PANIC AT THE WITCHCO

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Table of Contents

Contents

Story

- An idea for the story is the **witch Marigold Le Fae** whose **cabin sits at the bottom of a mountain**. The outside of the house looks like a beautiful cabin with a garden on the side meant to lure stray travelers in.
- The cabin features an area built into the mountain where the witch does her magic, a small alchemy lab, a library, and a hidden panic room if she gets attacked or her magic creations go out of control.
- The theme for this is a mix of fantasy with horror elements with a beautiful outside and a horrifying inside which represents the witches hidden area of her cabin.
- The witch uses souls of travelers to enchant and create golems and other magical creations as well as keep her young appearance up, but this over ambitious witch picked off more travelers than she thought, and she is being attacked by witch hunters travelling to the forest to slay the witch in the woods.
- She hides within her panic room activating magic traps and golems to deter them

Possible cabin names:
- whistling peak

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

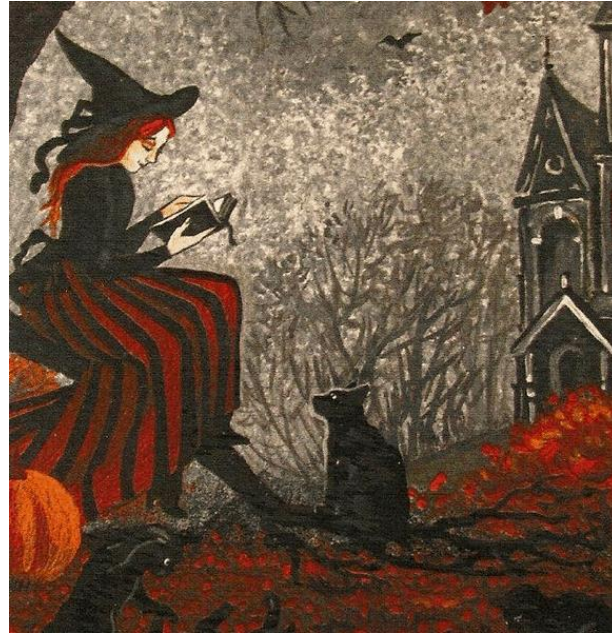Figure 10 - A witch being hunted by a witch hunter

Figure 11 - A witch with her familiar(s)

