PANIC AT THE WITCHCO

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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 - 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
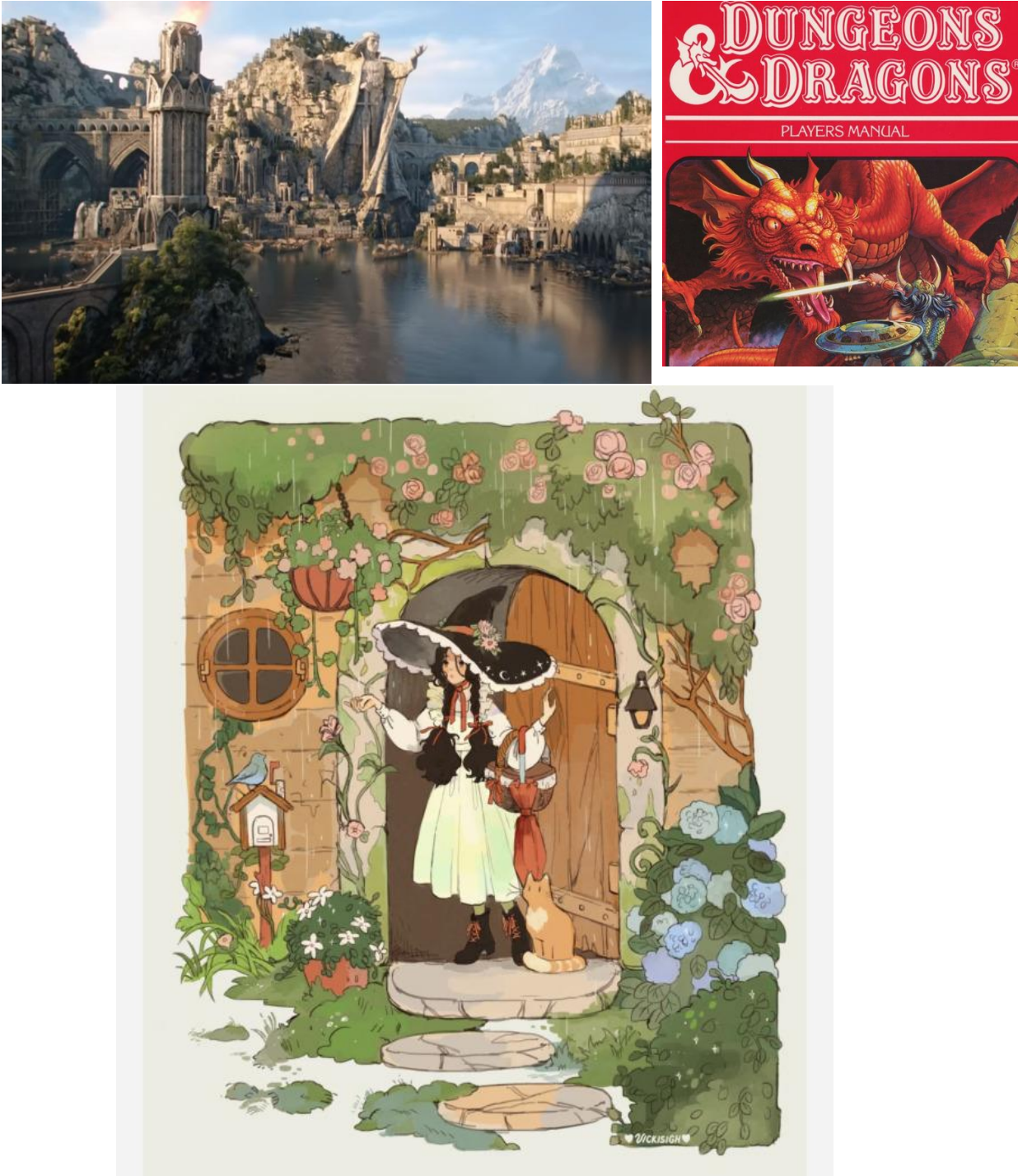
Style

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
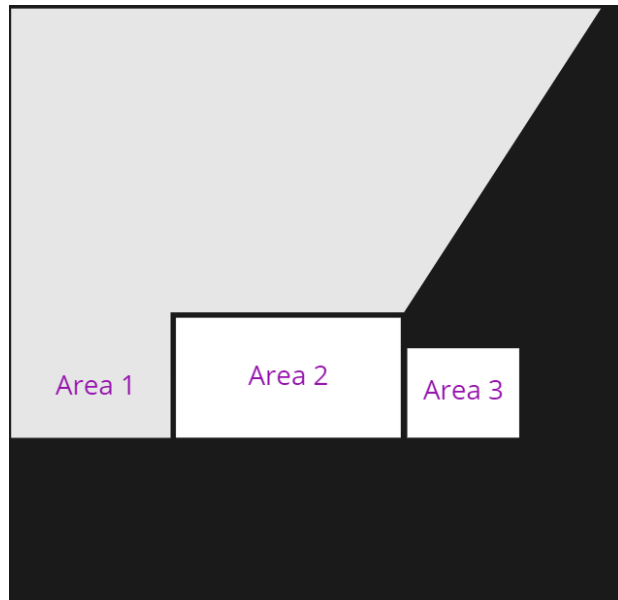
Area 3 – Hidden Dungeon

