



# Even Stranger : an Upside Down story

Story, characters and world overview document

Level 6 Story, Details, Flowcharts and Puzzles overview

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## High Concept

“Even Stranger: an Upside Down story” is a single player Rpg-Adventure game with top down graphics. The game tells about the journey of a young girl without her memories. The story takes place in the Upside Down, a dark and strange world, full of monsters and other creatures. Finding herself in a school, the young girl feels a sense of anger and violence growing in herself that keeps her thinking it's better to destroy and kill everything and everyone. The path to retrieve her memories, full of obstacles, enemies and temptations from an evil force that rules the Upside Down, will lead her, with the help of a woman (her mother), to discover that she is Eleven, an orphan grown in a lab to develop strange psychic powers. Despite this she feels different from these memories, she is not feeling any happiness or empathy with people, she is feeling as a bad copy of Eleven. To discover the cause of this feeling she will have to reach the place where all began, the lab where she has grown. On the path to this lab she will have to overcome enemies and solve puzzles counting only on her retrieved powers. In the ending, based on what she chose during the game, bad Eleven can join the force with the evil or try to overcome her anger with an unexpected conclusion.



## Settings

The story is set in 1983 in the fictitious city of Hawkins in a world called “The Upside Down”. This world is a darker copy of the real one, full of monsters and strange creatures.. In the Upside Down everything is rotten and covered by organic matter and vines, the air is nearly unbreathable. The organic matter is linked with an evil force, the Mind Flayer, that controls both flora and fauna. The city is surrounded by woods and includes the same places of the real Hawkins: a school, a police office, the Hawkins National Laboratory and several houses including Will and Mike’s one, some important characters of Eleven’s memories. The real world is linked with the Upside Down through special portals, called Gates, in different places of the city, although some people can see and interact with the Upside Down without reaching these Gates.

## Scope

The game is about 8 hours long, it strongly depends on which way the player choose to follow.



## Synopsis

### Act 1 : Introduction

In a dark and strange world, The Upside Down, a girl without memories wakes up in and apparently abandoned school. Inside herself there is a strange sense of anger that keeps her to think is better to destroy everything and everyone. After following another girl that soon disappears over a rift on a wall, she has to fight strange enemies and solving some puzzles in order to escape from the school. Outside the school there is a white haired man, her father, that doesn't tell her who she really is but will help her to find it out reaching the place where all began, the Hawkins Lab.

### Act 2 : Retrieve your memories

Guided by her father the girl reaches the Hawkins' forest. Here the girl has a vision of a woman that does not reveal her identity but tells her that if she want to retrieve her true memories she must to reach several places in Hawkins. At this point, the girl can choose to follow the father to the lab (Go to Act 3.A) or the woman's advice.

If the girl follows the second option, she can choose what place to visit first: the Police Station, Will's House or Mike's House. All these places will give different lost memories and forgotten powers to the girl. On the path to these places she will meet a dog, similar in appearance to the enemies, but different in behavior. He is not an enemy and will soon be her first friend, she calls him Mikey and will follow her through all her journey. After retrieving the memories the girl finds out that she is Eleven, a girl grown up in lab developing strange psychic powers. Despite this she feels different from Eleven's memories, she feels as a bad copy of her. To find out the reason of this sense of anger she must reach the lab.



## Act 3.A : Conclusion (Without memories)<sup>1</sup>

Without her memories the girl doesn't know anything about her past and she keeps thinking about destruction and death.

Guided by her father to the lab, after several puzzles and enemies, she will soon reach the Rift, a portal between the Upside Down and the real world. Here she will find out that her father it's not the real one but it's a creature called Mind Flayer, a superior being that rules the Upside Down. Lost and without memories the girl can choose only to follow the Mind Flayer and to help him to defeat another girl, the real Eleven, that is trying to close the Rift to the Upside Down from the real world.

In this ending the Mind Flayer and the girl will lose against Eleven and they will merge together to form a more powerful being in order to revenge in the future.

## Act 3.B : Conclusion (With memories)

The girl, identified now as Bad Eleven and more powerful than before, must reach the lab without the guide of his father. In the lab, after several enemies and puzzles, she will find out that she is a bad copy of the real Eleven that can live only in the Upside Down, generated by the anger of Eleven against the Demogorgon after destroying him.

After reaching the Rift, Bad Eleven finds out that her father is the Mind Flayer and can choose to follow him (bad ending, see 3.A) or to defeat him. If she chooses the second option, after a cruel battle, the Mind Flayer is defeated and Bad Eleven is exhausted and cannot live anymore in the Upside Down. In fact after seeing the real Eleven through the Rift, Bad Eleven tries to reach her but disappears in order to reunite with the real one.

---

<sup>1</sup> In this conclusion Bad Eleven is much weaker and the enemies will be much harder to defeat. This conclusion is NOT recommended to less experienced players.

**3as**Three Act  
Structure

.06

The three act structure is ideal for this story: the first act is the introduction in which characters are presented and the scope of Bad Eleven journey is defined. The second act has a main role: retrieving your memories visiting different places and unlocks an optional ending in the third act, the conclusion of the story in the Hawkins Lab.

**Re**

The Reveal

4.7

. The reveal of Eleven past plays a main role in the story, it's the scope of all the second act, she is not the real Eleven but just a copy of her. Another reveal is the Father's one: he reveals to be entirely controlled by the Mind Flayer.

**Bks**

Backstory

2.3

Real Eleven's backstory is important to know better the main characters, especially the Woman and the Father. Hints and memories of Real Eleven's backstory will be given during all the game especially during the second act.

**Ah**

Anti Hero

5.6

The protagonist is an anti-hero, created by the anger of Eleven against the first Demogorgon when killing him, all she feels is rage and contempt. Despite this she want to change her world, first retrieving her memories, then attempting to destroy the Mind Flayer if she refused to join him.

**Dyn**Dynamic  
Character

.09

She is a full dynamic character, bad at the beginning, good when she restores her memories and bad or good at the ending based on what she chose. Can be both a Face Heel Turn and a Heel Face Turn at the ending joining the Mind Flayer.

**Hft**Face Heel  
Turn

5.7

The main antagonist is the Mind Flayer, he wants to conquer the real world and to do this must keep the Rift opened. He needs Bad Eleven to contrast the real Eleven from the other side of the rift.

**Bad**

Big Bad

23

To persuade Bad Eleven he uses her Father that is fully controlled by him. He is both a Chessmaster, has the control of the events in the Upside Down and a Manipulative Bastard because he can also control other people.

**Mpb**Manipulative  
Bastard

6.2

The biggest enemy for Bad Eleven is the anger inside herself, she must overcome it and not yield to the temptations of the Father and Mind Flayer, that's why Bad Eleven is also an Enemy Within.

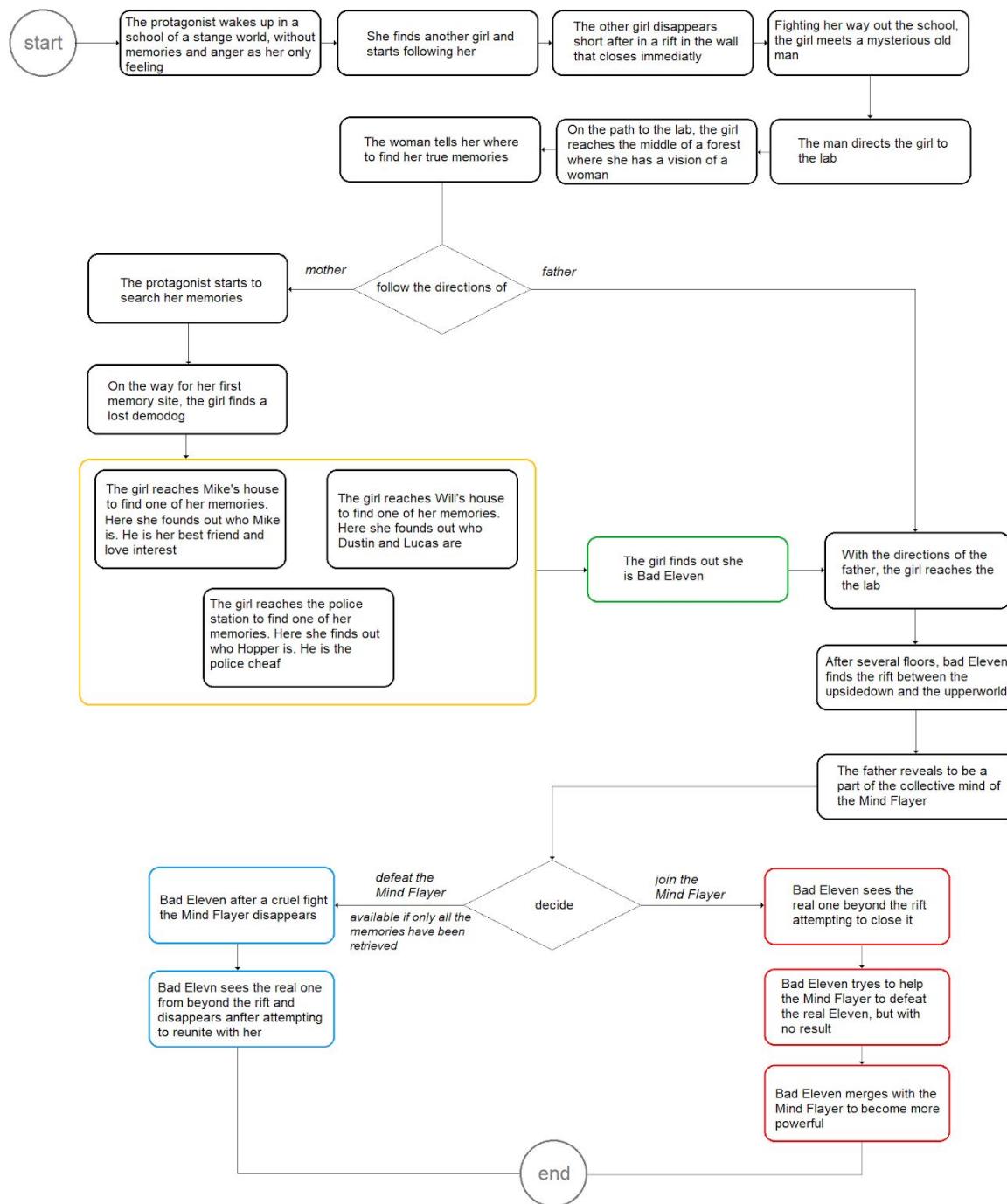
**Chs**The  
Chessmaster

5.2

**Ewi**  
Enemy  
Within

.74

# Story flowchart



- The player can complete from none to all the memories
- Event available only after all three memories
- Bad ending
- Good ending



## Themes

- The struggle between good and evil

At the beginning the protagonist has no memories, she is confused and feels a strong sense of anger. She must choose to follow it or find out who she really is.

- The importance of memories

The path to retrieve herself will lead the protagonist to discover that the value of positive memories is one of the main elements of stability, a shelter against anger and darkness.

- The ease of yielding to the impulses of anger

In the game evil forces will persuade the protagonist to use her powers against others. These temptations are enhanced by the sense of anger that she feels during all the game.

- Accept yourself and make the difference

After having restored her memories the protagonist will have to accept herself and try to give a change to the world before leaving it.



# Characters

## Bad Eleven

### Description

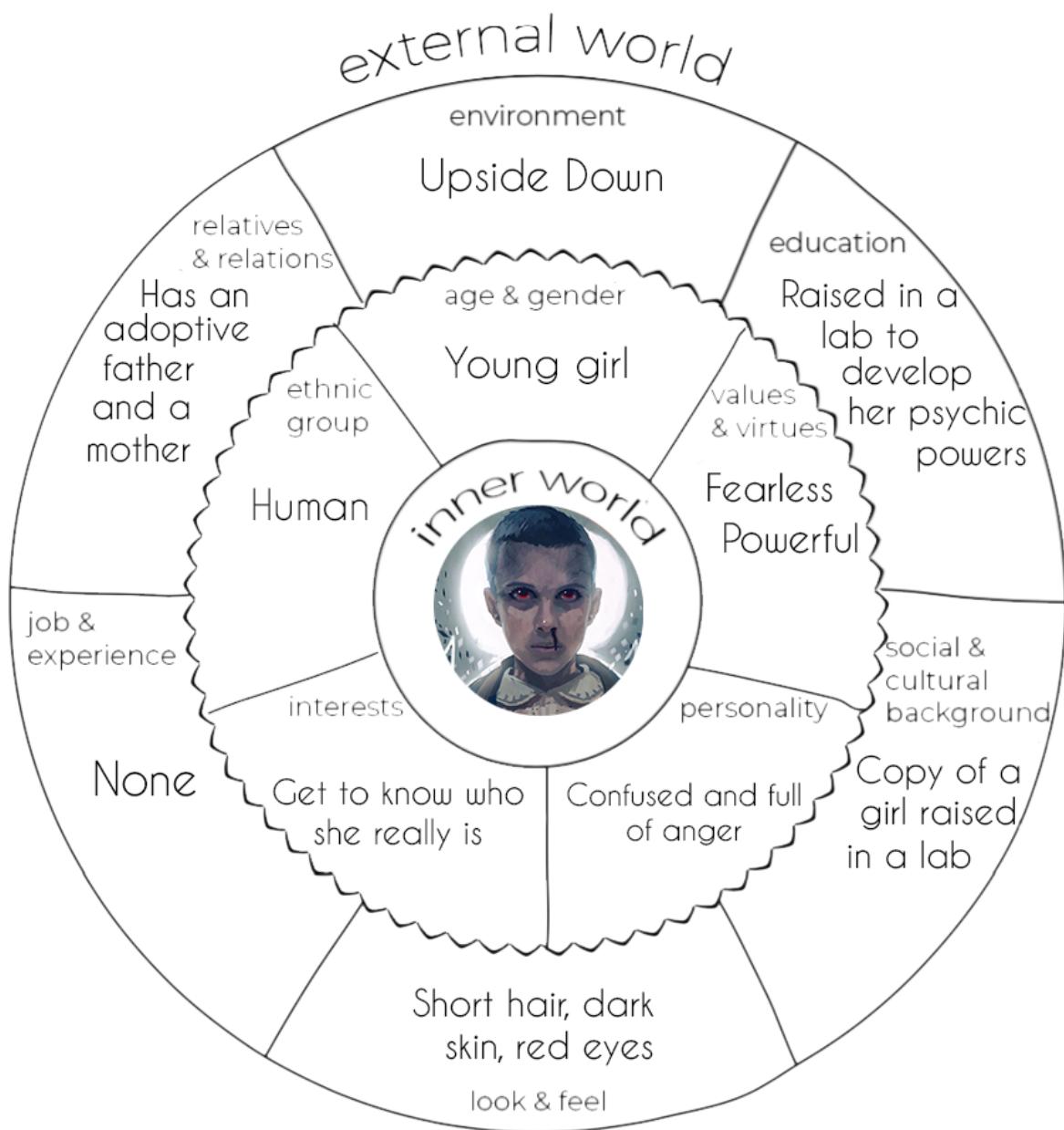
Bad Eleven is a young woman that was generated after the original Eleven killed the monster in the school. She is an evil copy of her without any memories. She has short hair, a darker skin, deep red eyes and a vacant stare. At first she has almost no emotions, can't feel pain, can't feel joy or love, she just has a strong feel of anger coursing through her veins. But deeply in her soul lay old memories of her friends, that will help her during the adventure to find who she really is.



### Backstory

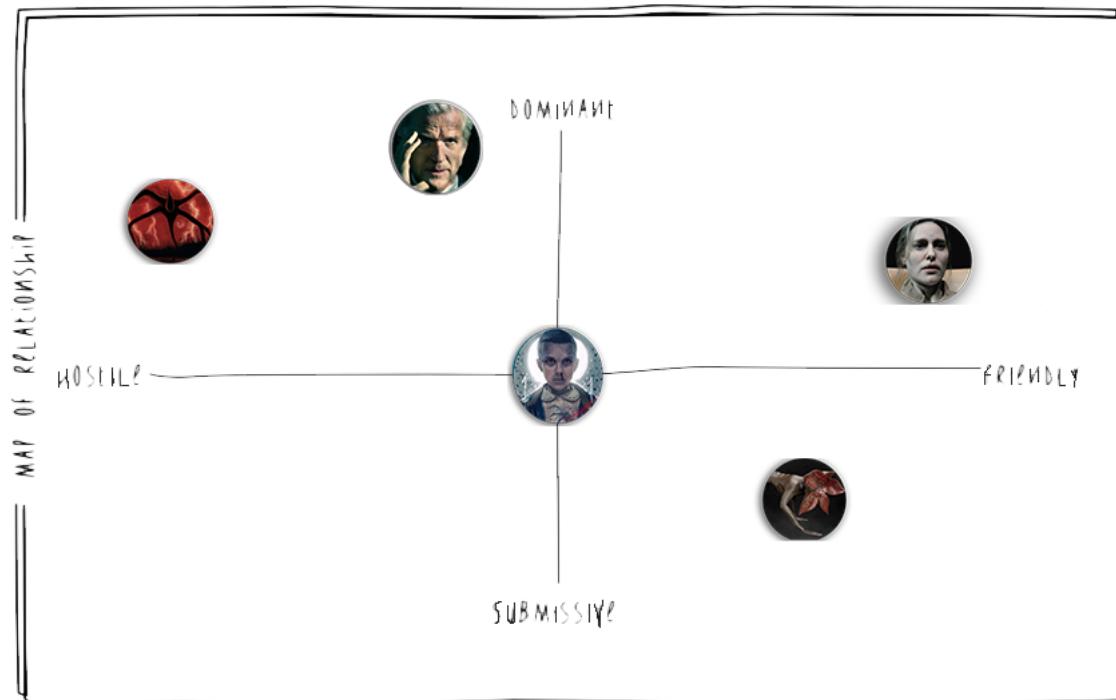
The original Eleven was kidnapped and raised in Hawkins National Laboratory, where she was experimented on for her inherited psychokinetic abilities. After escaping the lab, she was found by her friends Mike, Lucas, and Dustin. While she was in the lab, during an experiment she made contact with a mysterious creature, opening an interdimensional gate. To protect her friends, Eleven faced and destroyed this monster in a battle at Hawkins Middle School, vanishing in the process.

## BAD ELEVEN'S CIRCUMPLEX

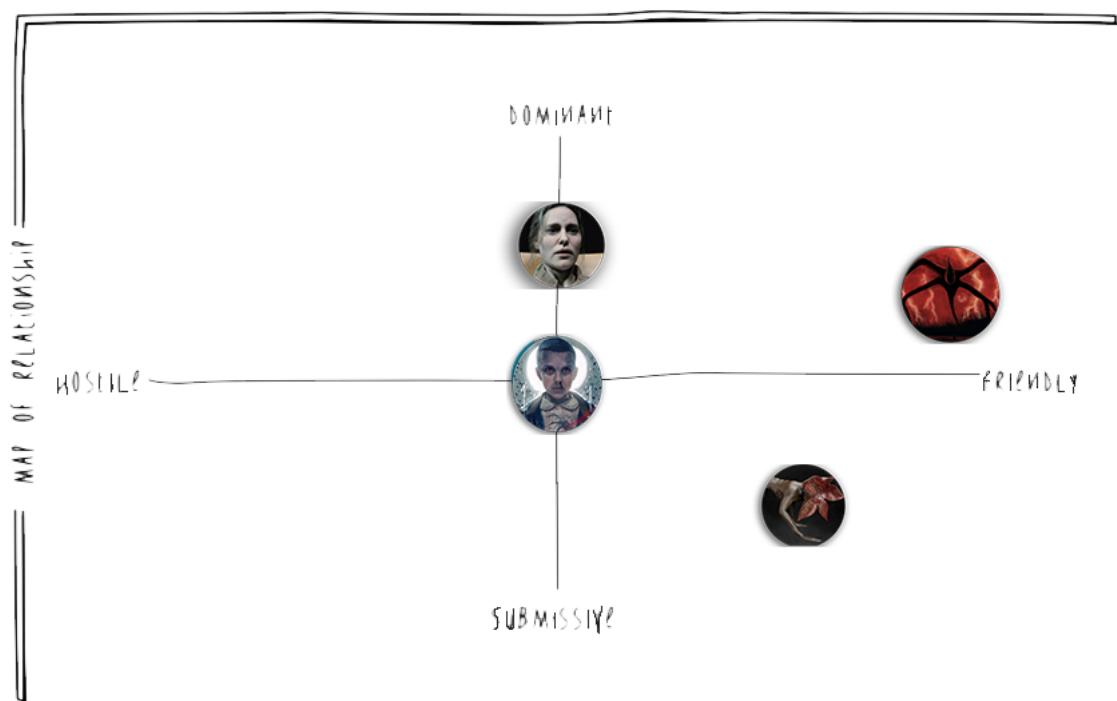




## BAD ELEVEN'S MAP OF RELATIONSHIPS



After father's reveal and Bad Eleven loyalty to Mind Flayer:



# Mind Flayer

## Description

The Mind Flayer is a malevolent entity that rules the parallel dimension known as the Upside Down. He is a powerful being of unknown origin. He handles supreme control of the Upside Down, as well as the Demogorgons and other creatures. He is a very tall entity, the body appears to be entirely composed of minuscule particles, giving him a misty appearance. The creature has multiple limbs, some of which branch into several smaller appendages; these limbs visually resemble the vines present in the Upside Down. He seems to have an elongated, flame-shaped head that sprouts from the central body that bears no visible facial features. His presence is often accompanied by unnatural red lightning. With murderous and evil intents, he repeatedly attempts to corrupt both Hawkins and the world. Through his telepathic link, the Mind Flayer can directly control additional entities and beings.

