Beyond the Door

Design Document

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V1.2

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# Version History

## V1.0

Initial version

## V1.1

Added characters and details not mentioned in 1.0

## V1.2

Added more depth to Hal, Sal, and Dad

# Game Overview

## Concept

During a war, a giant blizzard has left you stranded in your cabin. Your radio tells you that the storm will clear in 7 days, and you plan to make your way a border checkpoint. During the night, however, you hear a knock on the door… The choices you make can be the difference between life and death.

## Game Flow

Players will spend 7 days inside their cabin before making the trek to the border checkpoint. During the days they can converse with the people they’ve let in to learn more about them and the world, and every night there will be another knock on the door, where they must choose to let in or send away whatever is out there.

## Look and Feel

Between This War of Mine and Frostpunk – cold, bleak, warm in the cabin. Art style is outlined in ‘Art’ section.

## Scope

Days: 7 main, 1 prologue/tutorial, final day (not playable)

Scavenging locations: 3-4 (gas station, supermarket, burned out homes)

Characters: 5 party, 3 events, 2 lore

Endings: 2: Either get there or don’t (+ joke ending with dying alone)

# Gameplay and Mechanics

## Gameplay

### Game Progression

There is little in terms of progression in the game apart from gaining/changing party members and potentially losing the shotgun.

### Objectives

The player’s objective is to remain alive with their party and survive the journey to the border with minimal losses.

### Play Flow

Each day will begin with the players being in the living room where they can talk to the people they have let in (their party). They can outside to talk to party members/lore characters who are outside. After they are finished talking to their party they can move to the next phase. The second phase is the afternoon, where they can choose to send out a scavenger and/or kick someone out. The third phase only occurs if there are more than 2 party members, in which case someone must be kicked out. The fourth and final phase is the evening/night, where they will get a knock on the door. After the evening is over, the next day will begin.

## Mechanics

### Movement

Players can move between inside/outside during the day by some input.

### Dialogue

Characters will speak when clicked on, or during certain moments (knock on door, etc). The text will appear in a box one letter at a time, and when all the text is printed, clicking will advance to the next line of text. Clicking while the text is printing will skip forward until it is all printed.

### Choices

When the player must make a choice, the available choices will appear as buttons to be clicked, with the text for said options inside the buttons. The buttons will be in a separate location to the text to prevent accidentally clicking them after skipping through text with the mouse.

### ~~Dispute Resolution~~

~~During the day, players may have to resolve disputes between members of their party. They must be resolved. They function as standard dialogue with choices. The choices that the player makes can affect characters (but doesn’t always).~~

### Scavenging

Players can send out one person every afternoon to a location depending on the day to scavenge for supplies. They can choose to lend the shotgun which has an impact for certain characters/times. The scavenger will return with stories that convey more lore about the world.

### Vetting and letting people in

Every night after players are done talking with their party and resolving disputes, there will be a knock on the door. The player can look through a peephole in the door and see the silhouette of whatever is outside. They can verbally communicate to the other side of the door and ultimately decide whether or not to open the door, letting whatever was outside inside.

### Kicking people out

During the afternoon, players can choose to kick one person out of the cabin. Party members will say some dialogue, but it doesn’t have any long-lasting impacts.

### Overcrowding

If there are more than two party members in the cabin after the talking phase, the player will be forced to kick party members out until there are two or less.

# Story, Setting and Character

## Story and Narrative

### Synopsis

You are stuck inside your cabin during a giant blizzard, trying to leave country due to war. You must wait a week for the storm to clear, but there is a knock on the door every night. You must decide who to let in and out.

### Backstory

There’s a war going on in the early 2000’s, and then a big storm comes. The player lives alone. The war has been going on for a few years, though the player lives in a relatively peaceful area.

### Plot Elements

* Arrival of characters
* Scavenging & the stories scavengers bring back
* Being forced to kick people out
* Lore characters foreshadowing and giving background info

### Progression

The main progression of the story is focussed around what characters accompany the player and how they develop alongside each other.

