ScreamJam 2024 Project Report:

Description:
[Voice Of The Valley] is a first-person horror game inspired by the "Skinwalker" of Native American (Navajo) folklore. The game puts the player in the shoes of an FBI agent who travels to a Native American reservation in a remote desert valley in order to investigate a series of missing person reports. When her and her partner arrive, they find that the entire reservation has been abandoned and the residents are nowhere in sight. The player must use the tools at their disposal to navigate the reservation.

Developer Description:
[Name Pending] is a semi-open world first-person horror game where the player will navigate through a medium sized map that takes place within a remote Native American reservation. The location is loosely based on the real-life Kaibab Reservation in the Arizona Strip (The region north of the Grand Canyon).

Game Components:

-Player View

The game is to be set from a first-person perspective and be built off a modified version of CJ's Liminality character controller. The player will be able to run, jump and crouch.

-UI

The game will utilize a pause menu and main menu, but will have a limited in-game HUD as to maintain tension and player immersion. Things such as stamina, and ammo will be conveyed through sound effects, while health/damage taken will be portrayed through an on-screen blood effect.

-Level Design

The level layout will be semi-open, with an emphasis on Resident Evil-esque backtracking in order to reach previously inaccessible areas. The level will be split into 4 major sections: The Abandoned Town, The Old Mine, The Hiking Trail, and The Cliff Dwellings. The player will discover several tools that they will use to uncover previously blocked areas of the map.

-Player Weapons

The player is going to start with a semi-automatic Glock 17 pistol which they are going to lose after the first confrontation with the monster. Leading up to the final confrontation, the player will find a Remington 700 bolt-action rifle.

-Player Tools

The Player will have 4 separate tools that they will use throughout the game: A crowbar, ladder, bolt cutters, and a small gold key.

Figure 1: Reservation Map V2, Credit: Luke Pierson, October 16th 2024
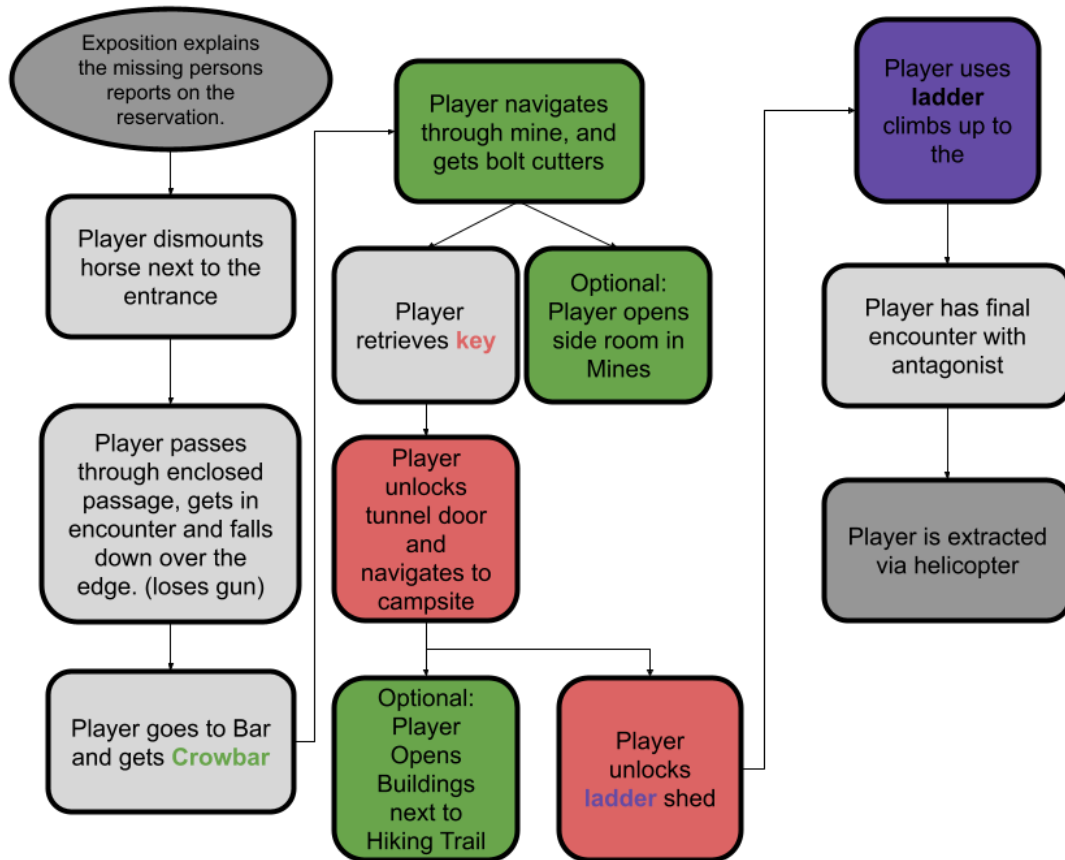
Story/Gameplay Breakdown:

Figure 2: Story/Gameplay Flow Chart, Credit: CJ Karinen, October 17th 2024

Required Modules:
- **Environment Assets:**
  - **Needed:**
    - Cages and Equipment in Mine
    - Rocks and Cliffsides
    - Tents and Bonfire for Camping site
    - Bar Building and Furnishings
    - Hogan Models
    - Souvenir Shop and Furnishings
    - Cliffside Dwellings
- **3D Assets:**
  - **Needed:**
    - Horse Model
    - Glock 17 Model
    - Remington 700 Model
    - Create Monster Model
    - Create Partner Model
    - Create Walkie-Talkie Model
    - Create Crowbar Model
    - Create Boltcutter Model
    - Create Fancy Gold Key Model
    - Create Helicopter Model
    - Chain for Bolt Cutters
- **Audio Assets:**
  - **Needed:**
    - Footstep sounds
    - Object interaction sounds
    - Gunshot sounds
    - Horror event sting
- **Soundtrack:**
  - **Needed:**
    - Main Menu Music
    - Introduction Music
    - Ambient Music
    - Confrontation Music
    - Final Confrontation Music

- **Scripts:**
  - **Needed:**
    - Tools System
    - Breakable Object Framework
    - Inventory System (Picking up and Equipping)
    - Gun Framework
    - Glock Script
    - Bolt-Action Rifle Script

Story Script:

Game opens with "In Arizona, a famous tourist attraction, has gone cold… an entire town… gone missing." fade to black

1. **INT. ENTRANCE - DAY**

KNOX
(Exhaustedly)
Hey Sherwood, you got any more water? Jesus, I'm so thirsty...

SHERWOOD
Sorry Knox, I've barely got enough for myself.

KNOX
Alright... let's just get this over with. You stay back, I'll push forward and see if I can't find a way in.

SHERWOOD
You got it.

[Knox reaches the cliff entrance and notices the path is blocked and the only visible way in is a steep drop]

KNOX
(Over Radio)
Sherwood the entrance is blocked…
(*Sighs*)
The only way to the village is down a steep cliff, we'll have to find another way in.

SHERWOOD
(Over Radio)
Alright, I'm gonna look for a way around. I think there's a hiking trail on the other side.

KNOX
(Over Radio)
Copy that.

KNOX
This night just got a whole lot longer.

[Sound of rustling leaves to left of the player]

KNOX
Hello? Anybody there?

(Attempting to radio Sherwood)

[The player draws their pistol]

KNOX
FBI! Show yourself, NOW.

KNOX
FBI! STEP OUT OF THE BUSHES-

(The animal charges the player causing them to fall down the cliff and drop their pistol)
(Knox hits the ground WITH A LOUD THUD and causes Vignette and Blur and Ear Ringing.)
(Knox gets up and is now slower for a little bit)

Note: Make player speed slow and slowly lerp it back to normal

KNOX
(Over Radio)
Shit! Sherwood you there!? Some kind of animal just knocked me off the cliff...It scratched me pretty good, I'm bleeding. I dropped my gun too.

SHERWOOD
(Over Radio)
Why didn't you radio? Are you hurt?

KNOX
(Over Radio)
The radio was down, and yeah I'm alright…just broke a little skin is all.

SHERWOOD

(Over Radio)
Look, I still can't get down there, what do you want me to do?

KNOX
(Over Radio)
Just keep heading toward the trail, I'll continue the investigation for now.

SHERWOOD
(Over Radio)
Knox, I've found the trail. I'm heading down it now.

KNOX
(Over Radio)
Okay, good, the entrance to the hiking trail is gated off on this side. I'll find a way around it.

SHERWOOD
(Over Radio)
Knox…come in. I'm at the end of the trail… I see the gate, where are you right now?

KNOX
(Over Radio)
I'm currently in a mine shaft, this might lead to where you're-

SHERWOOD
(Over Radio)
Wait..Knox, I think… I hear you- (Big radio glitching sounds and the radio cuts off)

KNOX
(Over Broken Radio)
Sherwood?! Sherwood?! Shit.

(The player hears 4 gunshots go off in the distance. A subtle horror sting plays)

(After going a bit deeper into the caves, the player hears Sherwood's voice calling out)

SHERWOOD IMPERSONATOR
"Ashley… Ashley Knox, I'm over here, come quick!")

KNOX
Sherwood…?

(Player reaches the end of the cave and finds a blood puddle. Only the leg of Sherwood remains)

KNOX
What the fuck… Sh- Sherwood…?

(Sherwood's Radio on the ground is blinking and there's a voice on it, Knox picks up the radio)

KNOX
(Over Radio)
Knox to Command, my partner is down. I need backup now!

RADIO
(Breaking Up)
Comma- we- can- u- … hig-

KNOX
Shit! Okay, I've just gotta get out of here and find a better signal.

(Knox arrives at the shed where she gets the ladder and rifle)

(Knox grabs the ladder and rifle)

KNOX
Okay I'm ready, I owe it to Sherwood and the people of this town. It's time to find out what's going on here.

(Action music comes in as Knox heads towards the cliffs)

(Knox climbs the ladder and it falls behind her)

KNOX
No turning back now.

(Knox ascends towards the cliff dwellings and after a brief moment falls through the floor, into monster's lair)

(The monster's dwelling is filled with smoke and contains the bodies of the townsfolk, with their skin hung up on strings)

KNOX
(*Pained Grunt*)
Jesus christ… so this is where the town went…

(Knox sees the exit, but the monster steps in to block it, obscured by smoke and darkness)

(The final confrontation begins)

(After the last shot, the monster flees toward the exit)
(Knox follows the monster's blood trail, which eventually ends)
(Knox, now at a high enough point to find a good signal, calls-in for evac)

KNOX
(Using the now working radio)
(Sighing in relief)
Knox to Command, my partner Sherwood is KIA, I need immediate evac.

(Either a helicopter lowers a ladder or it ends there)

Note: KIA spoken like an acronym as in K-I-A, and is military speak for "Killed-in-Action"

END