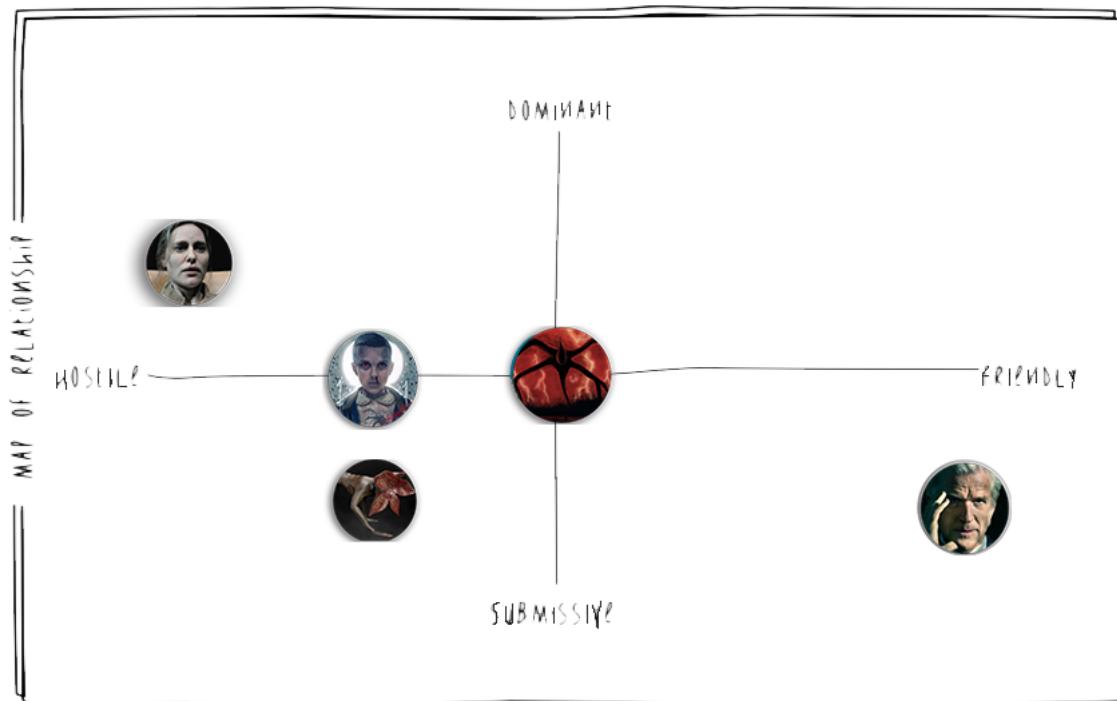


## Backstory

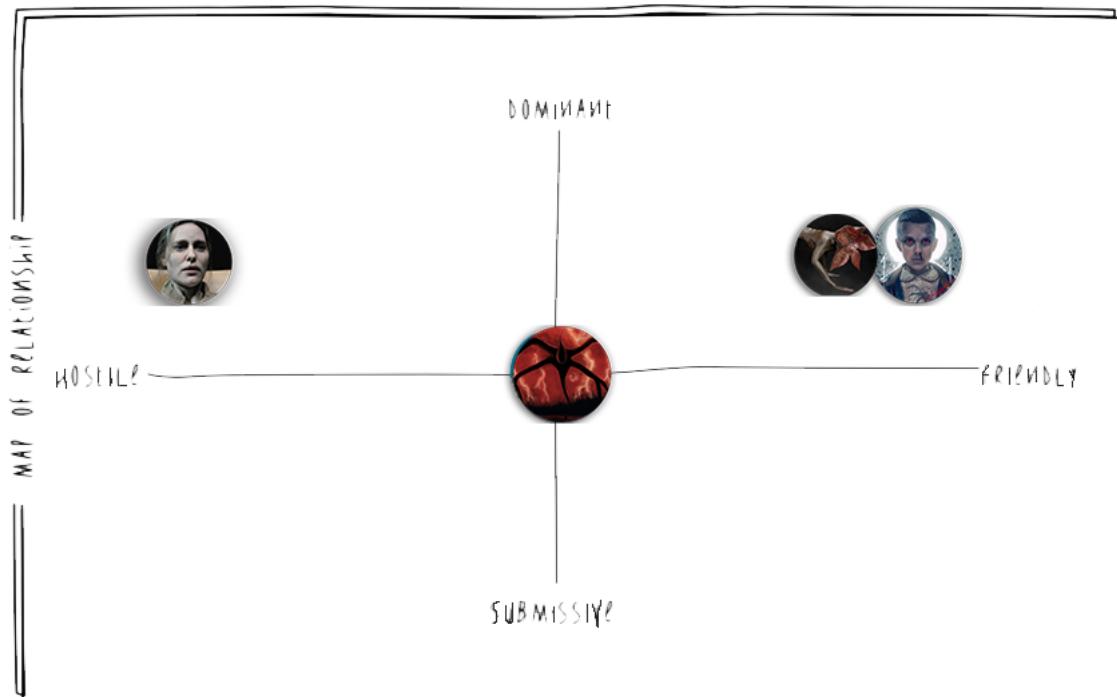
The history of the Mind Flayer remains a mystery. Exactly how long he had existed for, and how and why he came to inhabit the Upside Down, is unknown. The Mind Flayer's ultimate goal and why he constantly tries to enter our world is also unclear.



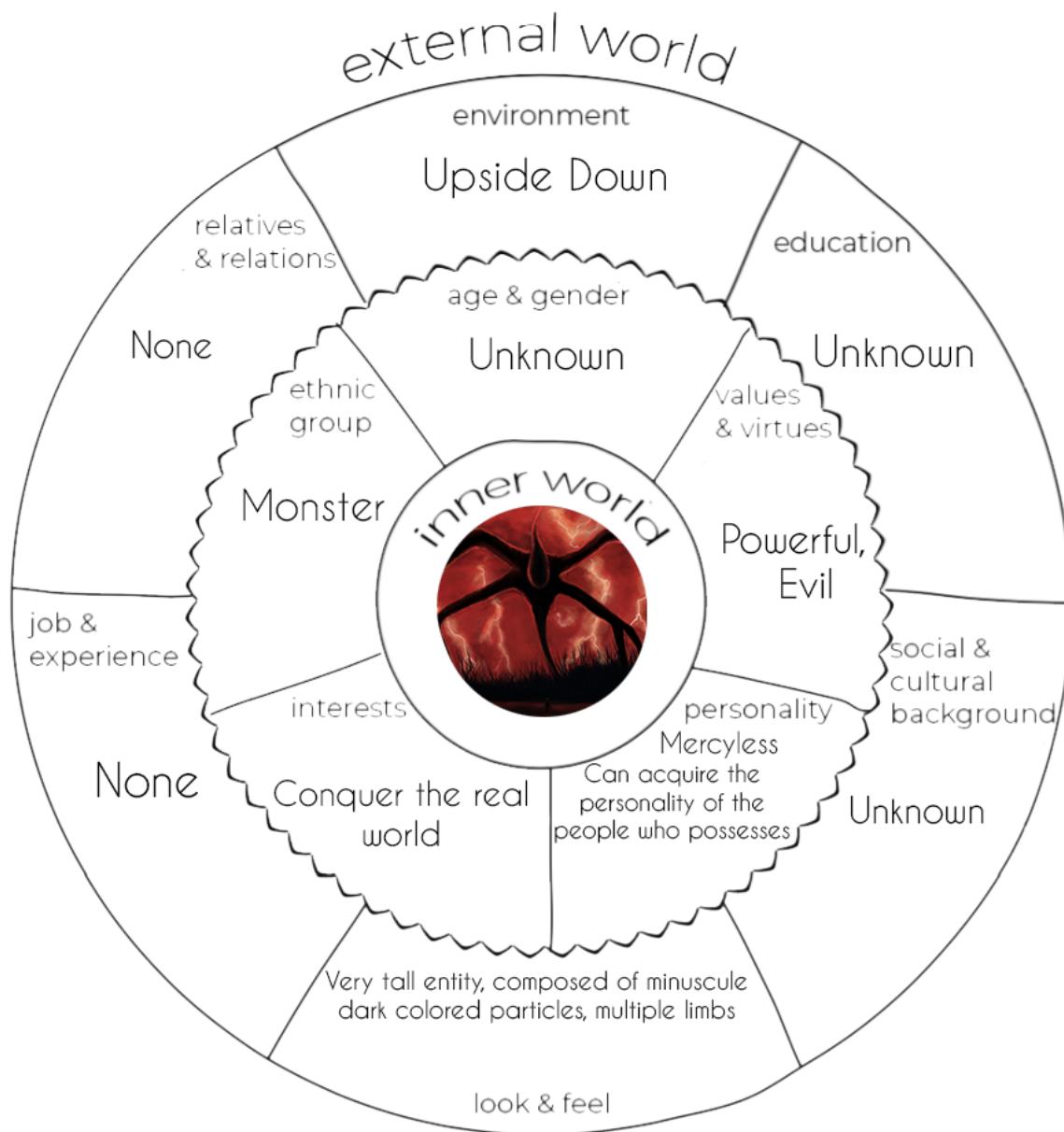
## MIND FLAYER'S MAP OF RELATIONSHIPS



After Father's reveal and Bad Eleven loyalty to Mind Flayer:



## MIND FLAYER'S CIRCUMPLEX

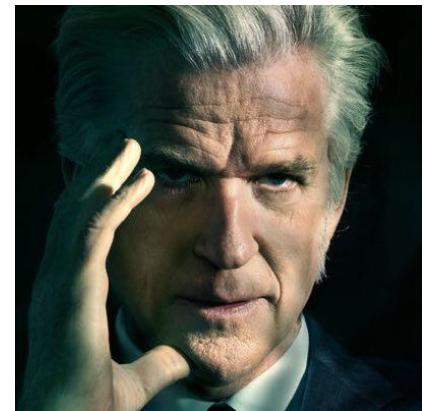




# Father (Mind Flayer)

## Description

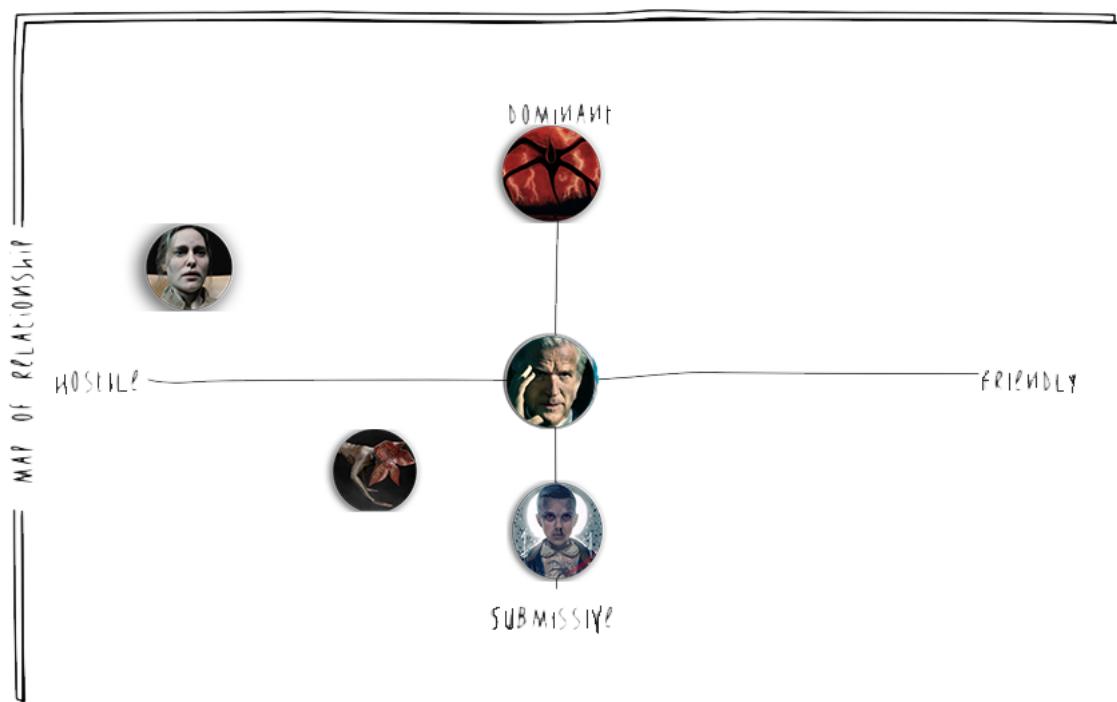
After being attacked by the Demogorgon, he is now controlled by the Mind Flayer. He acts as a guide for Bad Eleven, but he hasn't got good intentions, as he is an evil entity. He has grey hair, always well dressed in a suit and has great persuasion skills.



## Backstory

Dr. Martin Brenner was a senior research scientist and the director of Hawkins National Laboratory. He raised Eleven in the lab, testing and pushing the limits of her psychic abilities through various experiments.

## FATHER'S MAP OF RELATIONSHIPS



## FATHER'S CIRCUMPLEX





# The Woman (Mother)

## Description

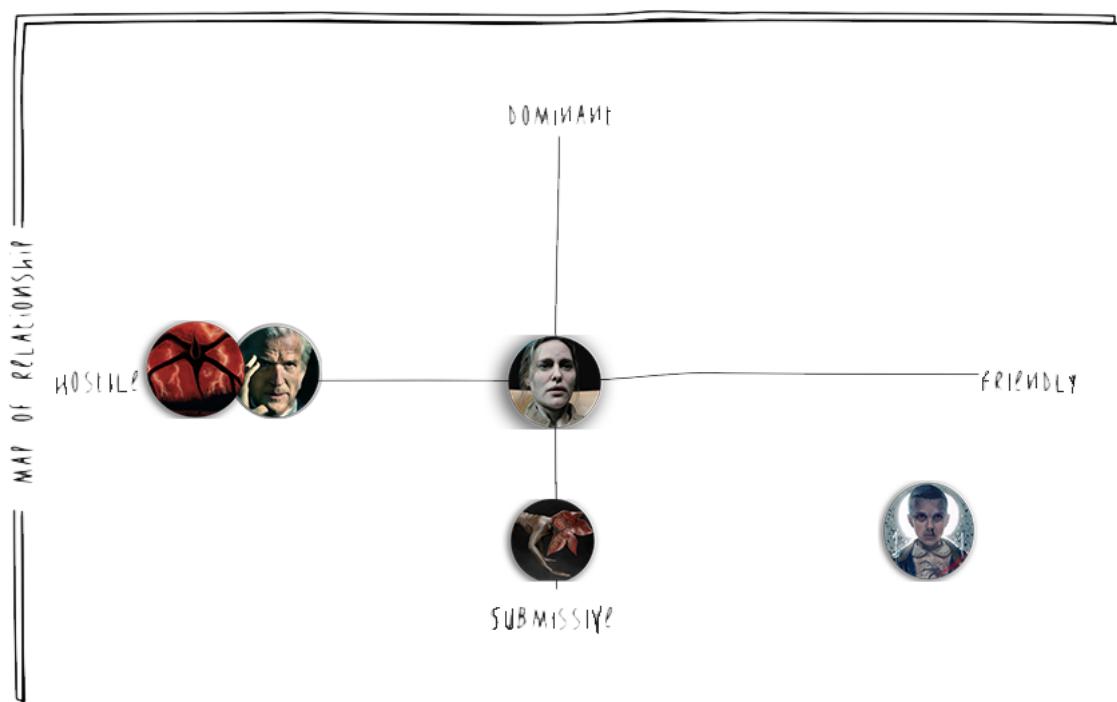
She is the biological mother of Eleven and retains all the good qualities of her. She will try to put Bad Eleven in a good path, since she sees her like a daughter, in order to reveal the good side of her. She can talk to Bad Eleven in her visions because of her psychic powers.



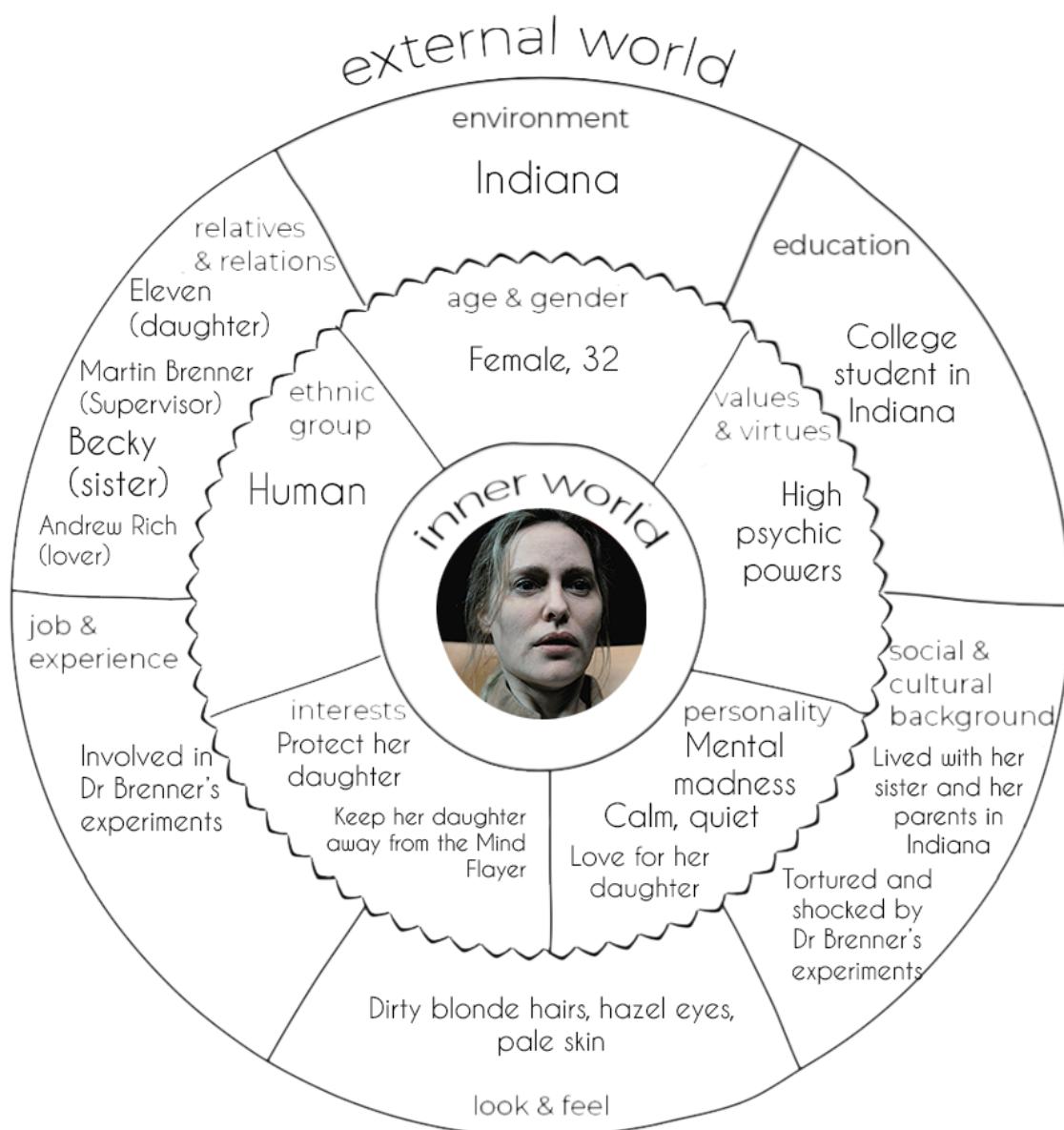
## Backstory

While in college, Terry Ives took part in Project MKUltra. Under the supervision of Dr. Martin Brenner at Hawkins National Laboratory, she was subjected to experiments involving the intake of mind-altering, psychedelic drugs and becoming sensorily deprived.