### Endings

* Early death: If the player doesn’t follow the instructions in the tutorial.
* Bear death: The player can be killed by the bear if it is let in without Bob present.
* Failure to reach border: If the player has played their cards wrong, they will die on the way to the border.
* Successfully reach border: Reaching the border will yield various post-credits snippets of what happens to certain characters (Frostpunk style)

## Game World / Setting

### General look and feel of world

* Fictional nation in the northern hemisphere
* Early 2000s, mid-winter (around January) during a blizzard
* Player inhabits a small log cabin
* Small town nearby
* Country border is close (relatively)

### Cabin

* Description: The place where most the gameplay takes place.
* Physical Characteristics: TBD
* Relevance to story: It’s where you do be doing business

### Scavenging areas

* Only ever ‘seen’ through descriptions of scavengers (never directly seen)

## Characters

### Jessica

* Backstory: Grew up secluded in mansion, went to elite private schools, parents fled without her upon the war breaking out.
* Personality: Naïve, compassionate, intelligent
* Physical characteristics: Wheelchair, other stuff is [TO BE DECIDED]
* Relevance to story: First character the players meet, dies all the time, challenge character. Always wants to open door.
* Introduction date: Day 1
* Relationship with other characters: Wants to let other characters in – trusts everyone. Dislikes Bob, at least at first.
* Fate if left outside: Dies
* Fate if let in: In all likelihood will die, does nothing to help your party at all.

### Bob

* Backstory: Tough childhood – father died and mother became an alcoholic. Fled the house at 14,
* Personality: Arrogant, cynical
* Physical characteristics: [TO BE DECIDED]
* Relevance to story: Second character, can defend against bear, may bias player against letting people in
* Introduction date: Day 2
* Relationship with other characters: Dislike
* Fate if left outside: [TO BE DECIDED]
* Fate if let in: [TO BE DECIDED]

### Violet

* Backstory: Mechanic, played varsity rugby, used to sing. Lost voice due to illness.
* Personality: Fearless, resolute, determined.
* Physical characteristics: Very strong and built, other stuff [TO BE DECIDED]
* Relevance to story: Insists on going to gas station where she will find the car.
* Introduction date: Day 4
* Relationship with other characters: Mainly neutral, butts heads with a sibling ([TO BE DECIDED])
* Fate if left outside: [TO BE DECIDED]
* Fate if let in: Can unlock certain endings if she gets the car

### Hal

* Backstory: Younger sibling. Relied on Sal for protection and guidance during the beginning of the war, and now must protect and guide Sal while he is ill. Always had an interest in healing and medicine but has little formal training. They’ve still built some skills out of necessity and practice.
* Personality: Compassionate, curious, optimistic and idealistic, bit of a yapper, immature.
* Physical characteristics: [TO BE DECIDED], but young (maybe 17 or 18)
* Relevance to story: Twin, trying to “cure”/help brother from shrapnel wounds
* Introduction date: Day 6
* Relationship with other characters: [TO BE DECIDED]
* Fate if left outside: [TO BE DECIDED]
* Fate if let in: [TO BE DECIDED]

### Sal

* Backstory: The older sibling. Took on the role of protecting Hal during their upbringing. Grew up in a tough neighbourhood and learned to handle firearms at a young age during the outbreak of the war.
* Personality: Protective over Hal, realistic and a bit cold, reserved, resourceful, stubborn.
* Physical characteristics: Sick, [TO BE DECIDED]. Quite young (around 19).
* Relevance to story: Twin, trying not to die
* Introduction date: Day 6
* Relationship with other characters: [TO BE DECIDED]
* Fate if left outside: [TO BE DECIDED]
* Fate if let in: [TO BE DECIDED]

### Bear

* Backstory: Bear
* Personality: …Bear? Hungry
* Physical characteristics: Bear?
* Relevance to story: It can end your story
* Introduction date: Day 3
* Relationship with other characters: Food
* Fate if left outside: It goes away
* Fate if let in: If Bob is present he will sacrifice himself, otherwise you + Jessica die

### Dad

* Backstory: Looking for his son. Has endured the hardships of war and loss. Was a devoted family man, but was separated from them after the war erupted.
* Personality: Seems generally nice, cool-headed, but still a bit gruff. He seems resilient and tough but is a bit soft on the inside, especially around family matters. He is quite practical and protective over his son.
* Physical characteristics: [TO BE DECIDED]
* Relevance to story: Only stays for the night, will save the player if the raiders are let in.
* Introduction date: Day 5
* Relationship with other characters: [TO BE DECIDED]
* Fate if left outside: Unknown but won’t help player
* Fate if let in: Will be pretty chill for the night, if given the shotgun they can save the player on the way to the border, otherwise nothing much.

