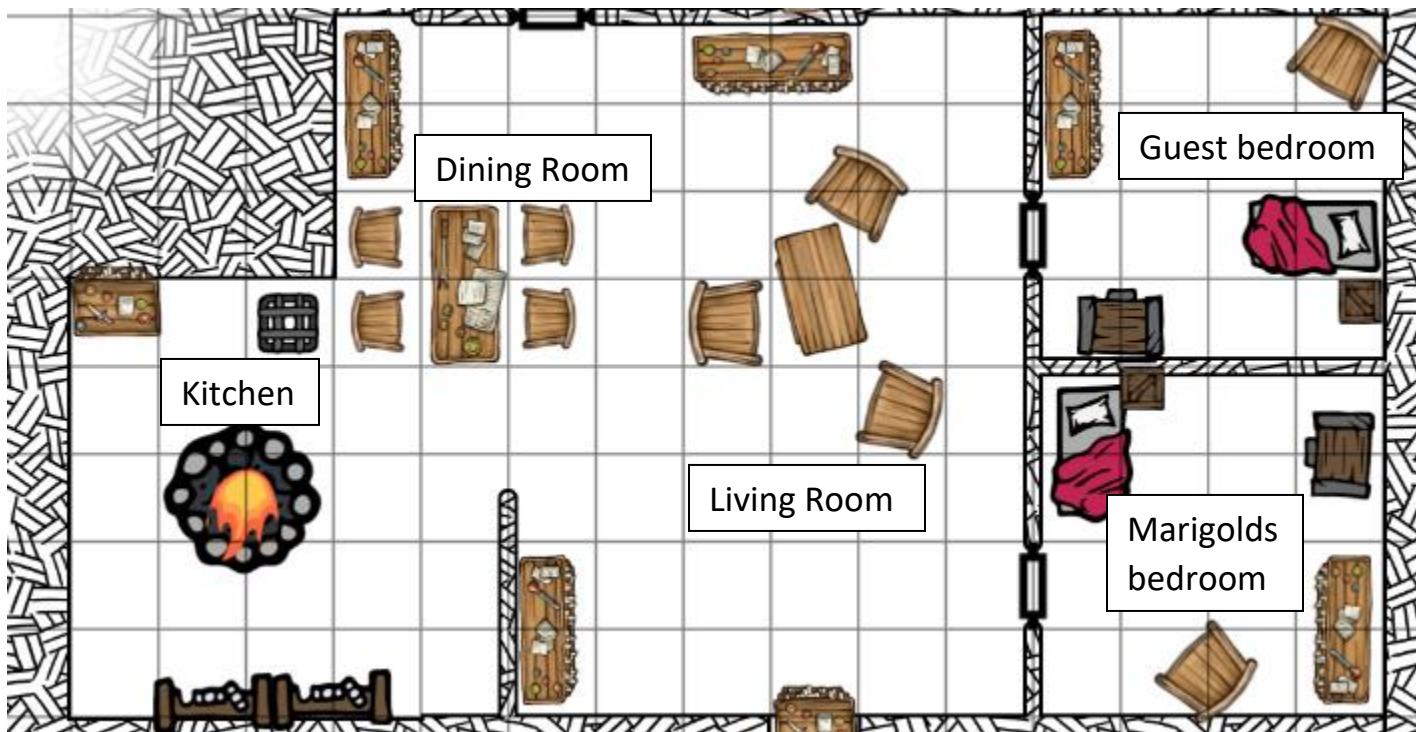
## Area 1 – Outside



Each Square is 1m

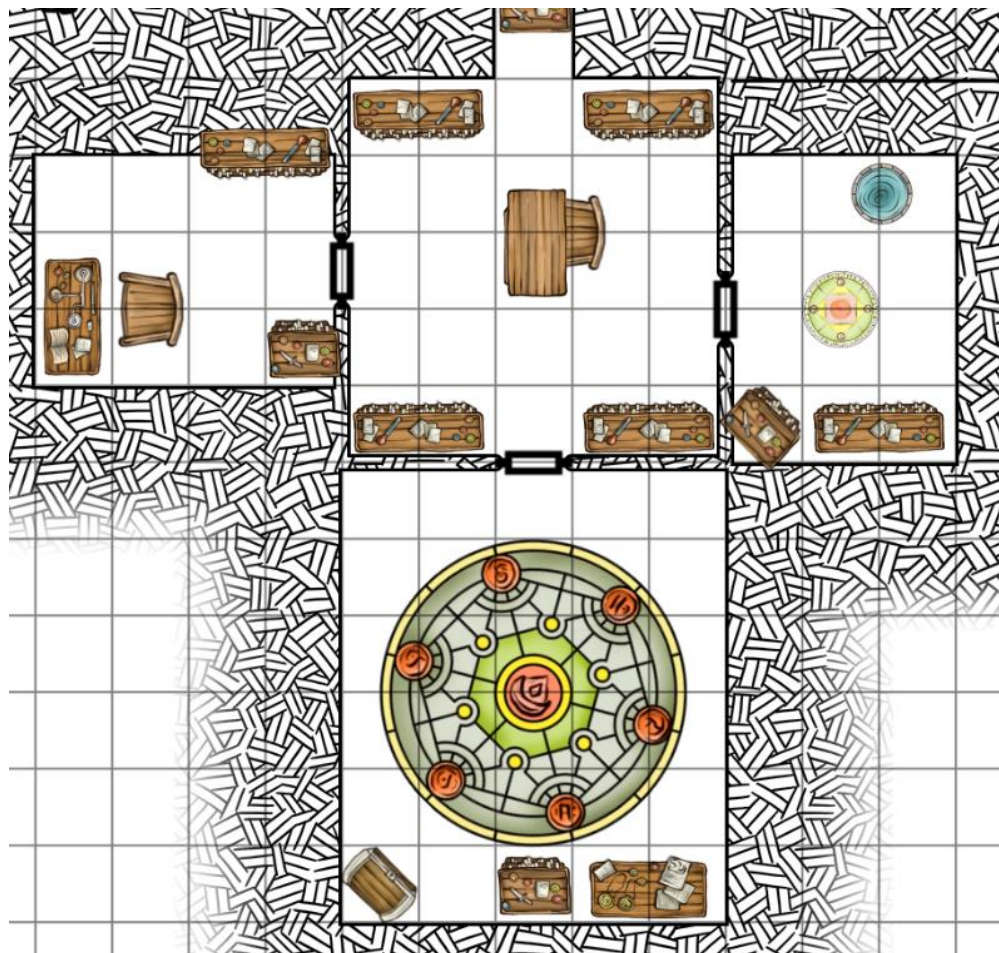


## Area 2 – Main room



Each Square is 1m

## Area 3 – Hidden Room



Each Square is 1m