## MOTHER'S MAP OF RELATIONSHIPS



## MOTHER'S CIRCUMPLEX





# Mikey (Demodog)

## Description

Demogorgons are predatory creatures that obey the Mind Flayer, under his influence, Demogorgons are murderous, violent and have limited intelligence. Unlike the others, "mikey", is a demogorgon that lost the connection with the Mind Flayer so he's become friendly and not violent at all. He will be Bad Eleven's adventurous friend. He walks on four legs like a dog, he has no face, just a flower petal-like mouth full of teeths. Bad Eleven can understand what he says because of the connection between her and the creatures of the Upside Down.

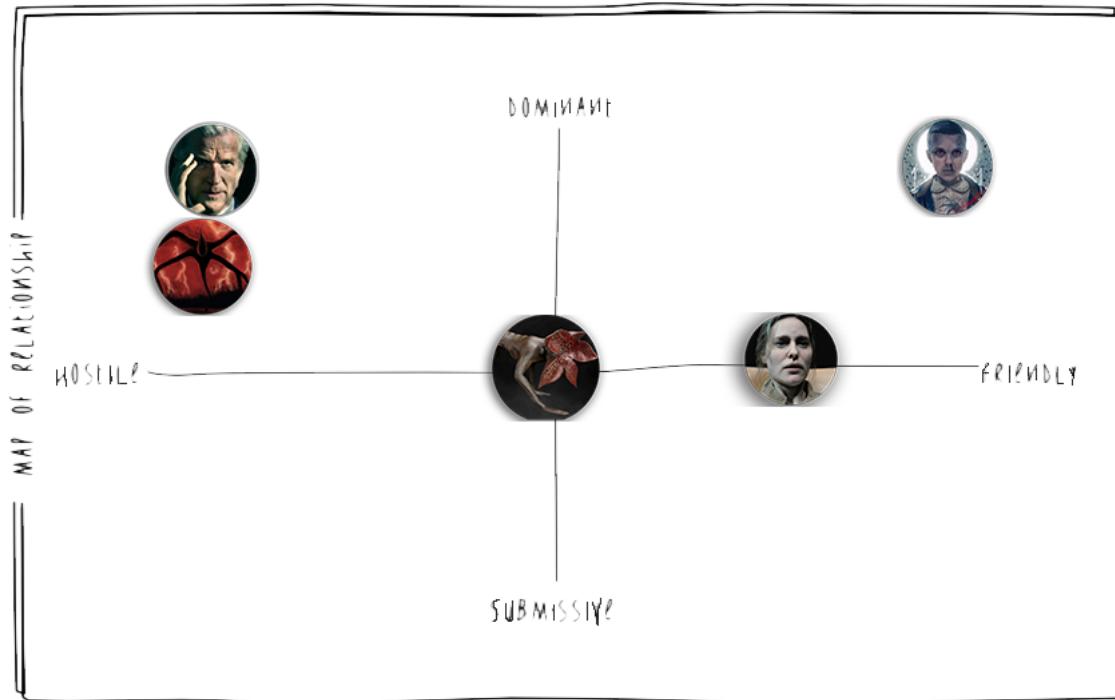


## Background

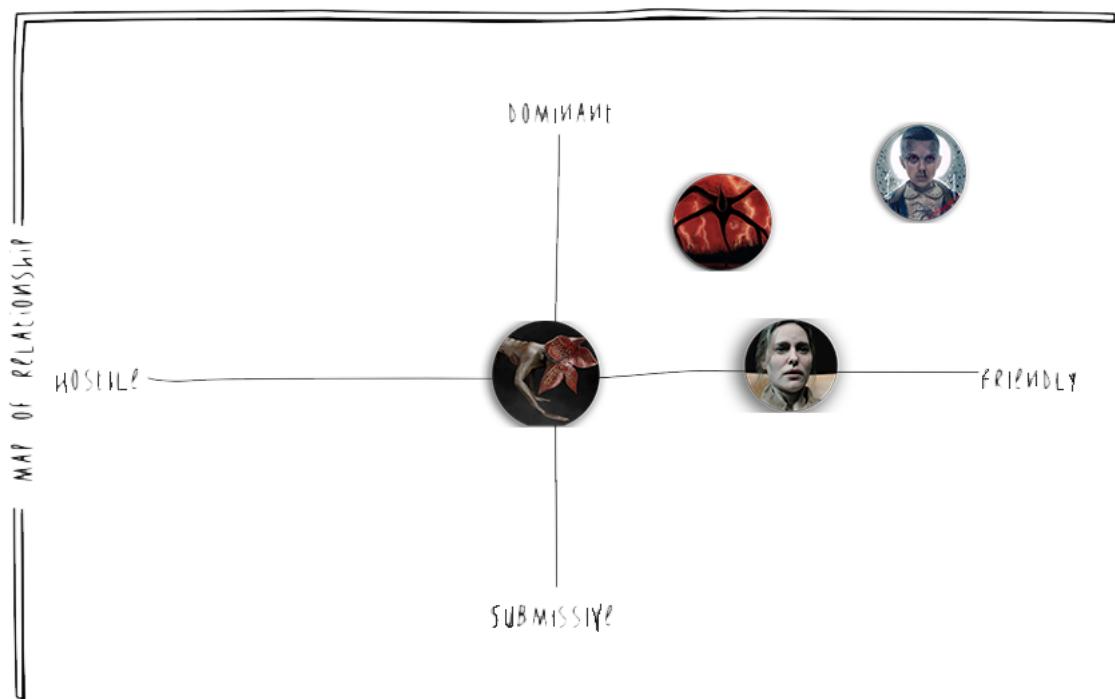
The real Demogorgon was originated from the parallel dimension known as the Upside Down. When Eleven made interdimensional contact with it, a gate between dimensions opened at the lab. The creature passed through, terrorizing Hawkins for approximately a week. It abducted various residents and took them back to the Upside Down, usually killing them.

## MIKEY'S MAP OF RELATIONSHIPS

Since Mikey is always attached to Bad Eleven, his map of relationships is similar to hers.



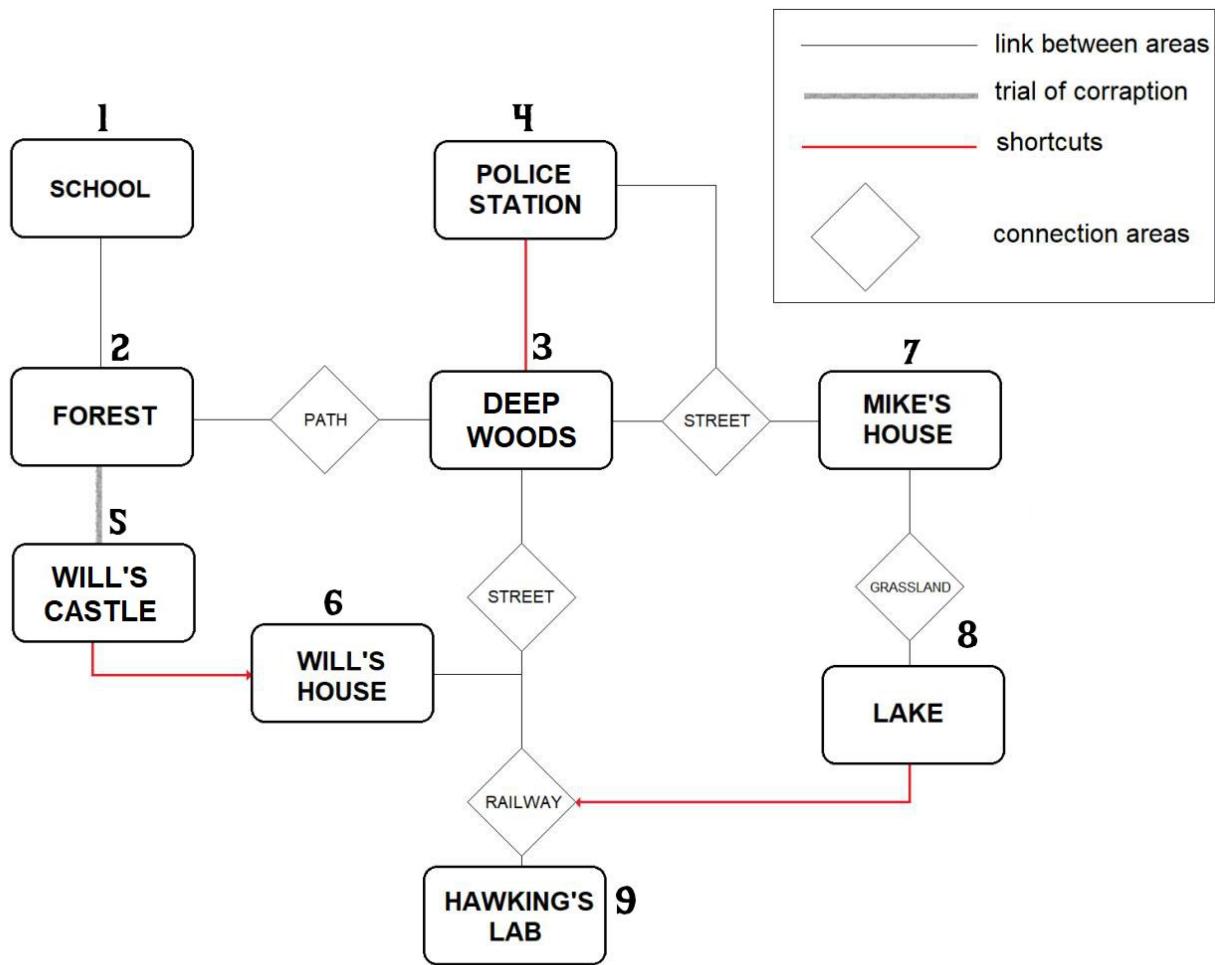
After Father's reveal and Bad Eleven loyalty to Mind Flayer:



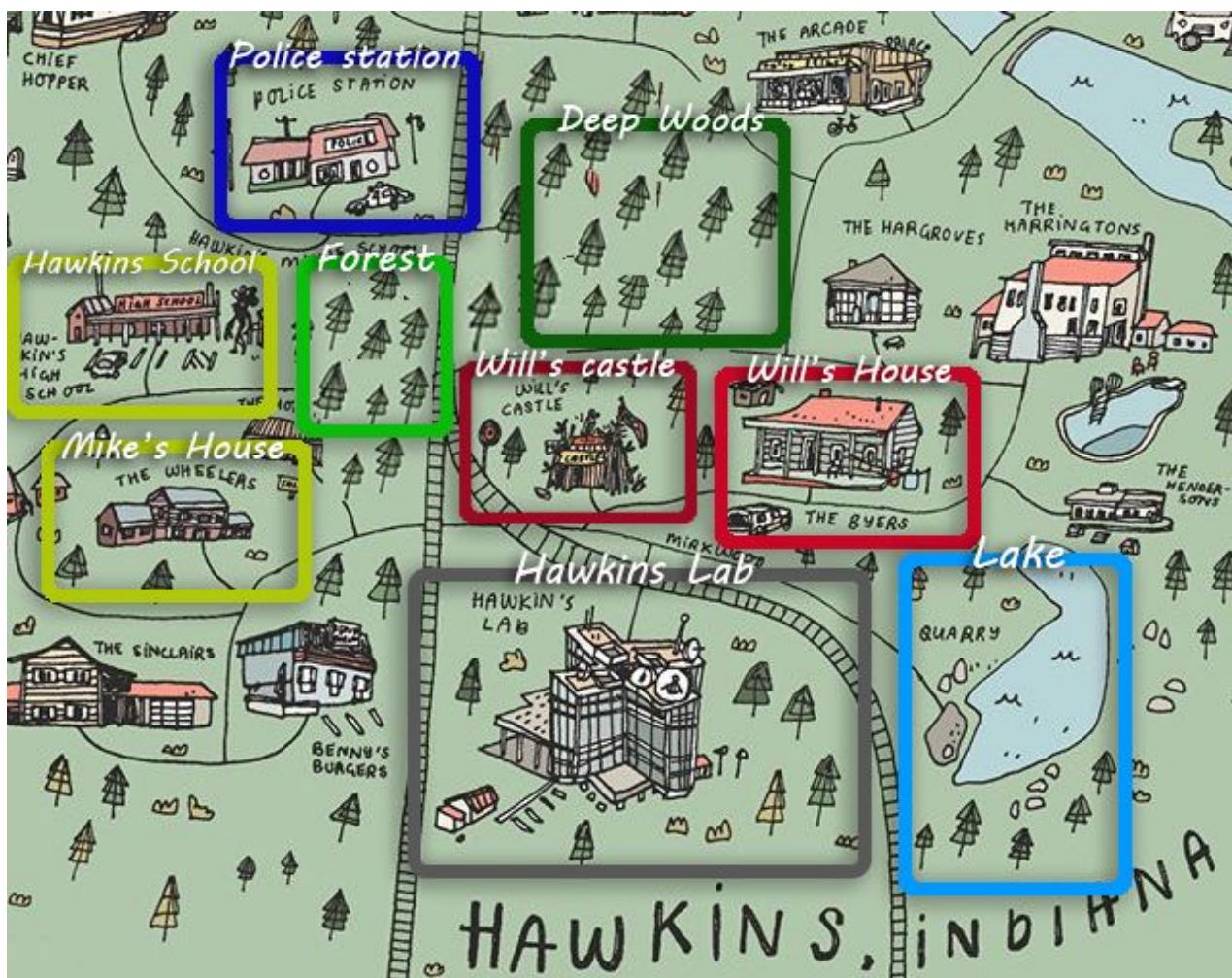
## MIKEY'S CIRCUMPLEX



# World diagram



# World Map



## Act 1

- Hawkins School (1)
- Forest (2)
- Deep Woods (3)

## Act 3

- Hawkins Lab (9)

## Act 2

- Deep Woods (3)
- Will's Castle (5)
- Will's House (6)
- Mike's House (7)
- Police Station (4)
- Lake (8)



# Goal outline

1. Follow the girl **1 - School**
2. Exit the upside-down
  - a. Exit from the rift
  - b. Find the exit of the school
  - c. Find a way to free the main door
  - d. Free the door from the vines
3. Defeat the demodogs **2 - Forest**
  - a. Speak to the man (father)
  - b. Destroy the remaining dog or follow the man advice (absorb him)
4. Reach the Deep Woods
  - a. Talk with the father. [Gives Will's Castle quest]
  - b. Follow the woman in the vision **3 - Deep Woods**
5. Retrieve your memories [Facultative]  
[Player can choose what area between 4-5-6-7 visit first and then return to Deep Woods].
  - a. Go to Will's house
    - i. Find a point of interest
    - ii. Solve Will's puzzle **6 - Will's House**
    - iii. Make use of your new found power
    - iv. Defeat or Absorb the Brood Mother
  - b. Go to Mike's house
    - i. Find a point of interest **7 - Mike's House**
    - ii. Eliminate the spores in Mike's basement
    - iii. Make use of your new found power
    - iv. Defeat or Absorb the Great bulb
  - c. Go to the Police station
    - i. Find a point of interest **4 - Police Station**
    - ii. Free Hopper's office from the dogs
    - iii. Make use of your new found power
    - iv. Defeat or Absorb the Lost Special Forces
    - v. Talk with the Special Forces survivor
  - d. [Optional] Free the Demogorgon (Mikey) from the Demogorgon and escape.  
[Available only after 1 memory is retrieved ] **3 - Deep Woods**
  - e. Return to the Deep Woods [After all the three memories are retrieved]
    - i. Find a way to contact the woman. **3 - Deep Woods**
    - ii. Find a pond and contact the woman.



6. [Optional] Reach the Will's Castle.
  - a. Open the door of Will's Castle [At least level 5 of corruption needed] **5 - Will's Castle**
  - b. Unlock your new power. [Unlocks special skill tree]
7. [Optional] Find the Special Forces Chief at the lake of the quarry. **8 - Lake**
  - a. Find human traces at the lake.
  - b. Follow the traces.
  - c. Find the Special Forces' Chief in the cavern..
  - d. Defeat or Absorb the possessed Chief.
  - e. Talk or kill the Special Forces' Chief. (Drop: Exclusive Equipment)
8. Go with your father to the lab **9 - Hawkins Lab**
  - a. Find an entrance to the lab
  - b. Defeat or Absorb the Demogorgon
  - c. Find a way to the Rift
  - d. Defeat [available if only all the three memories are retrieved] or Join the Mind Flayer (Father)



# Level 6 - Will's House

## Story and Settings

The level takes place in the Area 6 of the game, Will's House.

This level is part of the Woman's quest "Retrieve your memories" and can be reached after the player visits for the first time the hub area "Deep Woods". The player can choose what area between 4 - 5 - 6 - 7 visit and complete first.

## Area and Structure

The area of the level is composed by a 3 macro areas, two external and one internal.

The external areas are composed by different locations including an accessible Shed . The internal area of the house is composed by different rooms where the player can find the elements needed to proceed in the story.

### External 6.1 - Surrounding forest

This area connects the street with the Garden, his function is similar to a connection area but it has more interactions.

In this area is present a shortcut from the Level 5, "Will's Castle".

This shortcut is a one-way shortcut and cannot be accessed from here but only from the area of the Castle.

- Narration : in this Area there are some interactions with the Father that is waiting in front of the shortcut from Will's Castle.
- Gameplay: in this area there are some minor enemies to defeat in order to access the next area and enter the Will's Garden. There are some equipment items spreaded in the area.



## External 6.2 - Will's Garden

This area is the external area of Will's house and surrounds it completely. In this area there are some major enemies and some puzzle solving related to the main puzzle in Will's House. From this garden the player can access the Shed where are stored some items and a piece of the main puzzle.

- Narration : In this area there are several narration elements and interactions with Mikey if the player has already unlocked him. The Father will have another interaction with Bad Eleven before leaving.  
Bad Eleven will hear the voice of the Woman.
- Gameplay: The father will try to prevent the access to the house sending to Bad Eleven a major enemy in order to stop her. Once the player has obtained the Shed Keys he can access the Shed and obtain equipment and a piece of the main puzzle of the House.

## Internal 6.3 - Will's House

This area is divided into several rooms. Every room has an unique aspect and interaction.