### Raiders

* Backstory: They go around preying on those they perceive as weak
* Personality: Generally mean ☹
* Physical characteristics: Makeshift armour, but [TO BE DECIDED]
* Relevance to story: They harass you and can kill/kidnap party members
* Introduction date: Day 7
* Relationship with other characters: Not great
* Fate if left outside: At the moment nothing, but [TO BE DECIDED]
* Fate if let in: They will kill/kidnap (you don’t know) your party members and steal your car

### Neighbour

* Backstory: [TO BE DECIDED]
* Personality: Warm, friendly, helpful, cheery
* Physical characteristics: Lumberjack-y build, Bob Ross aesthetic and beard
* Relevance to story: Provides lore, warns about raiders
* Introduction date: Day 6
* Relationship with other characters: N/A
* Fate if left outside: N/A
* Fate if let in: N/A

### Journalist

* Backstory: Some kind of student journalist documenting the war for a news agency, but still [TO BE DECIDED]
* Personality: Brave/stupid, oblivious, seems a bit off but not necessarily in a bad way
* Physical characteristics: [TO BE DECIDED]
* Relevance to story: Provides lore
* Introduction date: Day 3
* Relationship with other characters: N/A
* Fate if left outside: N/A
* Fate if let in: N/A

## Days

### Day 0:

* A prologue used to teach the door opening mechanic.

### Day 1:

* Jessica arrives.

### Day 2:

* Jessica can be sent to scavenge, but will die. Bob arrives at night.

### Day 3:

* The journalist can be talked to during the day. The Bear arrives outside. Letting it in will get Bob killed or will end the game if he is not present.

### Day 4:

* Bob and Jessica might have some disagreements. Violet arrives at night.

### Day 5:

* May need to kick out a person. Violet wants to explore a gas station for a car to use. The dad arrives at night.

### Day 6:

* The neighbour can be talked to during the day (warns about the raiders). The dad leaves during the day and can be given the shotgun. The weather is starting to clear. The twins arrive at night.

### Day 7:

* The twins need medicine. The radio says the border is open to refugees. Tensions are getting higher. The raiders arrive at night, demanding to be let in or they will come in themselves. If let in, they will kill/kidnap your party members and take the car (if applicable).

### Day 8:

* The final trek to the border, either alone or with your party.

# Interface

## Visual Elements

### HUD

The HUD of the game will be minimal in nature, tending towards a diegetic UI. For example, the presence of the shotgun will be marked by the hooks where it hangs, the date by crosses on a calendar, etc. The player’s cursor will change depending on what they are hovering over.

### Main Menu

The main menu can be simplistic, with buttons leading to saves and options, and a button to exit the game.

### Settings Menu

The settings menu will have configurable options for text speed and audio volume and will have a credits section for the two super cool developers.

### Pause Menu

The pause menu will allow for resuming, saving, accessing the settings menu, and returning to the main menu.

### Dialogue/Choice Menus

The dialogue text will appear slowly in a window at the bottom of the screen, and choices will appear in the middle of the screen. The name of the speaking character will be put at the top of the text window.

### Camera

The camera will be static and unmoving.

## Controls

The game will be fully playable with the mouse alone, with use of the keyboard being optional.

## Audio

The game will feature audio aspects with individual volumes adjustable in the settings menu.

## Music

The game may feature background music.

## Sound Effects

The game will feature audio for certain actions, such as clicking buttons or interacting with the door.

## Spoken Voicelines

There will be optional voicelines that will accompany the written lines. Recording of spoken voicelines are TBD dependant on game progress. There will be a spreadsheet to organize the lines.

# Technical

## Target Platforms

The game is targeting Windows systems.

## Development Software

The game will be developed with Unity as the engine, Visual Studio for programming, Excel for line creation and storage, and various art and audio programs for those aspects.

## Game Engine

The engine is Unity.

## Systems

### Dialogue

The dialogue system will be a custom-made system that focuses on the simplistic nature of our dialogue: spoken lines with occasional choices.

### Characters

The characters will have various states depending on whether or not they have been encountered, kicked out, etc. They will programmatically choose which lines to speak depending on conditions, allowing for more complexity to be added if time allows. As an example, one character might have a line they always speak on Day 3. If time permits, it could branch depending on whether or not another character is present.