Figure 12 - The witch of the woods

Marigold Le Fae

Figure 13 - Marigolds 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
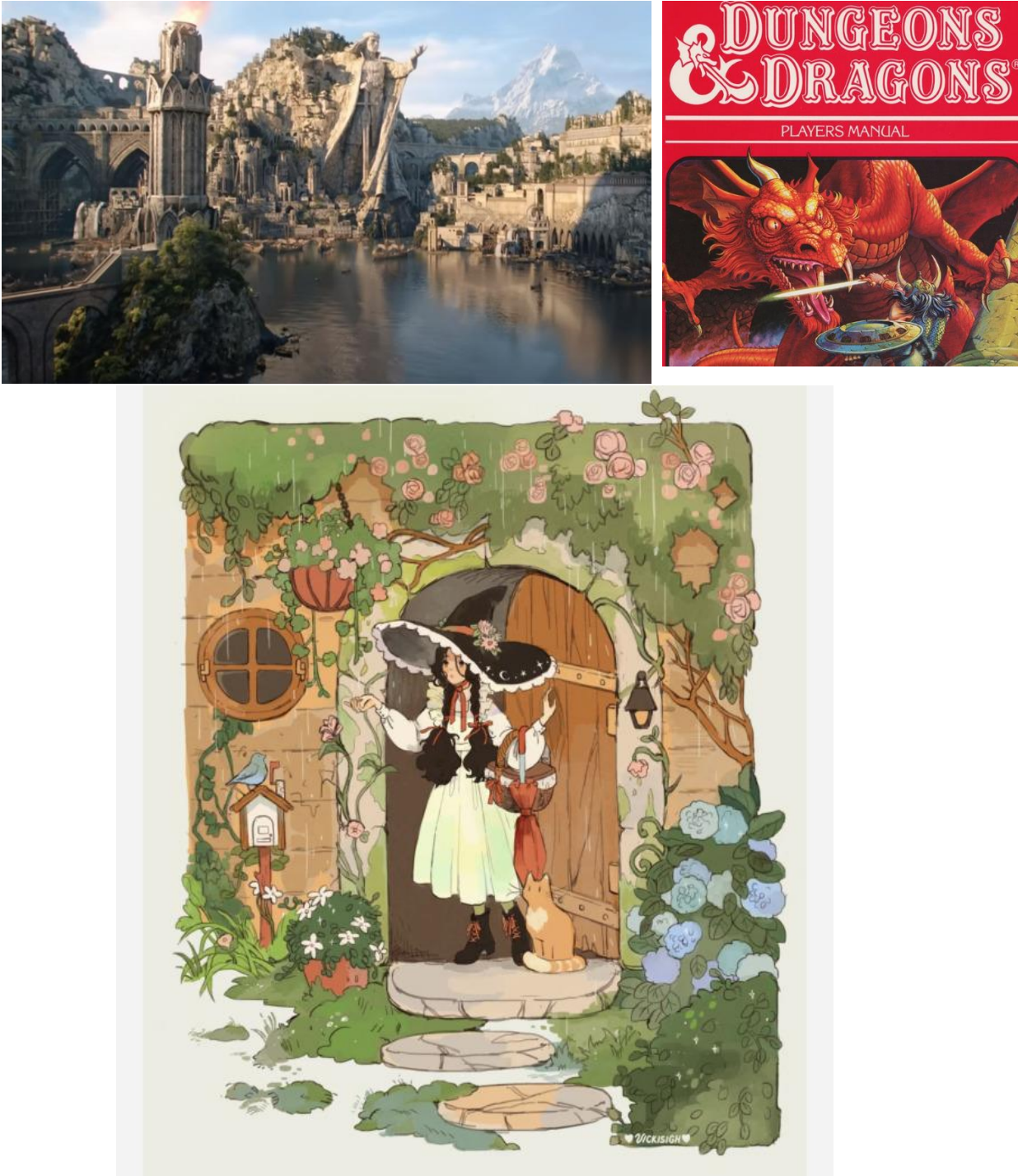
Style