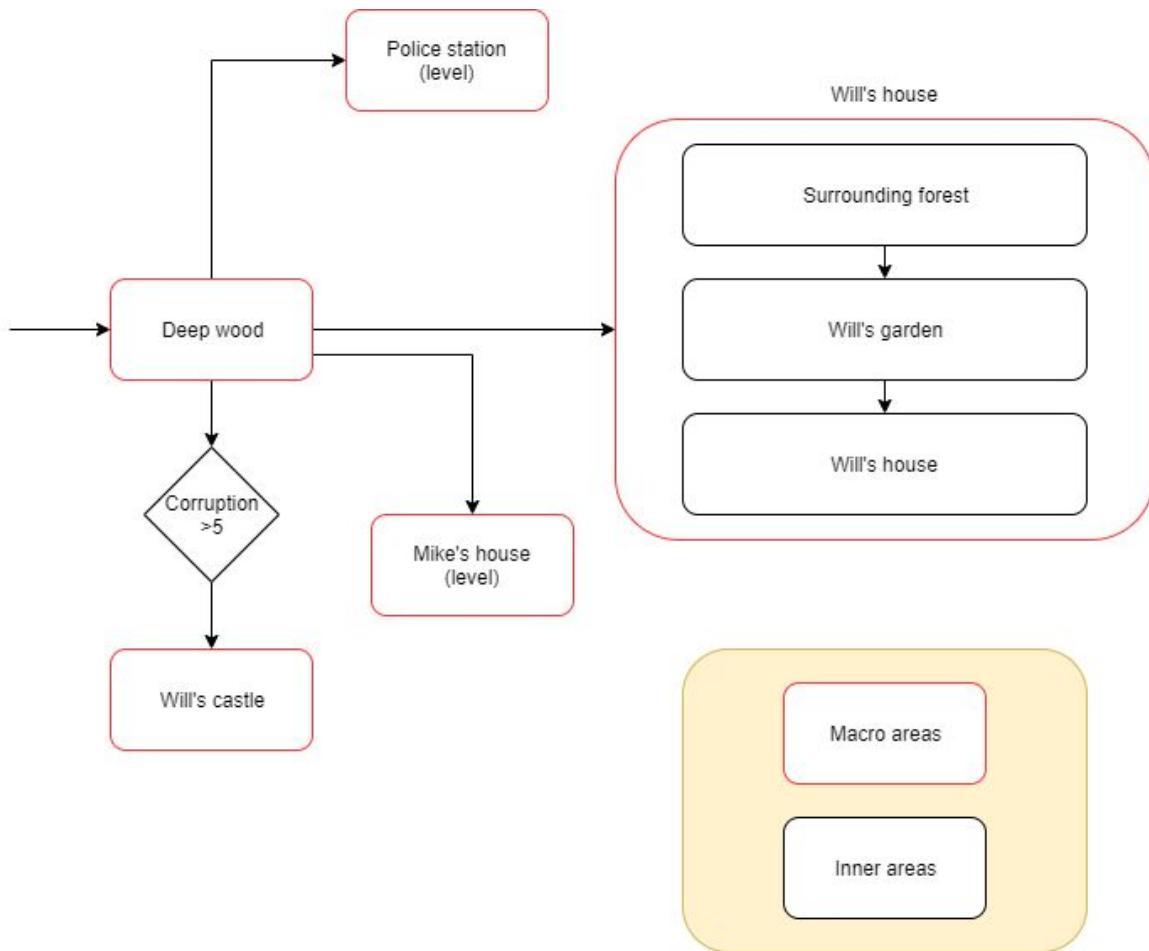
Will's House is damaged, deteriorated and nearly destroyed in the Upside Down, but a lot of items has survived.

Rooms:

- A1 : Living Room [Puzzle main hall]
- A2 : Kitchen
- A3 : Corridor, Bathroom and Rooms 1-2
- A4 : Room 3 [Source of power]

- Narration : In this area there is a puzzle to solve to unlock a memory for Bad Eleven. The solution on the puzzle and the defeat of the Boss will trigger a cutscene with Lucas, Will and Dustin. This vision of the three friends will lead Bad Eleven to remember who they are.
- Gameplay: This area is full of gameplay elements:
  - ❖ The Puzzle: solve the puzzle to unlock the Boss fight and the memory cutscene.
  - ❖ Minor enemies: defeat the demodogs and the slugs.
  - ❖ Source of power: unlock a new power for Bad Eleven.
  - ❖ Shed Keys: obtain the Shed keys in Room 2.

# Story of the Level



From Deep Woods the player can reach different levels, including Will's House.

## Settings and introduction

The level can be reached after Bad Eleven has visited Deep Woods for the first time. At this state Bad Eleven has not yet retrieved her memories and she must complete the mission that the Woman gave her in the vision. Will's house is one of the three places to visit in order to complete the quest for the memories.

In the vision she had in Deep Woods in fact, the Woman told her to visit these three places to retrieve part of her memory and to accomplish her final mission. This final mission is unknown yet and will be revealed only in the ending of the story.

To begin this Level the player must reach the connection area 3-6, Street and continue to the road in front of the Byers mailbox.



**Before accessing the level, in front of Byers mailbox:**

**Dialogue 6.0 A**

Eleven<sup>2</sup>: Uhm, Byers' house...this reminds me of something, this must be one of those places that woman was talking about.

**Dialogue 6.0 B (Mikey is present)**

Eleven: Uhm, Byer's house...this reminds me of something, this must be one of those places that woman was talking about. Mikey, what do you think?

Mikey: Grrroar.

Eleven: Well, I guess you're right.

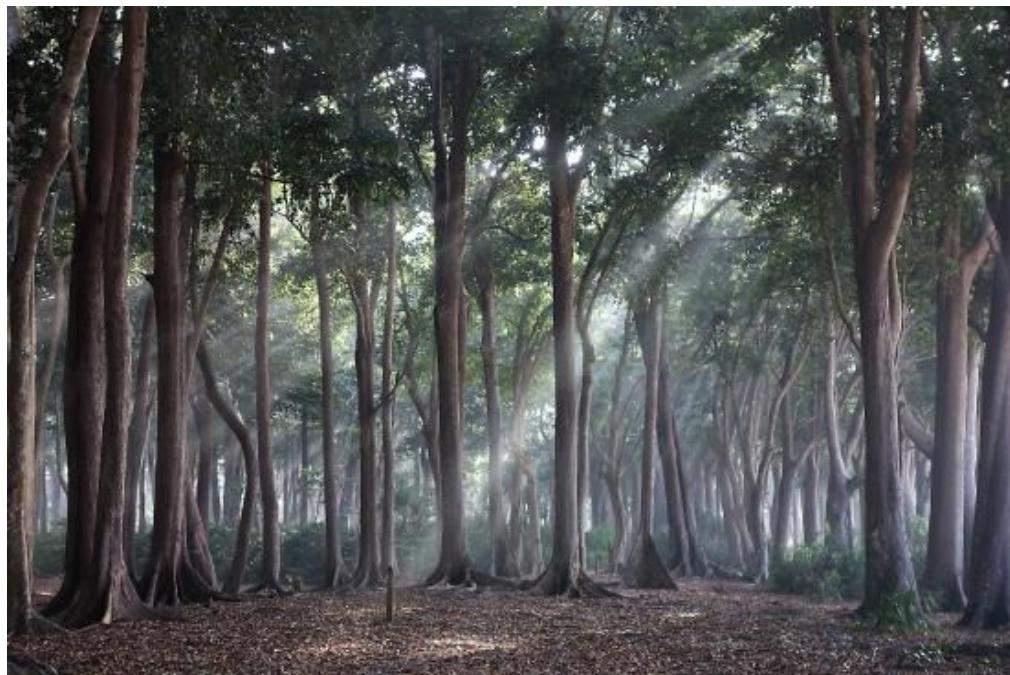
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<sup>2</sup> From now on we will refer to "Bad Eleven" as "Eleven" in the dialogues.



# Accessing the Level

## 6.1 Surrounding Forest



Bad Eleven (and Mikey if present) accesses to the Forest that surrounds Will's House. Here a lot of minor enemies are waiting for her. The player can follow two paths:

- Explore the Surrounding Forest and find the shortcut to Will's Castle.  
[Optional]
- Go straight to Will's Garden. [Intended path]

### Explore the Surrounding Forest [Optional]

If Bad Eleven starts exploring the area she will soon find some armor pieces, items and a path leading to the Will's Castle shortcut.

The shortcut is not accessible from here because it is on a raised ground so it is a one-way shortcut: the player must reach Will's castle from the other side of the forest. (Deep Woods and then Forest)

In front of the shortcut the Father is waiting for Bad Eleven. He will warn her that the path is one-way only and it's not accessible from this position. The Father will also mention the Corruption<sup>3</sup> of Eleven. Will's Castle in fact is only accessible if the Corruption Level is major than 5.

---

<sup>3</sup> Corruption: Gameplay feature, Corruption Points will increase with the number of absorptions done.



One-way shortcut example (Game: "Pokemon Let's go, Pikachu !")

The father will also warn Eleven to not try to proceed in direction of Will's House because it will awaken something in herself and change her behavior completely.

The dialogue with the Father can change depending on different reasons:

- Mikey is present.
- Bad Eleven has enough *Corruption* to access Will's Castle.
- Bad Eleven has not enough Corruption to access Will's Castle.

#### **Interaction with the Father, in front of Will's Castle shortcut:**

##### **Dialogue 6.1 A - Enough Corruption to access Will's Castle**

Father: You are ready to earn more power but you can't go this way, this passage is unreachable. Maybe you should look around and find another way through. By the way, some places may get you even more confused, don't follow that road or stupid voices in your head...remember to focus on what you really are, and not be deceived by stupid memories... The path to the Lab is not here, go back now.



Eleven: *Maybe I should pay attention to your words...or maybe not. Urgh I'm so confused.*

Father: *When you will reach the lab all your confusion will be vanished, trust me and go back now.*

#### **Dialogue 6.1 B - Not Enough Corruption to access Will's Castle**

Father: *You are not ready to go there, you've not reached your full potential. You should follow my advices more and try to absorb more creatures. By the way, some places may get you even more confused...remember to focus on what you really are, and not be deceived by stupid memories...The path to the Lab is not here, go back now.*

Eleven: *Well, I'll know what to do when needed...I hope. Your words just confuse me...*

#### **Dialogue 6.1 Addiction - The Father comments on Mikey**

Father: *(Sees Mikey) Oh..that must be the one that escaped from us. One of a kind.*

Eleven: *What do you mean by that? Escaped from where?*

Father: *It doesn't matter, once we reach the Lab everything will turn out right. Focus on yourself.*

#### **Dialogue 6.1 C - Default interaction with the Father**

Father: *When you'll reach the lab all your confusion will be vanished, trust me and go back now.*

### **Go straight to Will's Garden [Intended Path]**

If Bad Eleven goes straight to Will's Garden she will face another type of enemies protecting the area near the access and the interaction with the Father in front of the Will's Castle shortcut will no longer be available.



## 6.2 Will's Garden



Will's Garden from Stranger Things, the Netflix Series.

In the Garden Area, Eleven will find the Father waiting for her another time: he has warned her to not proceed and now she must leave or face the consequences.

### When accessing Will's Garden: Cutscene 6.2.1

#### Dialogue 6.2.1 - The Father's warning

Father: *I told you not to reach this place. You better get out of here while you can, this is not good for you trust me. You could become something that you are not and you don't want that, want you? Memories get you weak, you are not weak...humans are, and you are different.*

Eleven: *But something got me there, I feel this place could really help me, I feel like a sort of connection is calling me in there.*

Father: *Do what you want but i warn you: he will try to stop you.*

Eleven: *Who is he? What are you talking about??*

Father: *Doesn't matter, you'll find out it soon, i'll wait for you at the Lab.*

The Father will leave the place and, if the player decides to go on, behind him will spawn a major enemy: the *Demodorgon* (a Demodog half transformed into a Demogorgon).



The *Demodorgon* will try to stop Bad Eleven, following the will of the Father (Mind Flayer).



The Demodorgon, a quadrupede Demogorgon.

Once the battle is over Bad Eleven will listen a voice in her head: it's the Woman of the vision.

### Once that the *Demodorgon* is defeated:

#### Dialogue 6.2.2 - The Woman

Mother: You did very good, I'm proud. You are on the right path, trust me and go ahead.

Eleven: Where's this voice from? It's very close...is it inside my head?

Everyone always says "trust me"... who should I trust then? Maybe I should just trust my inner instinct...

From this point Bad Eleven can decide to enter the Will's House , to explore or leave the area.

### Explore or leave the area [Optional]

The player can find some items in the area to use in combat and has several interactions with some objects. He can retrieve also some letters of the puzzle that is inside the House.

By exploring the area the player can access the Shed where some minor enemies are waiting for Bad Eleven.



Byers' Shed (Stranger Things S1, the Netflix TV series).

The Shed is only accessible if the player has obtained the Shed keys, available in one of the Rooms inside the house.

### In front of Will's House door:

#### Dialogue 6.2.3 - Comment

Eleven: *Ok this is the place, i don't know what's inside.. let's get in and find it out...*

### Interaction with the car:

#### Dialogue 6.2.4 A - Comment

Eleven: *Uhm, i guess i've seen something like this before. But i have no idea how to use it!*

#### Dialogue 6.2.4 B (Mikey) - Comment

Eleven: *Uhm, i guess i've seen something like this before. But i have no idea how to use it!*

Mikey: *Grrroar...*

Eleven: *Oh shut up, you have no idea either...*

### Interaction with the hammock:

#### Dialogue 6.2.5 - Comment

Eleven: *There's no time to rest. Also this looks quite gross...*



### Interaction with the Shed (without keys):

#### Dialogue 6.2.6 - Comment

Eleven: *It's locked, I could break the door using my power...but maybe it's better to preserve my powers for later. I'm sure I can find the keys around here...*

### Inside the Shed, interaction with the Rifle:

#### Dialogue 6.2.7 A - Comment

Eleven: *This could be useful later, it's heavy but i could lighten it a little bit with my power..*

#### Dialogue 6.2.7 B (Mikey) - Comment

Eleven: *This could be useful later...*

Mikey: *Grrroar!*

Eleven: *I don't care if it's bad, but I can use it to protect us.*



Will finds the rifle in the Shed (Stranger Things S1, the Netflix TV series).

### Default interaction with a letter (Same in Will's House):

#### Dialogue 6.3.3 A- Comment (Without interaction with the Letter Wall)

Eleven: *A letter...quite strange. Maybe it could be useful later...but i don't know how.*

#### Dialogue 6.3.3 B- Comment (First letter retrieved)

Eleven: *It must be one of those letters that paper was talking about, i should take it.*



**Dialogue 6.3.3 C- Comment (Not the first letter retrieved)**

Eleven: Another letter, i need to find the others.

**Dialogue 6.3.3 D- Comment (Last of the letters retrieved)**

Eleven: Yes! Another one...this should be the last one.

**Enter Will's House [Intended path]**

By entering directly Will's House the player will not lose the optional interactions with the objects in Will's Garden and can do them later.

**6.3 Will's House**



Will's House Living room in the real world (Stranger Things S1).



Will's House internals Map.

## Entering Will's House:

### Dialogue 6.3.1 A - Comment

Eleven: *Everything's messy and distressed, but I'm sure i can find something useful...*

### Dialogue 6.3.1 B (Mikey)- Comment

Eleven: *Everything's messy and distressed, but I'm sure i can find something useful...*

Mikey: *Grrroar, grrroar...*

Eleven: *You always act like you know everything...be useful and try to help me instead.*

When entering Will's House the first thing the player will see is the Letter Wall. This wall has been important for the events of Stranger Things S1 and in the Upside Down is half damaged but working. The Wall is composed by letters lighted by Christmas lights. The player can light them individually in order to form a word.

Initially Bad Eleven is confused by this wall: she does not understand what she must do but she finds a document near the wall, it says: "6 letters".



The Letters Wall, Stranger Things S1.

### Interacting the first time with the Wall:

#### Dialogue 6.3.2 - Comment

Eleven: *That looks very strange...there's a paper on the ground, It says "6 Letters"...what? Is this a message for me? Why would someone leave a message? I should search for something else around here..*

### Default interacting with the Wall:

By interacting another time with the wall the player can select in order the letters to light on and solve the puzzle.

Bad Eleven will find the letters for the puzzle inside the House and outside, in the Garden and in the Shed.

The letters can be found in:

Kitchen, Room 1, Room 2, two in the Garden, one in the Garden's Shed.

### Default interaction with a letter (Same in Will's Garden):

#### Dialogue 6.3.3 A- Comment (Without interaction with the Letter Wall)

Eleven: *A letter...quite strange. Maybe it could be useful later...but i don't know how.*

#### Dialogue 6.3.3 B- Comment (First letter retrieved)

Eleven: *It must be one of those letters that paper was talking about, i should take it.*



**Dialogue 6.3.3 C- Comment (Not the first letter retrieved)**

Eleven: Another letter, i need to find the others.

**Dialogue 6.3.3 D- Comment (Last of the letters retrieved)**

Eleven: Yes! Another one...this should be the last one.

In order to complete the puzzle the player must explore the other rooms.

**Kitchen:**

Here Bad Eleven can find a letter and there are some interactions with the objects.

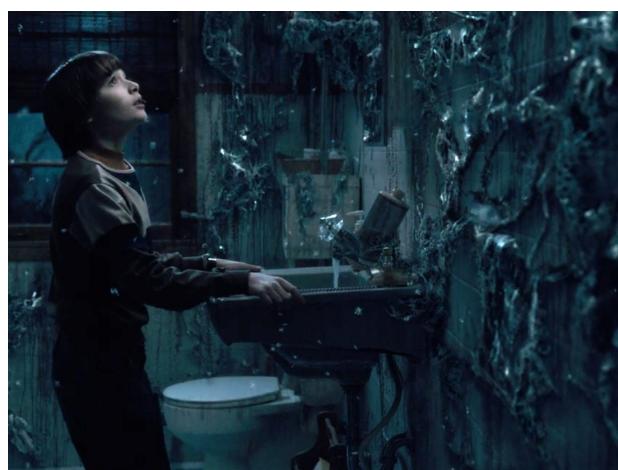
**Interaction with the kitchen:**

**Dialogue 6.3.4 - Comment**

Eleven: These tools look familiar and....a Knife! It's gross but very sharp, i should take it.

**Bathroom:**

Bad Eleven has some interactions with the objects .



The bathroom in the Upside Down, Stranger Things S1

**Interaction with the bathroom:**

**Dialogue 6.3.5 - Comment**

Eleven: I wonder what's this for...

**Room 1:**

Here Bad Eleven can find a letter.

**Room 2:**

Here Bad Eleven can find a letter and some minor enemies (another type). Bad Eleven finds also a key on a desk

**Room 3 [Optional] :**

Here there is a Source of Power. Bad Eleven can acquire a new power to use in combat.

Sources of Power are strange fountains of dark power that can be found in different places of the world, this place is one of them.

Bad Eleven has been told about these fountains by the Father.

The fountains unlock new powers for Bad Eleven that can be used both in combat and exploration (to unlock secrets or optional paths).

**Interaction with the Source of Power:****Dialogue 6.3.6 - Comment**

Eleven: *This must be one of the sources he was talking about. I need to absorb it to acquire more power...*

Once the player has acquired all the letters in the House, he can exit and return to the Garden to acquire the others.

If the player has acquired ALL the 6 Letters:

**Interaction with the Letter Wall once ALL the letters are acquired:****Dialogue 6.3.7 - Comment**

Eleven: *Ok, now i need to create a word with those letters...what could it be?*

**After the word is completed:****Dialogue 6.3.8 - Comment**

Eleven: *This makes sense i guess...but why "Mother"? I'm getting a strange feeling from that...*

Bad Eleven thinks about the word someone left in this place, "Mother". Suddenly a vision of someone, someone in a different reality but in the same place, shakes Bad Eleven's mind.



Bad Eleven falls on the ground and find herself in the real world, with other kids playing a sort of game. They cannot see her, but she can.



Will, Dustin and Lucas playing D&D, Stranger Things S1

### Cutscene 6.2.2 - Will's House Vision

#### Dialogue 6.3.9 - Dustin, Lucas and Will playing.

Will: A shadow grows on the wall behind you, swallowing you in darkness. It is almost here.

Dustin: What is it? Is it a simple troglodyte? Or a Demogorgon?.

Lucas: Man i'm getting scared honestly...

Will: Behold...An army of Zombies charge into the chamber!

Lucas: We're screwed!

Dustin: We could use a Fireball to defeat those!

Lucas: We're out of mana, we can't!

Dustin: Oh think fast, think fast!!

Joyce: Boys you need to stop! It's snack time...

Will: "Mother, don't you dare to stop the adventure of Will the wise!"

Joyce: Oh Will...don't call me "mother" please. You have 5 minutes to come here, come on.

Will: Ok mum, sorry, but we should finish the game first...

Lucas: Well...honestly i'm kinda hungry, let's go.

Will: Ok...we'll continue the game later...

Joyce: The "mother" is waiting for you!

...

Eleven: Where am I? Who are those people? Do I know them?

Eleven: HEY! You three stop right where you are...tell me who are you.

\*Will, Lucas, Dustin leave the place\*

Eleven: WHO ARE YOU?



Eleven: *They cannot hear me....*

\**Eleven falls on the ground\**

Bad Eleven find herself another time in the Upside Down.

### **The Boss Battle:**

The vision gives the shivers to Bad Eleven but she has no time to think about that, something has caught her with a sort of tentacles.