### Save System

If time allows, the game’s state can be saved and loaded. There will be [1-3] save slots available, time permitting. Factors such as the state of characters, the state of the cabin (shotgun, car), and how many times voice lines have been visited will be saved. The game can then be reloaded to that state, starting at the beginning of the last day played.

## Art

### Style

[Decide here]

### Concept Art

[images here]

### Style Guides

[images/text here]

### Environment

Description of env (2d images, 3d renders, etc)

# Pitch

## Synopsis

•The world has gone to shit; a giant blizzard has hit the town following several apocalyptical events (not of that big scale).

• The player is stuck in this cabin and is during the night they will head a knock on the door, the player can only make of the person question by asking questions through the door, and must choose if they let them in or out

## Location

Most of the game will take place in the little wood cabin.,

The player will have the choice to go to the front of the house but right now I haven’t thought of anything that can happen as its only in front of the house

( maybe add something that can happen later)

The last location is the city ruins which is when the game ends and the aftermath rolls out

## Cabin ( not definitive)

•A big cabin in the side of the road

•Most of the game discussion will happen in the lobby ( living room?) saving time and resources by only using one background image

•Front of the house some of the characters will spend their time outside in the front of the cabin watching or doing other stuff

## City ruins

•Here is where the end of the game plays out, in a last ditch to see civilization the residents will go to the city in the search of hope

•Retrospective Frostpunk Style of protagonist remembering their actions and asking if they did the right choices

## Characters

•The protagonist gender is not explicitly told to the player as to try to make it more immersive and put the player in the situation of the protagonist

•The protagonist has to resolve the internal conflicts and has to make the final choice on if people get to enter the cabin or not during the night

### Bob

Bob had a trough upbringing; he fled his house when he was 14 after his dad died and his mom became and alcoholic. His roots can be seen in the way he interacts with the player and the world, bob has a more arrogant tone to everyone and won’t trust anyone, he will always be against opening the door. His survivalist skills might come in handy depending on your choices(bear).

### Jessica

Jessica spent most of her life locked away on her mansion, only going out for the elite school she studied, when the war broke out her parents had to flee leaving her behind as she was separated from them. Because she never had that much contact with “normal life” she was raised to be very naïve and compassionate. She will be hard to keep around as her disability hinders her from doing more complicated tasks. Due to her more naïve vision on the world, she will always be in favour of opening the door and will dislike bob

### Violet

Use to be a mechanic before the war, Is really strong, she used to play rugby during college, and used to sing, but slowly her voice started to fade away due a illness. She is fearless and will volunteer herself to go to the gas station, if player denies she will insist ( hint the player they need send her). She can only be killed by being kicked out, during the bear and raid. She will mostly be neutral towards letting people in or not, she will butt off with one of the siblings sympathize. She will be essential to unlock one of the endings (go to the border by car)

### ~~James~~

~~•Psychopath~~

~~•Will ask for help in a very convincing manner, but let some chuckles out while doing so~~

~~•His interactions hint a bit to him wanting to kill everyone there~~

~~•Can be killed by the player~~

~~• Will tell the player he heard a car nearby and ask him to investigate saying there are injured people~~

~~•Player will find decoys near a car and will be prompted to come back~~

~~•Game ends with him killing everyone including player~~

### Bear

•Bangs on the door without saying anything

•Will bang 3 (?) times and the player will have the option the let the bear in or not

•Some other characters might try to convince the player to let them in or not

•If let in will kill everyone

•If Bob was let in will sacrifice himself to kill the bear

### Unnamed dad

•Will stay for one night

•Will leave around noon

•Will ask for weapon so he can defend himself in the quest to find his son

•If weapon is given he can be found in the end of the game with his kid in the last monologue

## Main events

•During some nights the player must choose to let the person or creature in or not

•Send people to the gas station to find resources

•Bear

•James attempt to kill everyone

•Person banging on the door sounding like a kid pleading for help to when opened to have no one out there( make door take longer to open to make player nervous while people shout at him to open)

## Endings

~~•James kill everyone~~

•Bear kills everyone

•Violet is not let in and everyone dies from lack of resources in the cabin

•Violet fixes the car and the remaining people go to the city to look for more people

•Protagonist doesn’t let anyone in and dies (why tho?)