Library

Alchemy Room

       Brewing Equipment

       Shelf of dried herbs

Ritual Room
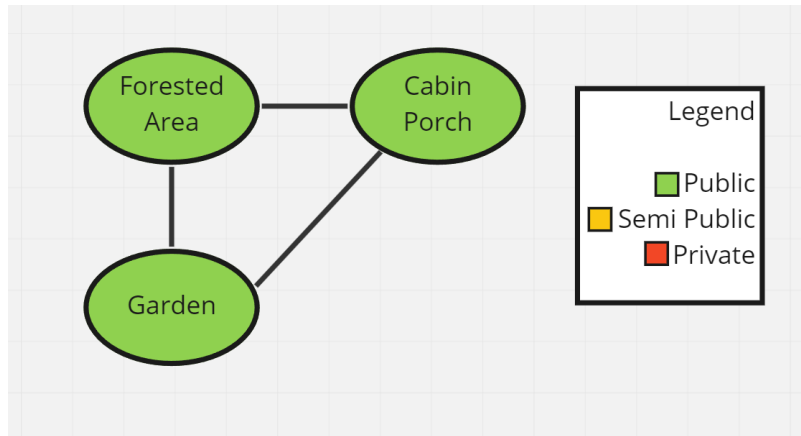
       Magic Circle

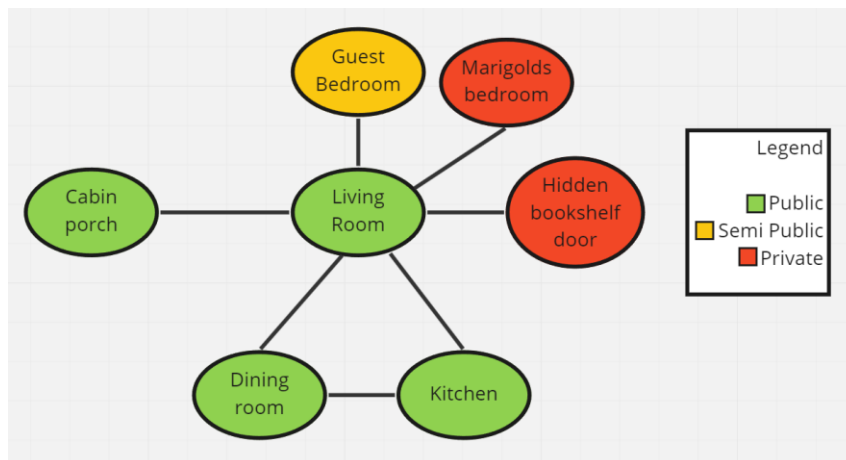Panic Room

Side view of the cabin with areas

Diagrams
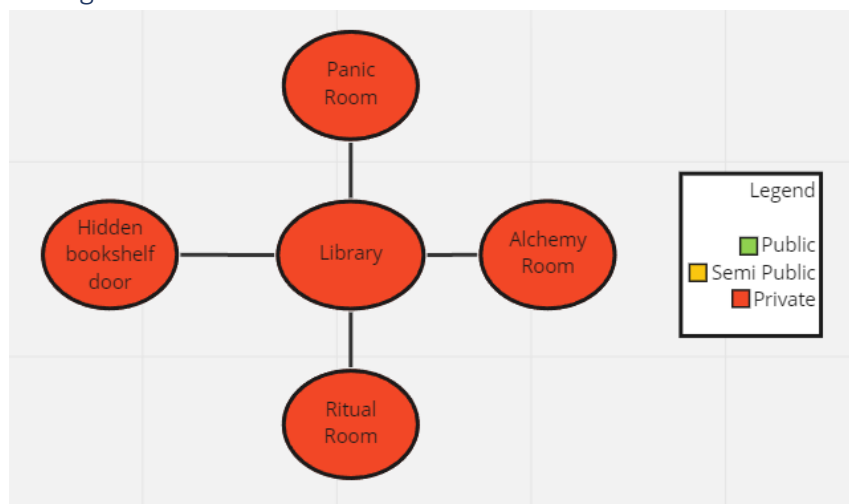
Bubble Diagrams

Area 1 - Outside

Area 2 – Main Room

Area 3 – Hidden Dungeon

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