It is an enemy, the *Broodmother*, *Bad Eleven starts to fight in order to free herself from that thing.*

The *Broodmother* has the aspect of a Demogorgon but is smaller and has some tentacles around her body. The *Broodmother* can call minor enemies in her help. Once Bad Eleven is free from the hold of the monster, the battle starts.

-- **Boss Battle** --

The battle is over and Bad Eleven makes some considerations about the vision. She can't easily remember the guys but she starts to feel something different from the anger that has felt from the beginning. This is a proof of the fact that if she completes what the Woman said to her she would certainly be on the right path to remember everything.

If this was the last memory to retrieve, Bad Eleven is still confused.

The reason of this confusion is the darkness inside herself. She does not recognize herself in these memories and she feels a lot distant from that reality. She must return to Deep Woods and speak another time with the Woman. The player can now exit from the level or stay and explore the area in search of items.

#### **Dialogue 6.3.10 - Comments about the vision.**

Eleven: *Urgh...was that just in my head? I think it was like a "vision" or something like that. Those guys...i can't recognize them but they look familiar. Who are they? Oh i'm trying so hard to remember them...i feel like they lay somewhere in my memories...Mother...mum...maybe it means something for me. Maybe that Woman is right... should i follow her advice?*

#### **Dialogue 6.3.11 A - Quest for memories not finished**

Eleven: *Maybe i should, this place was very important and i think the others will be the same...the anger inside myself is not the same as before.. it's not growing anymore! I feel better in a sort of way..*



**Dialogue 6.3.11 B- Quest for memories finished**

*Eleven: This was the last place to visit but... i'm still so confused! These memories are laying somewhere in my head but i'm not able to put them together and remember something useful!*

*Eleven: I should return to that Woman and contact her somehow as fast as possible....and that man.... he might be very angry this time.*

**Explore the remaining Area [Optional]**

The player can remain in the area to explore in search of items and secrets.

**Exit to the Garden / Surrounding Forest and leave the Level [Intended Path]**

The player can leave the area and exit the level to return to Deep Woods (intended) or to follow another path.



# Level 6 - Will's House

## Level Details

### Scope of the level

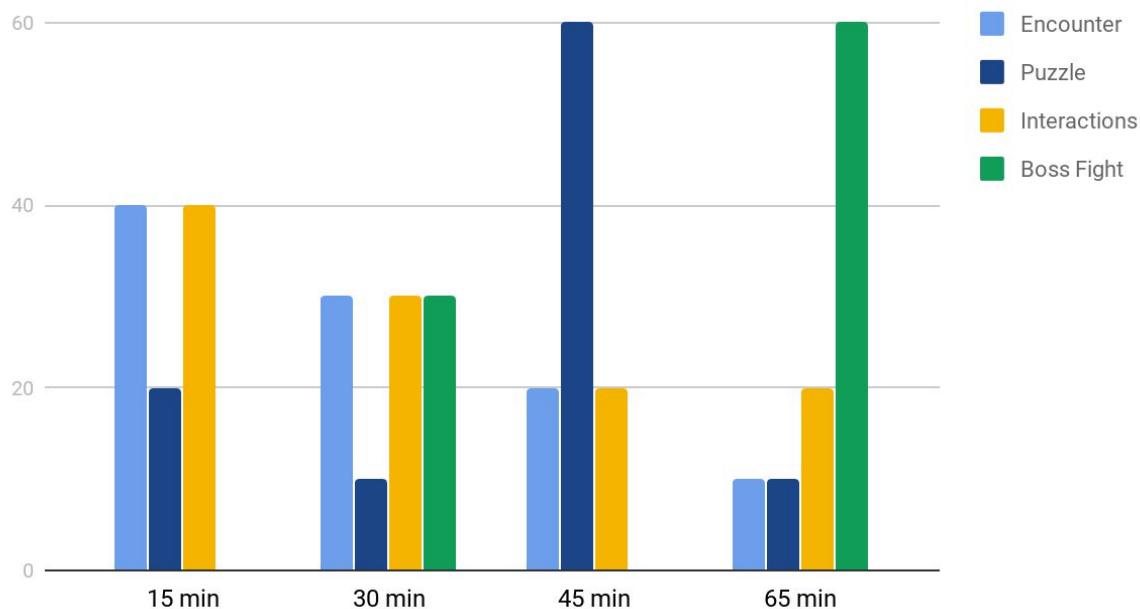
The scope of the level strongly depends on how the player decides to play and to engage the battles.

The following scopes are intended if the player engages all the battles and retrieves an average number of object without an in depth exploration.

Area	Scope
6.1 - Surrounding Forest	~ 15 min
6.2 - Will's Garden + Byers' Shed	~ 20 min
6.3 - Will's House + Puzzle	~ 40 min
TOTAL	~ 75 min

## Event Diagram (Impact - Timeline)

Impact



Interactions : NPC interactions and key objects interactions.

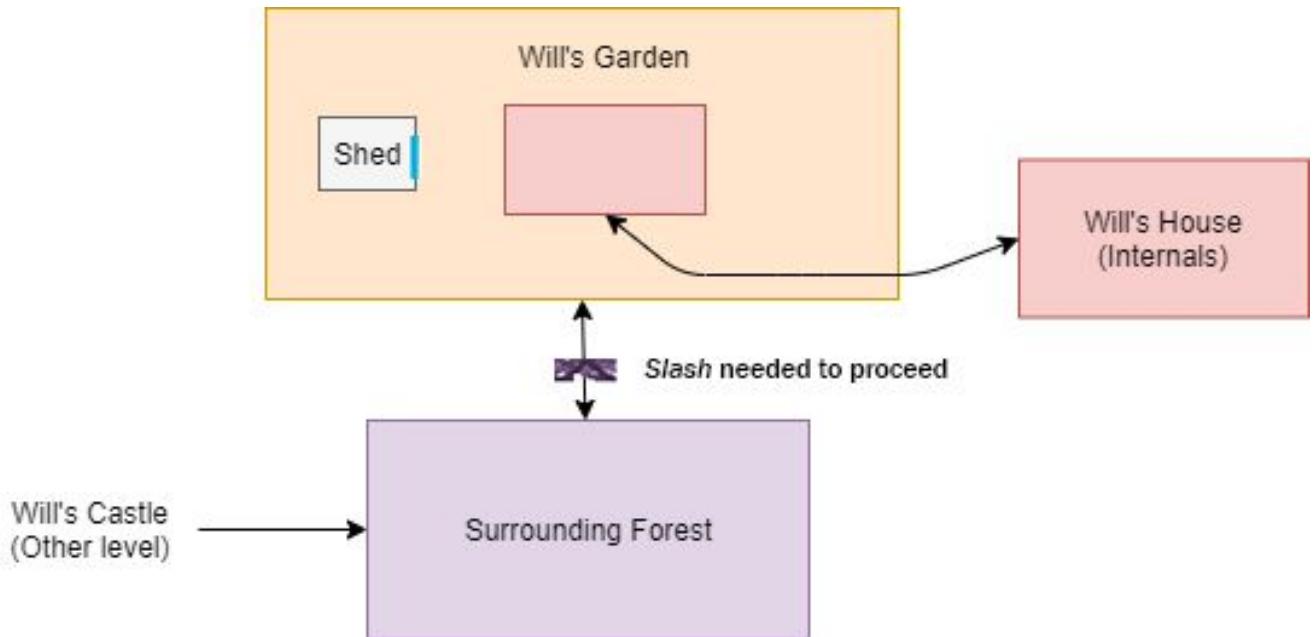
Boss Fight: Minor bosses and main bosses.

Encounter: Minor enemies.

Puzzle: Puzzles and ambience interactions.



## Level Diagram



The Ability "Slash" is needed to proceed to Will's Garden and free the access from the Mind Flayer's Roots.

The Shed is part of the Will's Garden Area. It can be accessed using the *Shed Keys*.

Despite is inside of Will's Garden, Will's House Internals is a different area due to its complexity.



## Skills or Quests required to access the level

The level (from Will's Garden) is accessible only after the player has visited Deep Woods for the first time, obtained the Quest "Retrieve your memories" and acquired the ability "*Slash*".

If the player tries to access Will's House from Will's Castle, without reaching Deep Woods ad acquiring the quest, the path to the Garden will be blocked by the Mind Flayer's vines.

The ability "*Slash*" is required to destroy these vines.

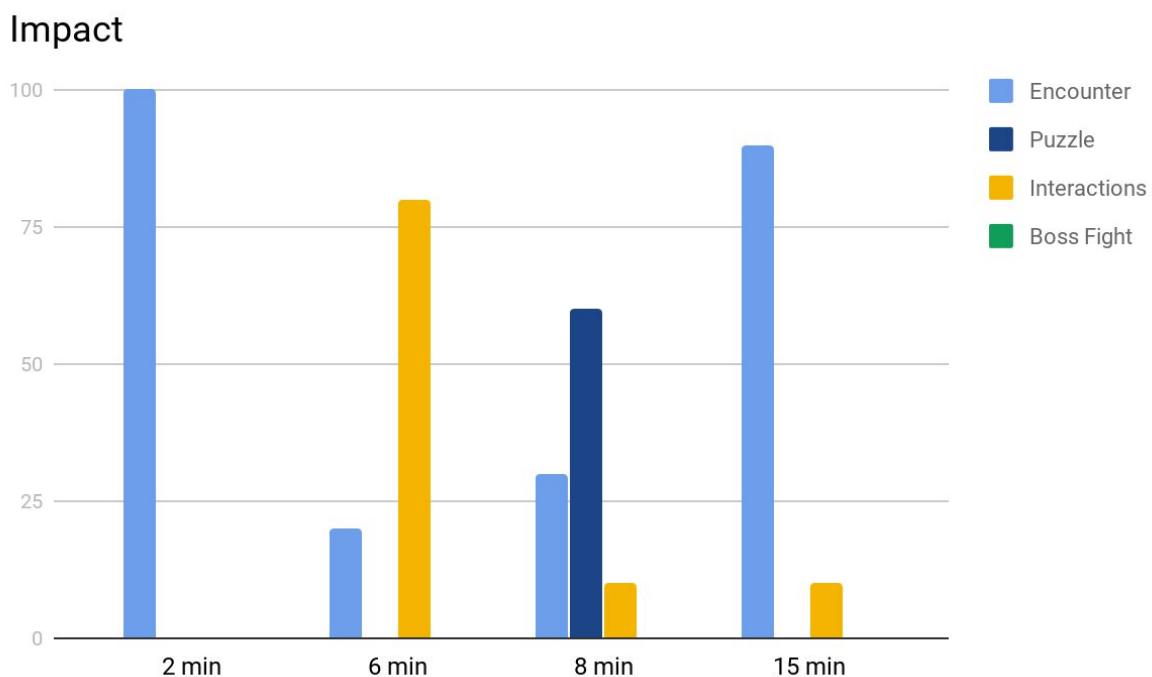
The ability "*Dash*" (the player can acquire it in the Police Station) is required to access some secrets in Surrounding Forest and in Will's Garden.

## Level Goal Outline

9. Retrieve your memories [Facultative] [Required for the level]
  - a. Visit Will's House
    - i. Find a way to the House **6.1 Surrounding Forest**
    - ii. Defeat the Demodorgon **6.2 Will's Garden**
    - iii. Enter the House
    - iv. Find some clues **6.3 Will's House (internals)** - **6.2 Will's Garden**
    - v. Solve the Letter Wall
    - vi. Defeat or Absorb the Brood Mother

## Area 6.1 - Surrounding Forest

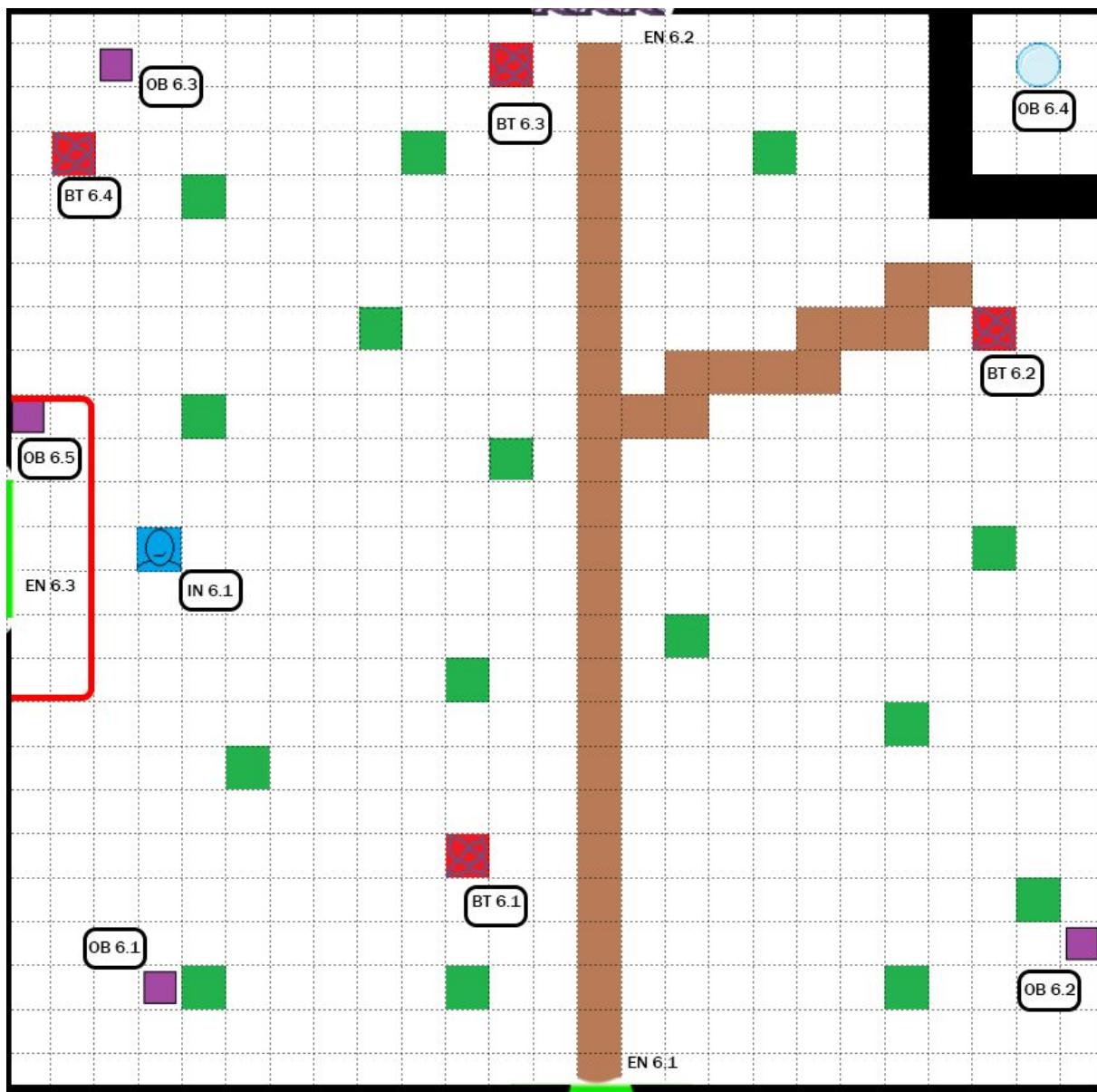
### Event Diagram (6.1) ( Impact - Time)



## Plant of the area

Notice:

The plants of the outside areas (Surrounding Forest and Garden) are rectangular-shaped.  
In the final game they should be shaped in a more natural way. (See Prototype).





## Legend

**OB** : Object / Item / Chest

**BT** : Battle

**IN** : Interaction / NPC Interaction

**EN** : Entrance / New Area

**CUT** : Cutscene

**SoP** : Source of Power

	Wall		Gorge
	Area delimitation		Mind Flayer's Roots
	Entrance (To another area)		Tree / Bush
	Not reachable Area (Raised Ground)		Minor Enemy
	Main Road		NPC (Father)
	Object / Item		Skill Point



## Objects and Items

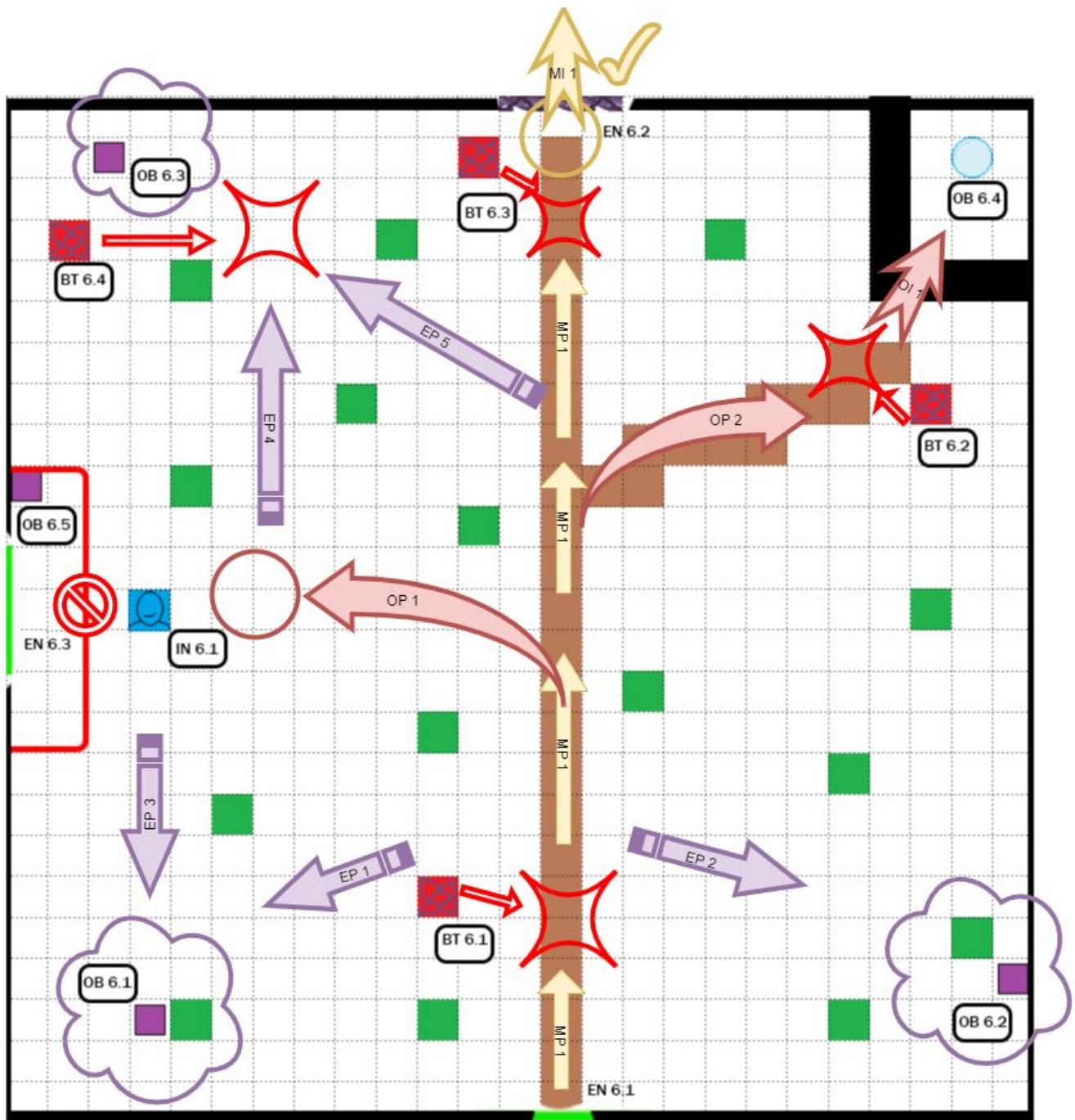
In the area can be found different items:

- **OB 6.1** Healing Root
- **OB 6.2** Rage Root
- **OB 6.3** Meditation Root
- **OB 6.4** Skill Point
- **OB 6.5** Corruption Gloves (*Unique item*)

## Battles / Enemies List

- **BT 6.1:**
  - 1x Demodog
  - 1x Frogorgon
- **BT 6.2:**
  - 1x Demodog
  - 1x Demodog Alpha
  - 1x Catogorgon
- **BT 6.3:**
  - 2x Catogorgon
- **BT 6.4:**
  - 2x Catogorgon
  - 1x Frogorgon

## Paths and Actions



Notice:

Battles are **unique** and enemies do not respawn, if the player has already done a battle he doesn't have to repeat it when he comes back in the same place.