# Ideas to implement

Change date kinda 2000s

Have someone important to knock on the door first (tutorial to the player), maybe in a prologue/flashback

Short radio transmission in between daytime and nighttime (radio message before knock on door)

Maybe use tge branch and bottleneck story structure

Make it that only 2 characters are able to go with you to the end.

Types of endings Metro style

Frostpunk Style

Class of 09 style

Raiders: kidnap ( 1 or 2 people), if going alone to the border, if alone and has given weapon to dad will bump into him and his son( 12, 13 teenager) on the way there and survives alone with the dad and kid.

Character ideas:

### Neighbour

* Comes some night to give the cabin advice (about approaching raiders maybe)
* If let in, will make some small talk, give some more lore, and then leave
* Imagining a bearded woodsman with flannel, Bob Ross type personality, but it could be any build/gender/whatever
* “Suspicious folks have been wandering around, keep a weapon on you if you can”

### Raiders/”police”/kidnappers/enemy forces

* Bang loudly on door
* Demand the door be opened or they will shoot/blow their way in (“let us in and nobody gets hurt”, “you think your little cabin can protect you?”)
* If locked out, they will shoot at the door to no avail
* If let in they will kidnap/kill one party member, or the player if they are alone.
* Don’t stay in cabin, basically just an event like the bear

### Trader/bargainer (unnamed as of right now)

* Begs for help at door, says they have resources that can help the party
* If let in, they do have resources that can help (could help the potential sick person, extra food if that matters, maybe some sort of camera that has pictures for lore)
* Really annoying and weasel-y personality, everyone hates them (cocky, narcissistic)
* The group will vote to kick them out the very next day (stealing all of their resources)
* If you kick them out, they will die very fast
* If they stay, the group will vote to kick them out the next day and threaten to leave (“I cannot stand \_\_\_\_, if they don’t leave I will”)

### Siblings

* Brother/sister duo
* Useful skills, one is a medic and the other is a marksman
* One of them is sick and needs a place to get better
* Without medicine the sick one will die, leading the other one to leave the cabin out of grief and anger.
* If they remain and stay alive, they could potentially help during the journey to the border (if there is no car)

### Soldier

* A fighter from the war, comes to the door looking shell-shocked and empty
* Will not speak if let in, just sits down and doesn’t want to talk
* Undecided how but will eventually die one way or another. If sent to scavenge with the gun, they will shoot themselves. If not, they will shoot everyone in the cabin during the night (replacement for James perhaps)

### Journalist

* Like the dad, only stays for a day
* Seems a little excited at the door, describing how they are collecting info, stories, etc on the war (passionate).
* If let in, they will share lots of lore about the world and maybe some important info about the border/scavenging locations
* Will leave the next day, thanks for hospitality etc

# Bruno’s Chosen characters, events and sequence of order:

7 nights

Characters

1.Jessica night 1 (challenge character)

2.Bob Night 2

3.Siblings night 6 (challenge character)

4.Violet night 4

Events

Raiders: night 7(Locks Dies alone in the way or finds dad)

Bear: night 3 (Fail condition without bob)

Dad: night 5 (shotgun)

Really wanted to add in shellshocked soldier (maybe if allow the player themselves to scavenge the can find the shell shocked soldier, who proceeds to ask for help, asking them to kill him)

# Evan’s Game Flow idea

## Day 0 (prologue/tutorial):

* Flashback to spring or some earlier time
* Only character to talk to is your partner (dialogue tutorial).
* You have to send them out to get groceries (scavenging tutorial)
* At nighttime you have to let them back in (door tutorial, fail state/going crazy if you don’t)

## Day 1:

* Nobody to talk to during day – maybe have player talking to themselves to explain some rules (“I have food for 21 more days here…”) or just nothing at all.
* Jessica arrives at night.

## Day 2:

* Can talk to Jessica to learn more about her and the world/war in general if let in, otherwise you are just doodling about by yourself.
* You can send Jessica out to scavenge the supermarket – she will not return lol. If you send her with the gun, it will be lost.
* Bob arrives at night – Jessica wants to let everyone in so encourages you to.

