**Final Project Idea Game Design**

**Team**: (Me, Myself and I)

**Name**: Winthrop’s House (not final)

**Backstory**:

In a small, seemingly ordinary town, an old mansion sits atop a hill, abandoned for decades. Locals tell stories of strange occurrences around the mansion—whispers in the night, lights flickering from within, and the faint sound of music playing when no one is around. The mansion, once owned by the reclusive and eccentric inventor Elias Winthrop, is said to hold a secret treasure, hidden away before his mysterious disappearance.

Recently, the town has been shaken by a series of inexplicable events. Power outages, mysterious symbols appearing on buildings, and a growing sense of unease have left the community on edge. A group of friends (the players) decides to investigate the mansion, driven by curiosity and a desire to uncover the truth behind the rumors.

**The Game's Premise**

As the player enters the mansion, the heavy front door slams shut behind them, locking him inside. The house seems to have a life of its own—doors that were once open are now locked, and hidden passages appear where there were none. The player quickly realize that the mansion is not just a house but a massive, intricate puzzle created by Elias Winthrop himself.

Elias, known for his love of riddles and challenges, designed the mansion as a giant escape room, filled with puzzles, secret rooms, and complex mechanisms. The only way out is to solve the mysteries within and unlock the "Vault of Echoes," a hidden chamber said to contain Winthrop's greatest invention and the secret to his disappearance.

**Objective**

The Player has to solve the mansion's puzzles, which are tied to Winthrop's past—his inventions, his personal life, and the strange experiments he conducted. The puzzles are scattered across the mansion's various rooms, each with its own unique theme, such as the Workshop, the Library of Secrets, the Music Room, and the Garden of Shadows.

Throughout the game, players uncover journal entries, blueprints, and old letters from Winthrop, providing clues to his whereabouts and the true nature of his final invention. However, the mansion is not just a static environment—it's alive with traps, shifting walls, and echoes of the past that hint at what happened to Winthrop.

**How will I accomplish creating this game in a few weeks?**

This is the worst question to ask. I will probably not finish the game to 100% in the given time my Goal is to at least get the graphics assets and the first level down at the end of the given Time. For me this game is a Project I really want to work on and I didn’t want to copy any given game and make a new version out of it. So yeah, it will take a lot of time and a lot of work but somehow I really like my idea and want to create something like this. If it is out of scope, please let me know and I will do something easier.