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

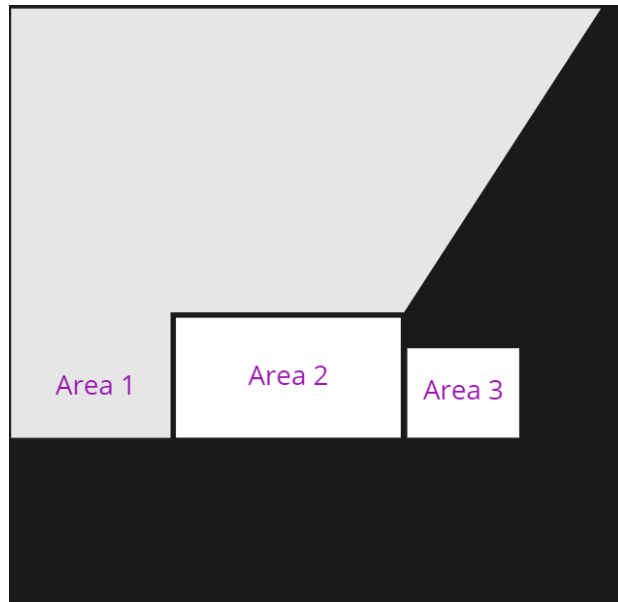Bookshelf Door

Area 3 – Hidden Dungeon

Library

Alchemy Room

       Brewing Equipment

       Shelf of dried herbs
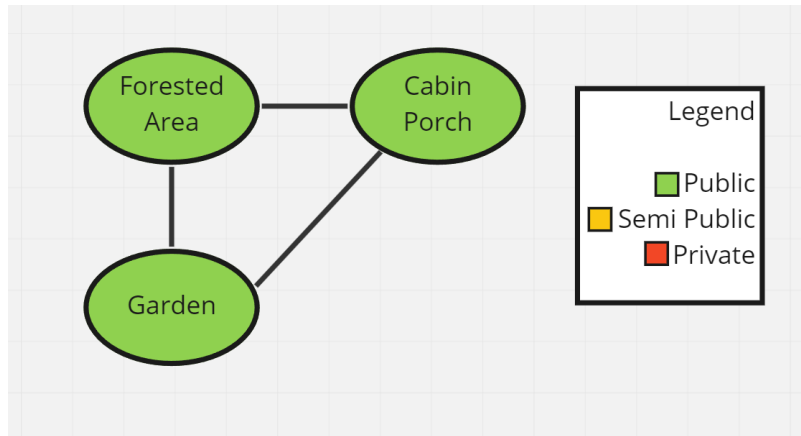
Ritual Room

       Magic Circle

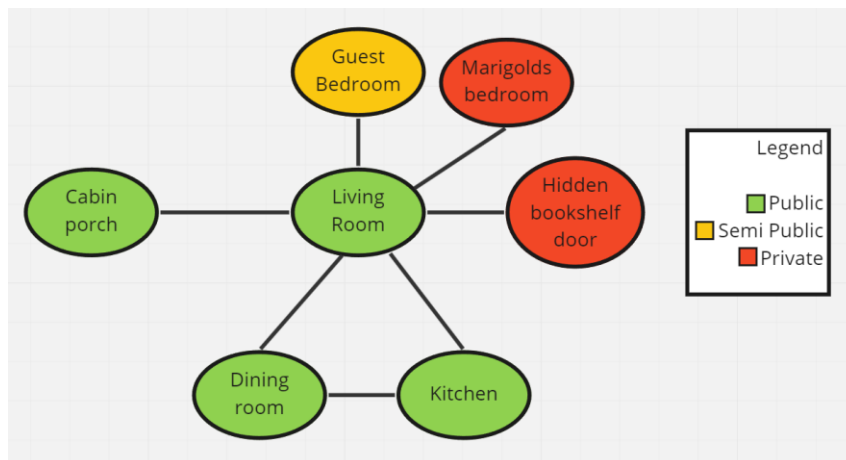Panic Room

Side view of the cabin with areas
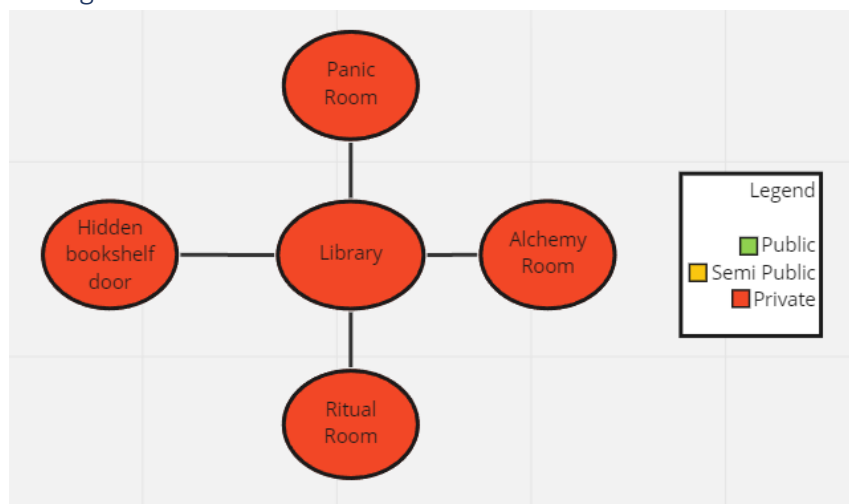
Diagrams

Bubble Diagrams

Area 1 - Outside

Area 2 – Main Room

Area 3 – Hidden Dungeon

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