## Day 3:

* You can talk to Bob and Jessica if you let them in. If they are both there, they will be neutral towards each other (Jessica starts to dislike Bob after seeing that he doesn’t want to let people in). They will talk a bit about their life to you, more so Bob than Jessica (she would have on the first day perhaps). If you kept Bob out, Jessica will mention how she disagrees with your choice.
* You can send either out to scavenge: Jessica will kick the can and lose the gun; Bob will go to the local supermarket and find that everything has been long raided. He will also bring some other lore TBD. Giving him the gun changes nothing. Maybe he will say that he saw a bear?
* The bear arrives at night (it is an indiscernible shape). Jessica (if present) argues that you shouldn’t judge a book by it’s cover. Bob (if Jessica is there) says that she is naïve and too trusting (first argument/getting Jessica to dislike Bob), and if she isn’t there says that you shouldn’t trust this massive shape that is scratching the door.
* If you let in the bear: If Bob is present, he sacrifices himself and kills the bear (with some scene or whatever afterwards). If Bob isn’t present, the game ends and you get a little dialogue or something (“the bear ravaged the cabin”).
* If you don’t let in the bear: Jessica and Bob will have comments depending on who is present.

## Day 4:

* If both are present and you kept the bear out, Bob and Jessica will be a bit more hostile towards each other – not full-blown hatred per se, but just a bit annoyed with each other. If you let the bear in and lived, Jessica will mourn Bob a bit (if she is present). If you kept Bob and the bear out, Jessica will say that she thinks that you should be a bit more kind to people, but knows you will make the right choice (you are like a caretaker in a way).
* Jessica dies if sent to scavenge (and loses gun), Bob will explore some burned out homes for any extra food and maybe bring back stories of corpses or something (TBD). If he has the gun he will mention he scared away a wild animal or something with a warning shot.
* Violet arrives at night. Jessica is her usual “let them all in” self, while Bob takes the more muscular build and silent nature of Violet as a threat and does not want to let her in.

## Day 5:

* If Violet is not let in, Jessica will start to resent bob and become disappointed with the player. Bob will say you did the right thing as we are running out of food.
* If Violet is let in and Jessica is kicked out Bob will be a bit conflicted about it but will assure the player and himself, it was necessary.
* Jessica will become friends with Violet very quickly.
* Violet is going to be in the start neutral towards Bob but will be grateful towards the player.
* The player thinks it is safe now for people to go to the nearby gas station in the search of resources, so one or two scavengers sent out will go there.
* Violet wants to go to see if they have any cars that she might be able to fix/use.
* Bob says he can go, if he and Jessica are the only ones, he will tell the player he will go and tell the player to take care of Jessica.
* If Bob and Jessica are sent, they will take longer to come back but both won't hate each other anymore as they talked a lot during the trip and have influenced a bit each other.
* Violet will take longer there if sent alone or with Jessica. She slowly starts to question her reality due to her naiveness.
* If Violet and Bob are sent together, they will get the job done sooner and come back with the car.
* Dad arrives at night.
* Jessica feels compassionate towards the dad, Violet is neutral, and maybe Bob feels a bit compassionate too after losing his dad (encourage the player to let the dad in).

## Day 6:

* During day, the dad will thank the player for letting him spend the night there and will ask for the weapon.
* Jessica tells player to give the weapon.
* Violet will tell the player to ask more questions before giving the weapon.
* If Bob is alone or with violet, he will tell the player not to give him the weapon. If with Jessica will tell the player to be more careful with dad.
* If you don’t give the weapon the dad will understand and will leave.
* If given the weapon he will be extremely thankful, Jessica will love that.
* The player can send one of the two to scavenge.
* If Violet or Bob are sent to scavenge, they will mention how the blizzard stopped and its raining a lot, it might cause some fog later
* Siblings arrive at night
* Jessica will be in favour to let them in if alone or with violet, If with bob will tell the player to only let they crash there for the night (good way to show character development)
* If with violet or alone bob will be against
* If with Jessica will have the same opinions as her
* Violet will be in favour of letting them in as they have the car now.