## Legend:

**MP** : Main Path

**OP** : Optional Path

**EP** : Exploration Path

**OI**: Optional Interaction

**MI** : Main Interaction

	Main Path		
	Optional path		Exploration Path (Example of exploration to retrieve some objects)
	Access Denied		Passage unlocked
	Main Interaction with Ability		Optional interaction with Ability
	Main Interaction		Optional Interaction
	Exploration Object (Object that can be retrieved only by exploring)		Engage Battle



### Main Path - **MP 1**

The player arrives from the connection area "Street" and accesses the area through the Entrance 6.1 (**EN 6.1**). The first thing he will notice will be the enemies on the left side.

Few steps ahead and they will begin to chase the player. If the player does not run from them, the battle will begin (**BT 6.1**). The Frogorgon should be not a problem but the Demodog can be a quite aggressive enemy, at this point of the game the player should be prepared to face these enemies (in the previous area "Street" there are many loots in order to keep the player ready).

At the end of the battle the player can choose to explore (**EP 1**, **EP 2**, then **OP 1**, **OP 2**, then **EP 4**) or to continue on the main road.

If the player continues to the top of the main road he will soon be engaged by other enemies that were eating from strange bulbs. The player must necessarily defeat them in order to interact with the Entrance (**EN 6.2**).

The battle (**BT 6.3**) should not be a problem: there are only few Catogorgons and at this point of the game the player should be ready to face them.



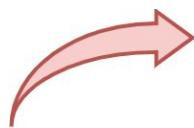
### Main Interaction 1 - **MI 1**

After the battle the player should be able to interact with the Entrance and to use the Ability "**Slash**" (Acquired in Deep Woods) to free the access from the Mind Flayer's roots.



The player can now access the other area of the level, **Will's Garden**.

Estimated time of Main Path without Exploration and Optional Paths : ~ **6 min.**



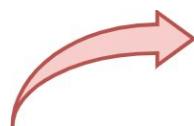
### Optional Path - **OP 1**

The first Optional Path is the one that leads to the Father interaction (**IN 6.1**). After the **BT 6.1** the player can choose to follow the feeble light on this optional path. The **IN 6.1** triggers the **Dialogue 6.1** (A /B /C, depends on several factors - See [Level 6, Story of the level](#)) with the Father.

The access to the shortcut on the left (**EN 6.3**) is denied from this side because is on a raised ground. It is a one-way shortcut, accessible only from the other level, **Will's Castle**.

After the dialogue the player can choose to return on the main road (**MP 1**) or to explore the area (**EP 3, EP 4**).

Estimated time : ~ **2 min.**



### Optional Path - **OP 2**

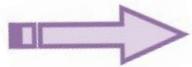
The second optional path is the one that leads to an optional area. This area is watched by some enemies (**BT 6.2**). This battle is quite complex: there is one Demodog and a new type of enemy, a Demodog Alpha, a more aggressive Demodog.



### Optional Interaction - **OI 1**

The enemies are watching over a gorge, protecting a Skill Point (**OB 6.4**). The player can surpass the gorge through the ability “**Dash**” (Optional Interaction, **OI 1**) that can be acquired in Level 7, Mike’s House.

Estimated time (with battle): ~ **7 min.**



## Exploration Paths

### **EP 1, EP 3:**

After the **BT 6.1** or the **IN 6.1** the player can choose to explore to the south-west side of the map. Here he can find an Healing Root (**OB 6.1**)

### **EP 2:**

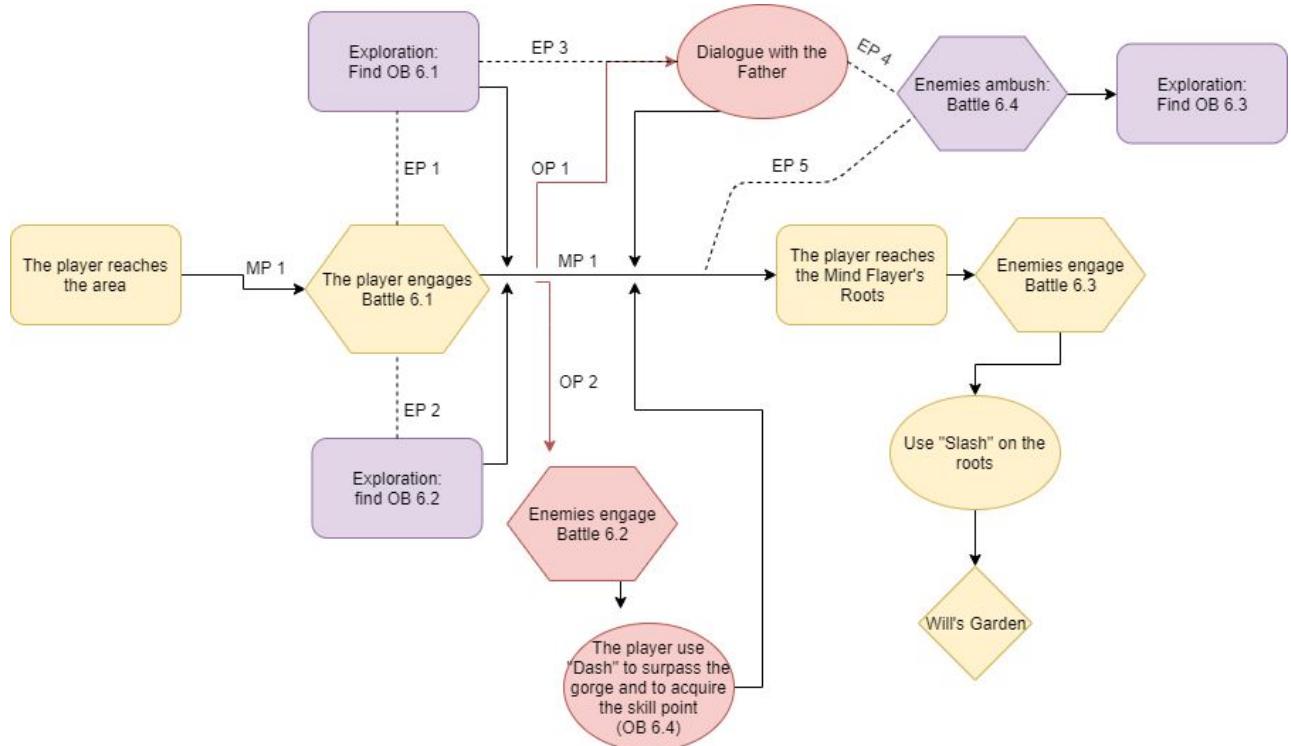
After the **BT 6.1** the player can explore the south-east side of the map and find a Rage Root.

### **EP 4, EP 5:**

Before starting **BT 6.2** or after taking the **OP 1** the player can reach the north-west side of the map. Here he can find an object (**OB 6.3**) and some enemies hiding behind a Bush. If the player tries to get close to the object, the enemies will engage the battle (**BT 6.4**). The player can retrieve the object only after he has defeated them.

Total estimated time of exploration (with battle): ~ **5 min.**

## Area flow diagram



## Main Action

## Main Battle



## Optional Interaction



## Optional Battle



New Area

## Notice:

Battles are **unique** and enemies do not respawn, if the player has already done a battle he doesn't have to repeat it when he comes back in the same place.



## Sounds

- Ambient sounds:
  - Soft wind blowing in the air;
  - Screeches and wooden noises all around;
- Eleven makes a loud crunchy sound when walking on leaves.

Music :

forest\_backgroundTheme.mp3

fightTheme1.mp3

fightTheme2.mp3

## Color palette and lightning



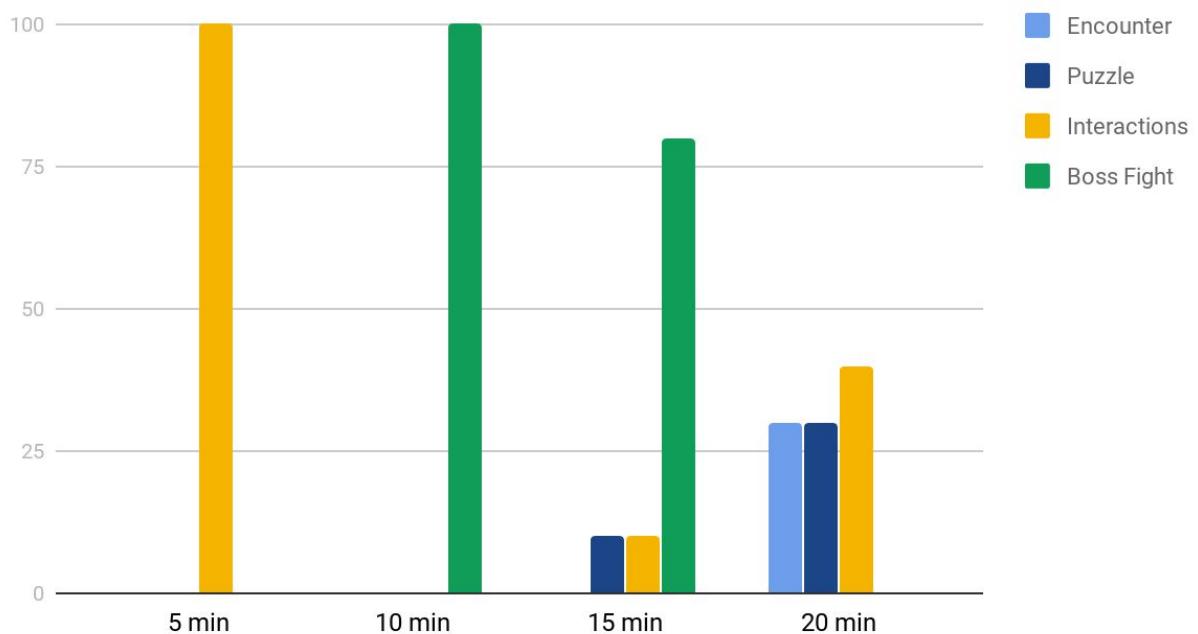
A thick blue haze covers the forest, the light is faint and shows small parts of the path. The fog doesn't allow to see too much far away.



## Area 6.2 - Will's Garden

### Event Diagram ( Impact - Timeline)

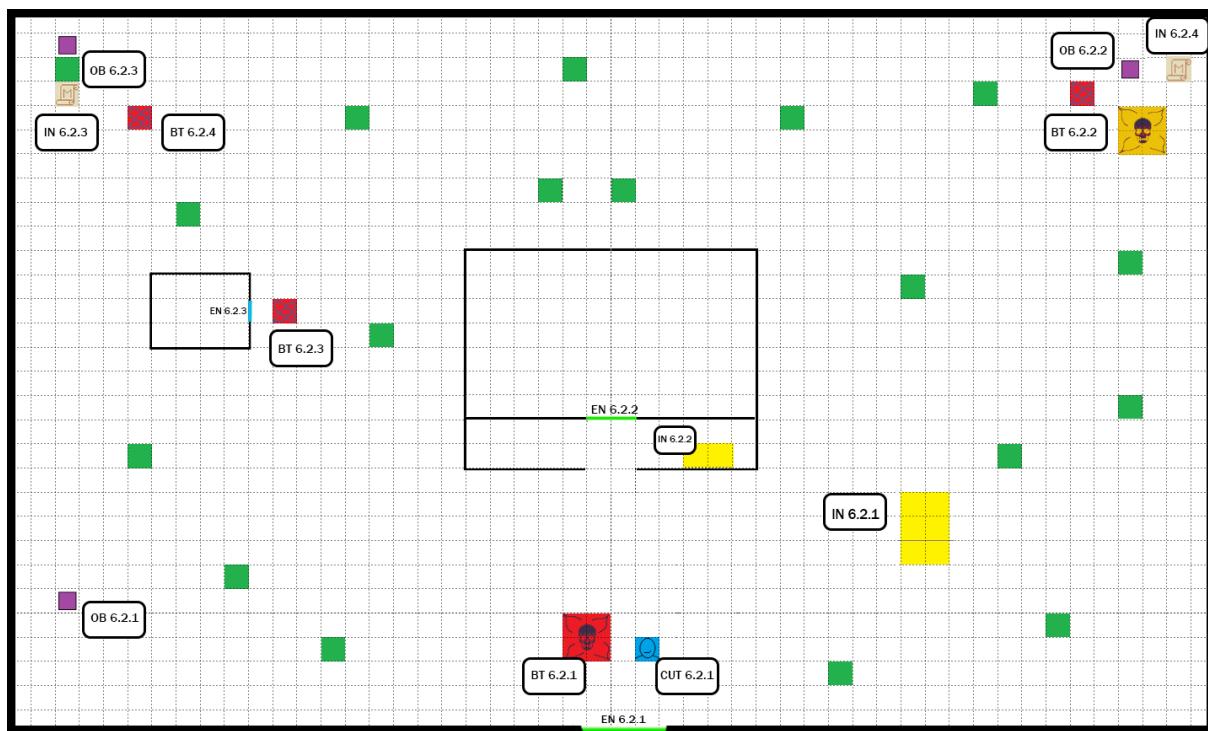
Impact



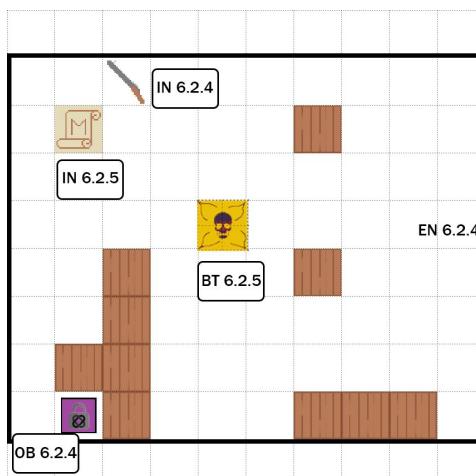
## Plant of the area

Notice:

The plants of the outside areas (Surrounding Forest and Garden) are rectangular-shaped plants. In the final game they should be shaped in a more natural way. (See Prototype).



The Shed:



Notice:

Battles are **unique** and enemies do not respawn, if the player has already done a battle he doesn't have to repeat it when he comes back in the same place. The player can choose what path to follow first and has always the capability to turn back on his steps, every interaction with the objects ends with the player returning to explore.

The paths are purely indicative and could not reflect what the player really will do.



## Legend

**OB** : Object / Item / Chest

**IN** : Item Interaction / NPC Interaction

**CUT** : Cutscene

**BT** : Battle

**EN** : Entrance / New Area

**SoP** : Source of Power

	Wall		
	Entrance (To another area)		Area delimitation
	NPC (Father)		Tree / Bush
	Object / Item		Minor Enemy
	Interagibile Object		Bench / Table / Desk / Crate
	Weapon (Interaction)		Major Enemy
	Puzzle Piece		Mini Boss
	Locked Chest		Locked Entrance



## Findable items

- **OB 6.2.1** Nimble Root
- **OB 6.2.2** Catnip demon blood vial
- **OB 6.2.3** Slingshot Ammo

### In the Shed

- **OB 6.2.4** Demodog Whistle (requires at least a STR mod of +2)

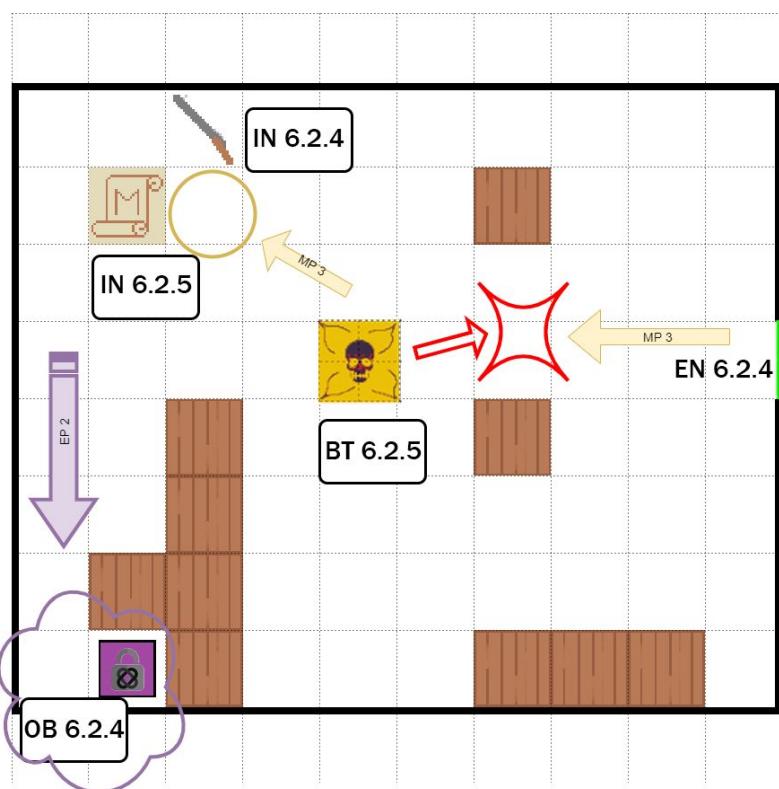
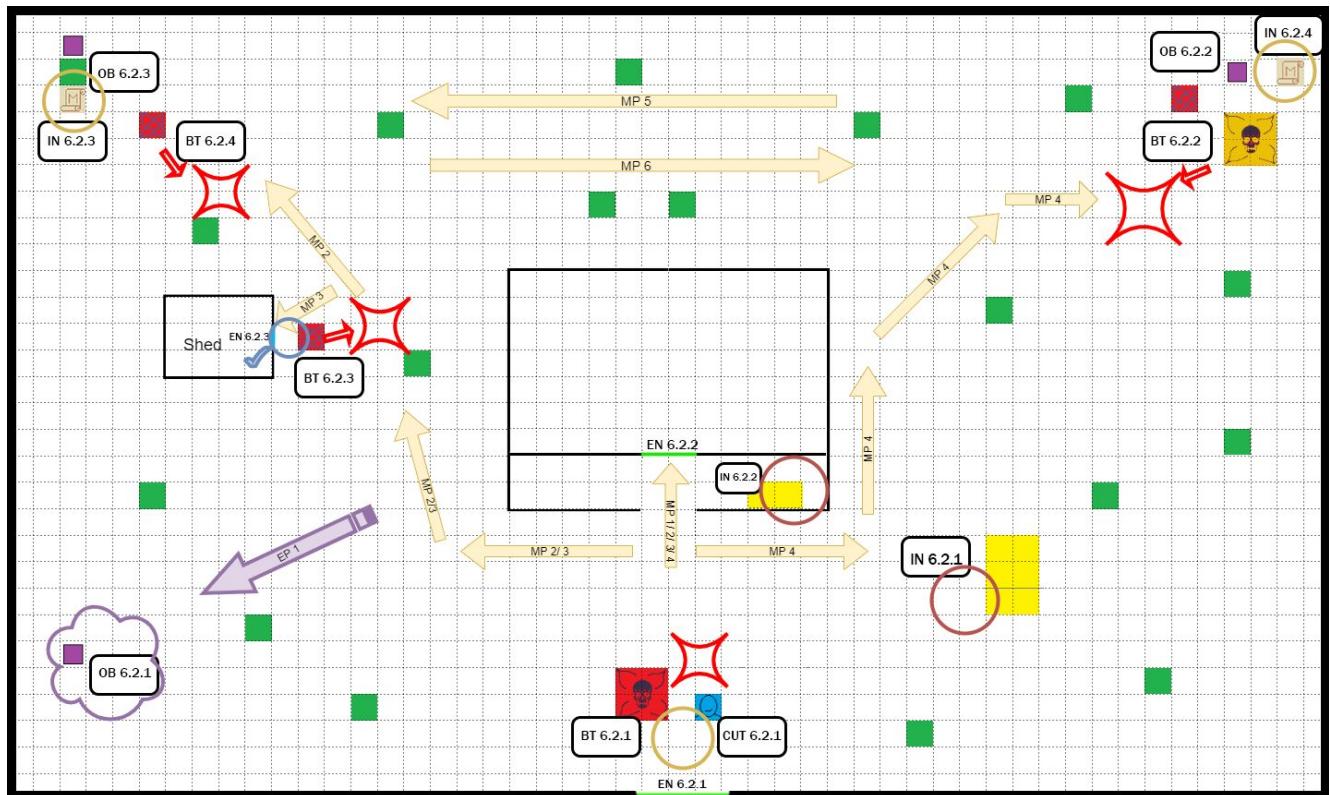
## Battles /Enemies List

- **BT 6.2.1:**
  - 1x Demodorgon
- **BT 6.2.2:**
  - 2x Catogorgon
  - 1x Catnip Bulb
- **BT 6.2.3:**
  - 2x Bulb
- **BT 6.2.4:**
  - 1x Demodog Alpha

### In the Shed

- **BT 6.2.5:**
  - 3x Demomole

## Paths and Actions





## Legend:

**MP** : Main Path

**OP** : Optional Path

**EP** : Exploration Path

**OI**: Optional Interaction

**MI** : Main Interaction

	Main Path		
	Optional path		Exploration Path (Example of exploration to retrieve some objects)
	Main Interaction		Optional Interaction
	Exploration Object (Object that can be retrieved only by exploring)		Engage Battle
	Unlocked Path		Object action needed



## Main Paths

The player arrives from the previous area “Surrounding Forest” and immediately the Father appears in front of him (**CUT 6.2.1**). After the Father’s warnings the player chooses to continue and a Mini Boss appears: the *Demodorgon* (**BT 6.2.1**). After the battle the player can choose to follow different paths.

