

# Scary Mansion VR

## *Game Design Document*

### Game Identity / Mantra:

A scary horror experience about a person exploring a haunted mansion in VR. Not a game but an experience.

### Design Pillars:

Scary, Curious, Dark, Medium Poly (Technical)

### Genre/Story/Mechanics Summary:

VR Game

The player is seen standing at the entrance of the Mansion. He sees total darkness around him. He's equipped with a flashlight and nothing else. The gameplay narrative tells him to explore the surroundings. While doing so, the player visits different parts of the house and experiences paranormal activities. He's compelled to visit a particular path even though he thinks he has a choice. The history of the mansion is shown on the wall photo-frames and newspaper cutouts.

#### **Challenge 1:**

Make the player see these different sightings while telling him to explore the surroundings

The different paranormal sightings include

1. An old lady sitting on the rocking chair
2. The shining twins
3. A transparent maid who is shown walking around the lobby of the ground floor
4. Eerie & creepy sounds

Once the player feels a ghostly presence around him, he's scared and wants to run out of the house.

However, he cannot escape from the main path as the door has shut itself.

The rest of the narrative presents itself to allow the player to escape from the house.

#### **Challenge 2:**

Find a way out

The gameplay tells the player to find a way out of this house. However he sees no open doors or windows on the ground floor of the house. As a result, he's compelled to go and look on the first floor. The right lobby on the first floor, has a staircase that leads directly into the mansion grounds. He sees a shed and a well next to the shed & a line of trees that covers the other end of his sight.

He also sees a hedges and a gap between them, large enough for a person to escape. Since there's nowhere else to go, the player is compelled to enter the gap. The player has entered the maze.

### **Challenge 3:**

A while after the player enters the gap, he should realize that he's entered a maze. The rest of the narrative involves the player finding a way out of the maze. The maze is similar to the one found in the overlook hotel grounds in The Shining.

If the player completes the maze, he encounters a large gate. But soon he realizes that this gate is the entrance to the cemetery.

### **Challenge 4:**

Since this is the only way out, he enters the cemetery. The challenge here is that the player has to battle out of very thick fog and low visibility to find an exit. This is the final part of the level and should be more challenging than the other parts. (And scary)

The player goes through a dense line of trees and finally crosses the bridge to finally find a road. He has finally escaped from the house and the story ends.

### **Features:**

1. Make use of transparent shaders.
2. A woman on a rocking chair with a creepy sound
3. Creepy ambient sound
4. Medium level maze
5. Use fog and create low poly trees at the end
6. No zombies in this one
7. Flickering lights
8. A woman ghost who is facing the wall, floating in the air and finally disappears in the ceiling.
9. In one of the rooms, a translucent child is seen playing with a ball. However, if the player enters the room, then the child vanishes. (Transparent shader- opacity 0)
10. Ghosts going through the hedges and scary statues in the maze
11. The cemetery itself is creepy

### **Interface:**

The player can see a walk icon at the bottom of the screen. He has to look at this icon to start walking. He has to look again to stop walk (Test this feature)

**Edit: Look down to walk in the direction**

The player is equipped with a torch in challenge 1. However, at the end of challenge 1, the torch battery gets exhausted. The torch is always on.

The exteriors of the mansion is lit by the skybox and has ambient lights. So the player wont require any extra light for visibility. It is lit by the moon. Some point sources are scattered throughout the exterior shots.

He finds a lamp near the shed and uses it when entering the maze.

The maze is lit by light sources coming from unknown sources. (Check authenticity by prototyping).

### Art Style:

#### **1. A chair in a room**

The interiors is made totally dark with only a flash light for the player to see





## 2. The Shining

The large lobby on the right side and have the twins with flickering lights to give a creepy effect. The maze from the overlook hotel can also be used as a reference.

While there won't be snow on the maze, the statues inside the maze can have a snowy look.



The maze will have thick fog and it will be difficult for the player to see anything beyond a particular point.

A good design decision to reduce the polycount

## 3. Scary maid from the Conjuring

The maid can be seen inside the shed and comes near the player. This compels the player to enter the maze which is near the shed.

## 4. An old woman in the rocking chair (Rig and animate using Mixamo)

### Initial Screenplay

You've placed a bet to  
Spend the night in an  
Abandoned mansion

The mansion is allegedly  
Haunted.

You're on your own

[Scary ambient sounds in series]

Look at the surroundings around you.

[Player is at the door. There's total darkness, just an ambient directional light coming through the left windows on the ground floor. A staircase is seen at the center. A single path can be seen going to the right.]

After the player is given instructions, there will be a sound coming from the right side room of the house. The player will be told to investigate the sound. Here he feels like someone is sitting on the rocking chair.]

The story continues...

Milestones	Days	Completing date
Milestone 1	2 days	18/11/2017
Challenge 2: Complete the maze and the shed/forest part		
Milestone 2	2 days	20/11/2017
Challenge 3: Complete the cemetery and the forest/bridge part		
Milestone 3	5 days	26/11/2017
Complete the mansion		
Milestone 4	2 days	28/11/2017
Testing		

**Final Deliverable: 30/11/2017**

**Platforms: Android/iOS**

**Only in VR**