## Day 7:

* The siblings will ask for a lot of meds.
* The siblings will tell the player to send Bob, Violet, or Jessica to scavenge instead of them.
* If bob, violet or siblings is sent they will mention hearing some voices in the distance but thought it was not a clever idea to approach.
* Violet will grow annoyed with the twins.
* Bob will start to hate the siblings.
* We have food only for one day left.
* Radio broadcast says the border is open to refugees.
* Raiders arrive at night.
* Bob will tell the player to turn off the lights and barricade the door.
* Jessica will freeze in panic.
* Violet will tell the player to barricade the door.
* The siblings will tell the player to barricade the door but leave the lights on, as the one of them needs it on to apply the meds.
* If let in they will kill one and kidnaps the second settler (the siblings count as 1); the player will be forced to go by themselves to the border.

## Day 8 (not playable, just going to the border):

* If Violet fixed the car the party goes by car to the border (may be alone).
* If not, they walk to the border.
* If alone without car, the player blacks out due to exhaustion.
  + If the dad was given the weapon, they will rescue the player.
  + If not, fail state.
* You try to go to the border with your party.
  + If it’s just you and Jessica, you don’t make it and perish.
  + If you have anyone else with you, you will make it

# Endings

Character ( character(s) that were saved with as condition to ending play out) if the name of the second character saved is not there it plays 2 endings separately

Ending 1:

Player(bear)

What the fuck was going on my head When I let a bear get inside my house. I’m dead now. What makes me even sadder is that I’m just a number now, like those who where caught between conflicting ideas, my death is irrelevant, as it will all be forgotten in the future. I don’t think I can judge them to be honest, it is in the human nature to not care about stuff that doesn’t affect them

Ending 2:

Player (Insane alone) ( joke ending)

I blinked, and there I was, young again, with mom and dad. I was so excited because we were going to get some Ice cream together, but for some reason we had to go walking, it was quite cold outside but we finally got to the ice cream store! I orderd mine but the cashier was being angry at me, he pulled a water gun and shot me in the head. When I found out, I was dead, I went insane. At least I don’t have to worry about that anymore. Mom. Dad. I’m home.

Ending 3:

Player( alone to the border with our without car)

I was feeling very tired and felt my leg tremble as I walked, I blinked and now I’m dead. Is it all my fault, the raiders, everyone the took, was it my fault, or it was destained to happen? We were at war. How could’ve done better? I guess theres no more chances for me. For those who I met in the last days.

I’m sorry. I’m truly sorry

Ending 4:

Player ( Dad)

????

Ending 5:

Bob ( Alone, Siblings)

Bob went to later join the army, he knew his place wasn’t amongst those who fled. On our last meal together in refugee camp he said he was afraid of running from those who hurt him, he regrets a lot and now is time for him to fight for himself and others. I’ve never seen him again after that day. I check the obituary everyday, scared to find his name amongst the victims.

Ending 6:

Bob( Jessica)

I thought Bob was going to break his promise of Jessica taking care of Jessica even after reaching the border. I was wrong. Very wrong. They are together now, I guess that being stuck near someone you dislike for such a long time can change their views. I guess it was worth it in the end.

Ending 7:

Siblings(Alone, Violet, Bob, Jessica )

The moment we got to the border one of them thanked me a lot before running to the hospital barracks with his ( hers) brother( sister). Later I got a letter from them, He( she) mentioned that his ( hers) brother( sister ) fully recovered and they are working in the refugee camps to help others

Ending 7:

Violet (alone, the siblings )

After Violet’s skill was seen by some of the officers she was drafted to work in a workshop repairing tanks and some other vehicles. She told me that in our last meal together, I was opposed to it but she still went trough. Two weeks later I saw in a newspaper that a military base has been bombarded. 50 dead, 15 missing. The damage was so severe that some bodies couldn’t be recognized. The place burst up in flames, causing further explosions. Violet. I hope you’re safe there.

Ending 8:

Violet(Bob same ending if both are saved together)

Violet opened a mechanic shop, Violet promised Bob this job would turn his life around, if his life didn’t change for the better then she would let him go to the army. After some year I stopped there to see how they were going. Strange, it doesn’t look like the same Bob I knew, he wasn’t rude anymore, he wasn’t polite either, but I can see his making efforts. It the first time I saw Bob smile. I guess it was worth it in the end.

Ending 9

Violet(Jessica same ending if both are saved together )

Violet opened a mechanics shop, she hired Jessica to keep an eye on her, as she swore to take care of her. The place has been going well. I passed there after some years, they were glad to see me. I even got a job offer. I guess it was worth it in the end.