### **MP 1**

The player can choose to enter directly the House and change area. (**EN 6.2.2**) (See *Will’s House (internals) - Paths*).

There is an Optional Interaction with the *Hammock* near the entrance door (**IN 6.2.2**).

Estimated Time (With interaction) : ~ **1 min**

*The following paths can be done both before or after visiting the House.*

### **MP 2 / 3 - EP 1 - EP 2**

The player can choose to explore the east side of the map.



#### **EP 1 - Exploration**

Exploring the South-East side of the map will bring the player to find an object (**OB 6.2.1**).

The player will pass near the Shed and engage a battle against some Bulbs (**BT 6.2.3**), a plant-form type of enemy.

Estimated Time (With Battle and exploration) : ~ **3 min**

### **MP 2**

The player can choose to continue and visit the north-east side of the map. Here he can find a Demodog Alpha (**BT 6.2.4**) that is protecting a *letter of the puzzle* (**IN 6.2.3**) and an object (**OB 6.2.3**).

The letter of the puzzle can be picked up also without having entered the house first. The dialogue of the interaction will change according to what the player chose to visit first and how many letters he has retrieved. (**Dialogue 6.3.3 A / B/ C/ D**)

After the player has retrieved the letter and the object (optional), he can return back and continue exploring or enter the House.

Estimated Time (With Battle) : ~ **4 min**



### **MP 3**

The player can choose to visit the Shed, it can only be opened with the *Shed Keys*, an object that can be found inside the House.

If the player hasn't got the keys the interaction with the door will change (**Dialogue 6.2.6** - *Without keys - If the player has got the keys there will be not any dialogue*).

Inside the Shed is waiting a major enemy, 3 Demomoles (**BT 6.2.5**), that will surprise Eleven with an underground attack.

After the battle the player can interact with a letter of the puzzle (**IN 6.2.5**) and a rifle (**IN 6.2.4**).



### **EP 2** - Exploration

The player can choose to find out what's behind the tables and benches, he will find a Locked Chest that can be unlocked only if the player has certain abilities or points. (See **OB 6.2.4** for details).

The player can now exit from the Shed and return in the Garden.

Estimated Time (With Battle and Exploration) : ~ **7 min**

### **MP 4**

On the Main Path 4 the player will explore the West side of the Area.

After an Optional Interaction (**IN 6.2.1**) with the *Byer's Car*, he will visit the North side of the map and he will engage battle with some enemies. There are some *Catogorgons* eating from a strange big plant that will turn out to be a major enemy, a *Catnip Bulb*. (**BT 6.2.2**).

After the battle, the player can interact with the letter of the puzzle (**IN 6.2.4**) and can retrieve an object (**6.2.2**).

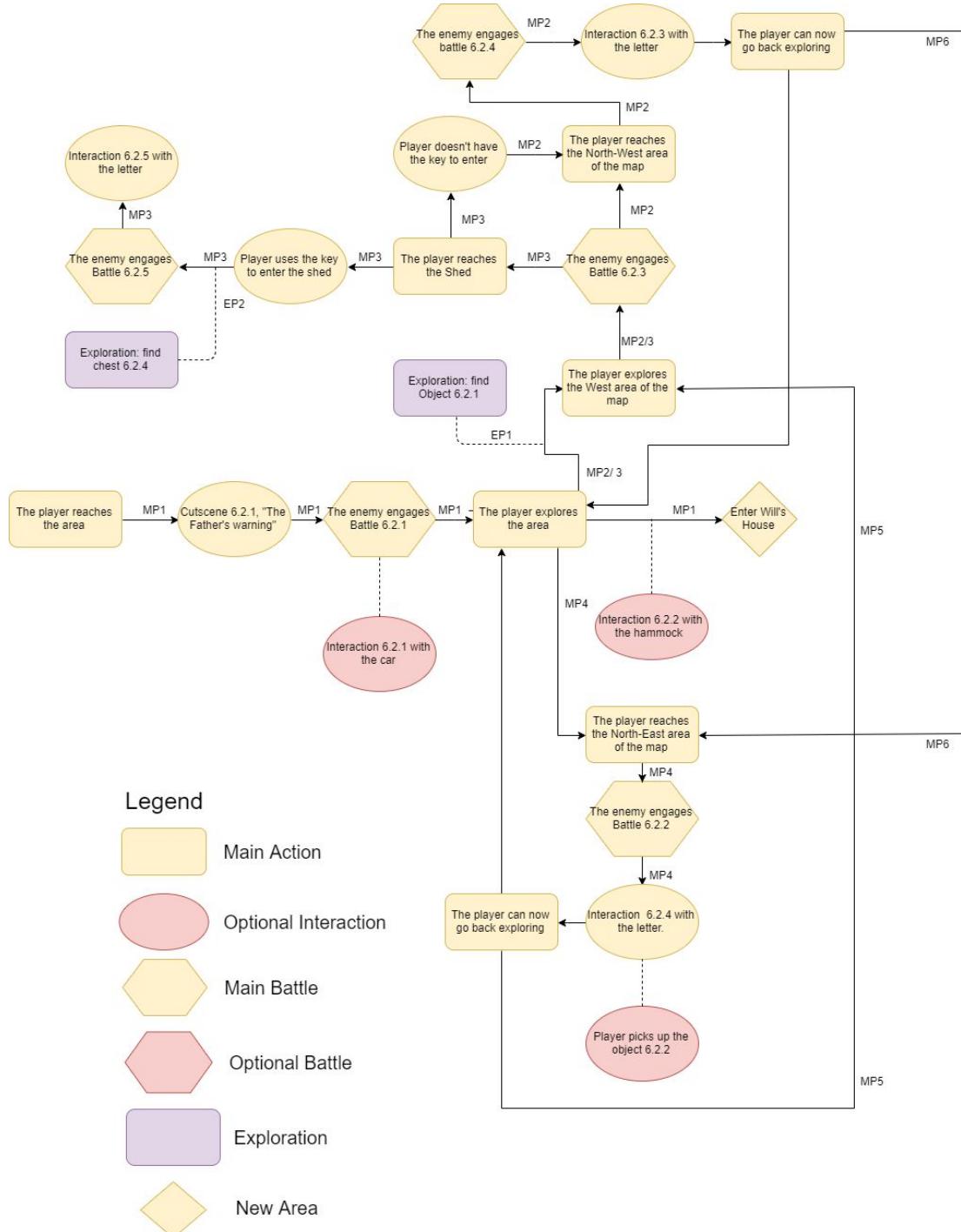
Estimated Time (With Battle and Interaction) : ~ **8 min**

### **MP 5 / 6**

These are connection paths, the player can go directly from the North-East area to the North-West one and vice versa passing behind the House.

Estimated Time (With Battle and Interaction) : ~ < **1 min**

# Area flow diagram



Notice:

Battles are **unique** and enemies do not respawn, if the player has already done a battle he doesn't have to repeat it when he comes back in the same place. The player can choose what path to follow first and has always the capability to turn back on his steps, every interaction with the objects ends with the player returning to explore.

The paths are purely indicative and could not reflect what the player really will do.



## Sounds

- Ambient sounds:
  - Soft wind blowing in the air;
  - Creepy sounds coming from the forest;
- Eleven makes a soft crunchy sound when walking on the grass.
- Short creaky sound when opening the door.
- Eleven makes a creaky sound when walking on the wooden floor of the Shed.
- Sound of the locked chest.
- Sound of the chest opening.
- Object pickup sound.

Music :

willsGarden\_backgroundTheme.mp3

fightTheme1.mp3

fightTheme2.mp3

theDemodorgon\_miniBossTheme.mp3

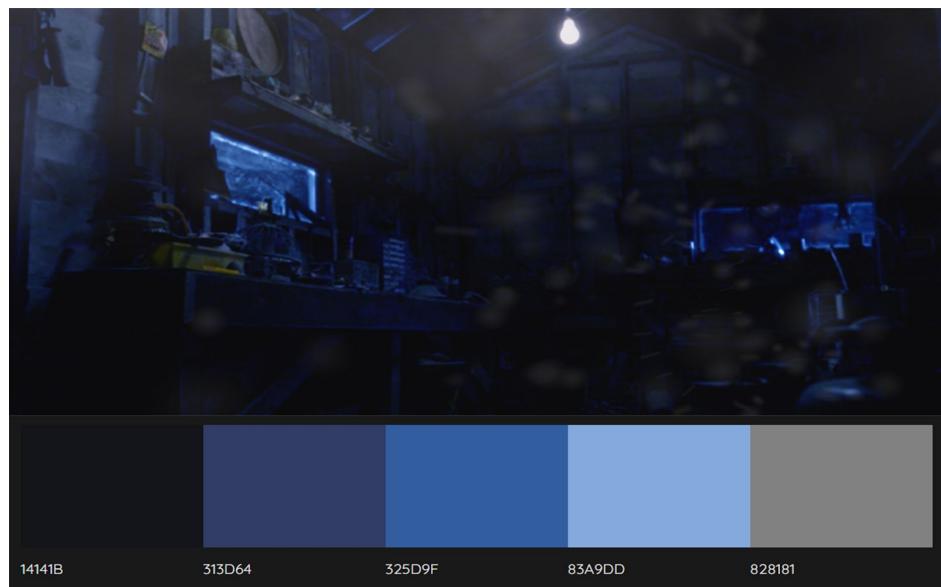


## Color palette and lighting

### The Garden



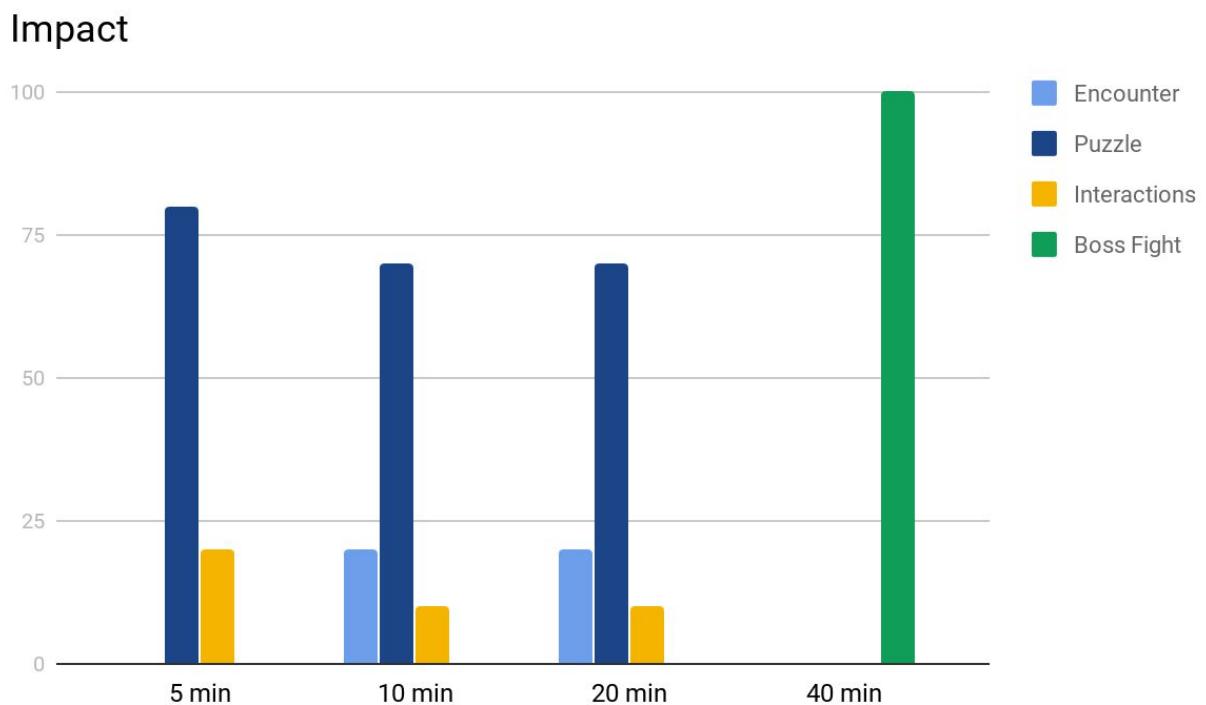
### The Shed



A misty soft blue light illuminates the environment.

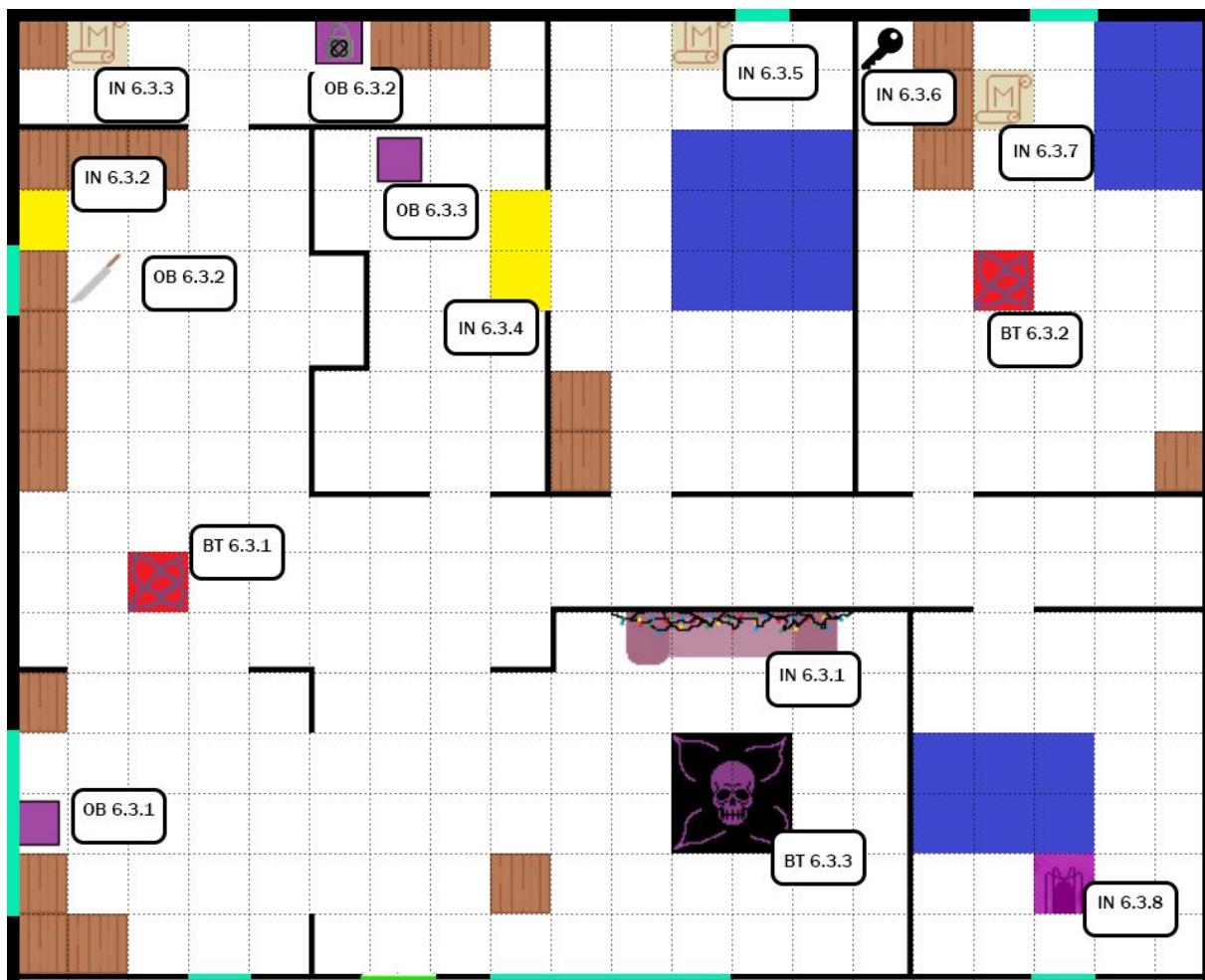
## Area 6.3 - Will's House - Internals

Event Diagram ( Impact - Time)





## Plant of the area





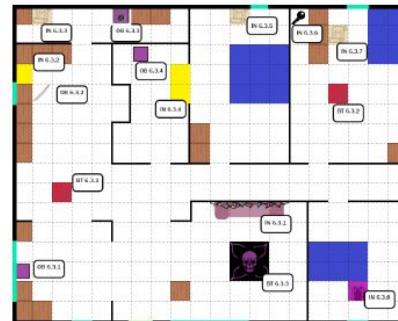
## Legend

<b>OB</b>	Object / Item / Chest	<b>BT</b>	Battle
<b>IN</b>	Item Interaction / NPC Interaction	<b>EN</b>	Entrance / New Area
<b>CUT</b>	Cutscene	<b>SoP</b>	Source of Power
	Wall		
	Area delimitation		Gorge
	Entrance (To another area)		Tree / Bush
	Couch and Letter Wall (Puzzle Interaction)		Minor Enemy
	Bench / Table / Box		Main Boss
	Object / Item		Interagible Object
	Locked Chest		Weapon (Interaction)
	Puzzle Piece		Window
	Source of Power		Bed (Non interagibile object)

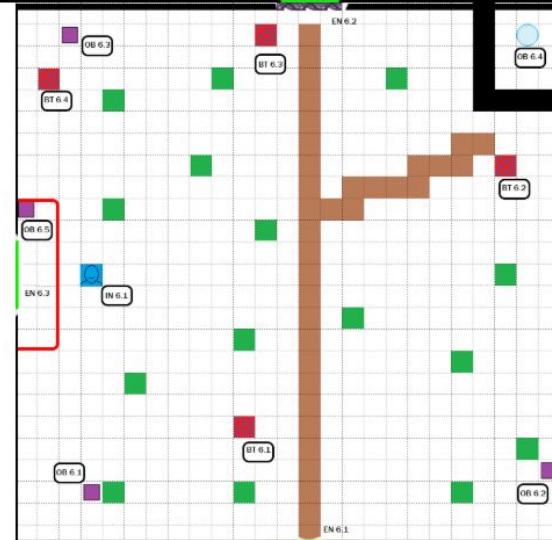
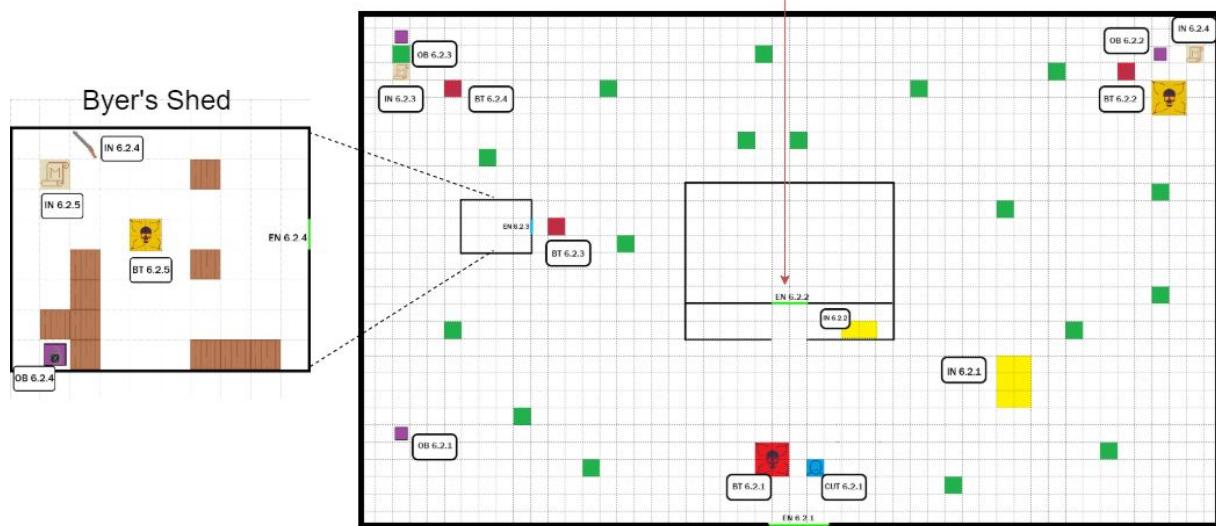


## A Full plant of the level

Will's House



Will's Garden



Surrounding Forest



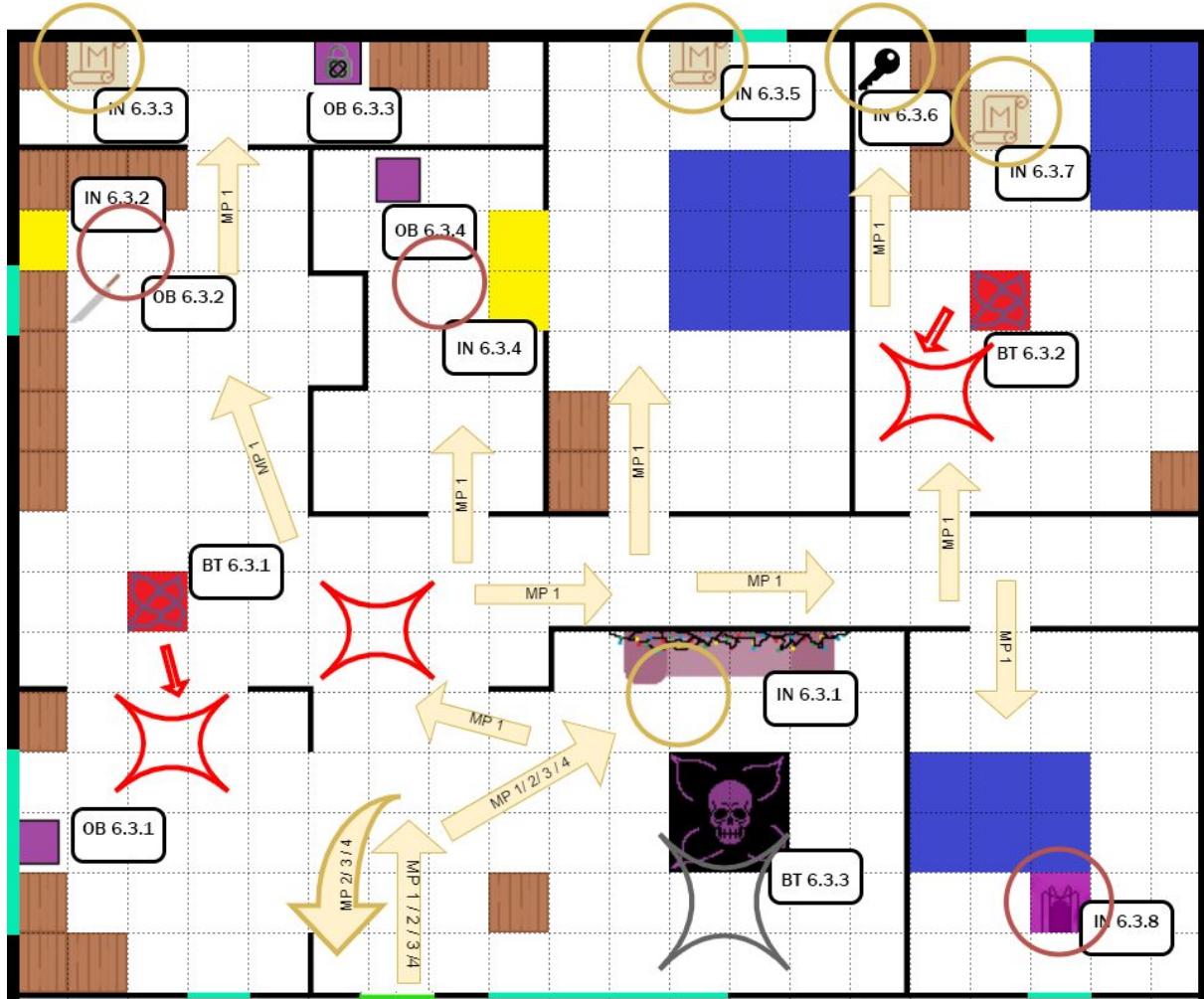
## Items and Skills

- **OB 6.3.1** Plunger
- **OB 6.3.2** Weapon: Knife
- **OB 6.3.3** First Aid Kit (requires at least a STR mod of +2 and a PER mod of +4)
- **OB 6.3.4** Healing Root
- **IN 6.3.8** Source of Power : Unlocks the ability "**Telekinesis**".

## Enemies List

- **BT 6.3.1:**
  - 1x Catogorgon
  - 2x Vine Tentacles
- **BT 6.3.2:**
  - 3x Frogorgon
  - 7x Slug
- **BT 6.3.3:**
  - 1x BROOD MOTHER
  - 2x Pollywog
  - ?x Summons by the Brood Mother (during the battle)

## Paths and Actions



Notice:

Battles are **unique** and enemies do not respawn, if the player has already done a battle he doesn't have to repeat it when he comes back in the same place.

The Boss (**BT 6.3.3**) will spawn only after the Puzzle is completed.

The player can choose what room to visit first and has always the capability to turn back on his steps, every interaction with the objects ends with the player returning to explore. The paths are purely indicative and could not reflect what the player really will do.



## Legend:

**MP** : Main Path

**OP** : Optional Path

**EP** : Exploration Path

**OI**: Optional Interaction

**MI**: Main Interaction

	Main Path		
	Optional path		Exploration Path (Example of exploration to retrieve some objects)
	Main Interaction		Optional Interaction
	Battle		
	Boss Battle: The Boss will spawn only after the puzzle is complete.		



## Main Paths

The paths inside the House strongly depend on what the player did in the previous area, Will's Garden.

### **MP 1**

The first thing the player would do is to interact with the lighted Letter Wall (**IN 6.3.1**). The interaction will change according to what the player has done in the Garden. (Has the player recovered one or more letters?)

With the second interaction with the Wall, the player can start lighting on the letters to form the word. (See more on [Puzzle Description](#)).

After the player has interacted with the wall he will start to search for the missing letters and to explore the House.

By Going into the Kitchen or the room on the left (where object **OB 6.3.1** can be found), the player will be engaged by some minor enemies. (**BT 6.3.1**).

After the battle the player can explore the kitchen and optionally interact with some tools on a table (**IN 6.3.2**) where can be found also a knife (**OB 6.3.2**). Behind the kitchen there's another room: here can be found a letter (**IN 6.3.3**) and a hidden Locked Chest containing a useful First Aid Kit (See **OB 6.3.3** for details).

By returning back the player can visit the other rooms:

In the bathroom (Optional) he can interact with the mirror (**IN 6.3.4**) and pick up an object (**OB 6.3.4**). In Room 1 (Joyce's room) the player can retrieve a letter (**IN 6.3.5**). In Room 2 (Jonathan's room) the player can retrieve a letter (**IN 6.3.7**) and the Shed Keys (**IN 6.3.6**), needed to access the Shed in the Will's Garden area.

Lastly the player can visit the Room 3 (Will's room)(Optional): here he can find a Source of Power (**IN 6.3.8**) that unlocks an ability, "**Telekinesis**". The ability is not required for this level, but can be useful in the others and is strongly recommended.

Estimated Time (With Battles and Optional interactions) : ~ **15 min**

The player has now completed the exploration of the House: having acquired the Shed Keys, he can now access it from the Garden, where also other letters can be found, so he must turn back and exit from the House temporarily. (See [Will's Garden - Main Paths](#)).



After the player has acquired ALL the letters he must return in the living room of the House and complete the puzzle. (See [Puzzle description](#)).

Once the puzzle is complete, a cutscene (**CUT 6.2.2**) will start and after that the Main Boss, the *BROOD MOTHER* will spawn.

The Brood Mother is a smaller complete Demogorgon with tentacles, it can summon some minor enemies during the battle. (**BT 6.3.3**)

Bad Eleven should be well prepared thanks to the objects that can be found in the House and outside.

The battle will take more time than the other battles: the Brood Mother will continue summoning minor enemies (*Slugs* and *Pollywogs*) and has the ability to evolve them. (Ex: Pollywog → Frogorgon)

After the battle and after the dialogue (**Dialogue 6.3.10** and **Dialogue 6.3.11 A/B**), the player has finished the level and can exit returning to the Will's Garden first and then to the Surrounding Forest.

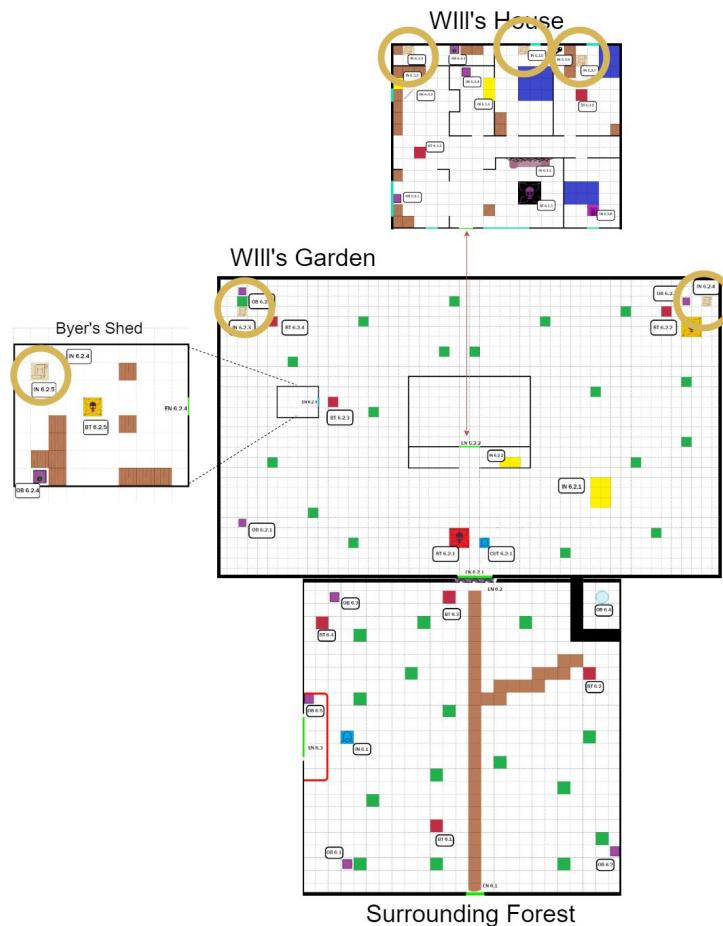
Estimated Time (With Battle and Puzzle) : ~ **20 min**

## Puzzle description

The first time Eleven interacts with either one of the “Puzzle Pieces” or the “Letter Wall” (**IN 6.3.1**) a new quest starts that requires Eleven to find all the letters, to compose a word and to light the letters on the wall one after the other.

There are six letters to find in total and their position is:

- At the top two corners of Will's Garden area
  - North-West side <O> (**IN 6.2.3**)
  - North-East side <H> (**IN 6.2.4**)
- In the Byers Shed <R> (**IN 6.2.5**)
- In the room behind the kitchen <M> (**IN 6.3.3**)
- In Room 1 <E> (**IN 6.3.5**)
- In Room 2 <T> (**IN 6.3.7**)



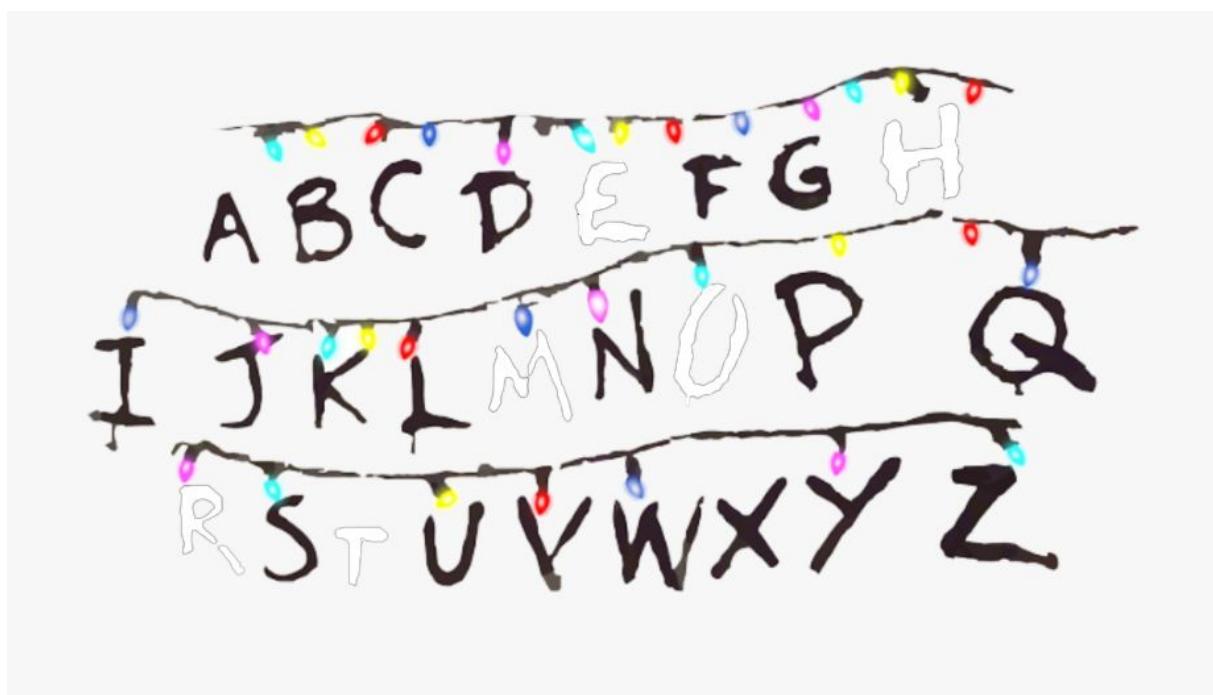


After interacting with the wall at least a second time, the player can select one by one the six letters to compose the word “MOTHER”.  
The letters must be selected in order one after the other.



The Letter Wall

If the player didn't guess the correct word or if she/he didn't find all the “Puzzle Piece”s before resolving the puzzle a dialog will pop up:  
“Something must be wrong, or I may have missed something”



The Letter Wall after lighting up the word “Mother”.

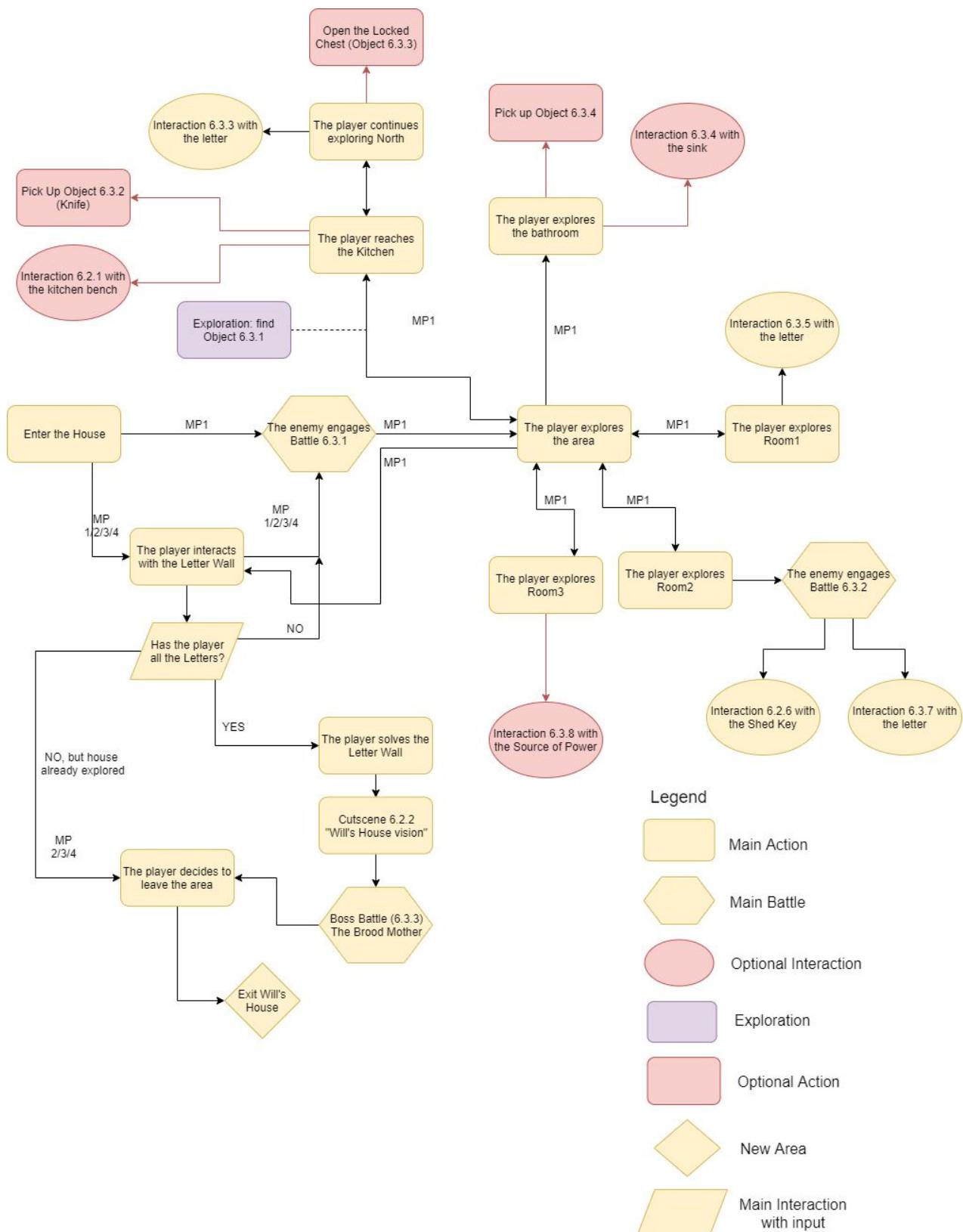


After acquiring all the pieces and after lighting up the right word in order in the wall, a dialog (**dialogue 6.3.7** and **dialogue 6.3.8**) will pop up:

*"This makes sense i guess...but why "Mother"? I'm getting a strange feeling from that..."*

The puzzle solving will unlock the cutscene (**CUT 6.2.2**) in front of the Letter Wall and the Boss Fight after it (**BT 6.3.3**).

# Area flow diagram





#### Notice:

Battles are **unique** and enemies do not respawn, if the player has already done a battle he doesn't have to repeat it when he comes back in the same place.

The Boss (**BT 6.3.3**) will spawn only after the Puzzle is completed.

The player can choose what room to visit first and has always the capability to turn back on his steps, every interaction with the objects ends with the player returning to explore. The paths are purely indicative and could not reflect what the player really will do.

## Sounds

- Ambient sounds:
  - Sometimes, lights will make a buzzing sound due to interferences;
  - Screeches and wooden noises all around;
- Eleven makes a creaky sound when walking on wooden floor.
- A light bell sound when the hidden chest is spotted
- Sound of the locked chest.
- Sound of the chest opening.
- Object pickup sound.
- Source of Power sounds like a dripping fountain, is loud and can be heard from the other rooms also.
- The letters of the puzzle make a buzzing sound when lighted on.
- 

#### Music :

No background music, just ambient sounds. In order to give a feeling of concentration and suspense, that something important will be found in the house.

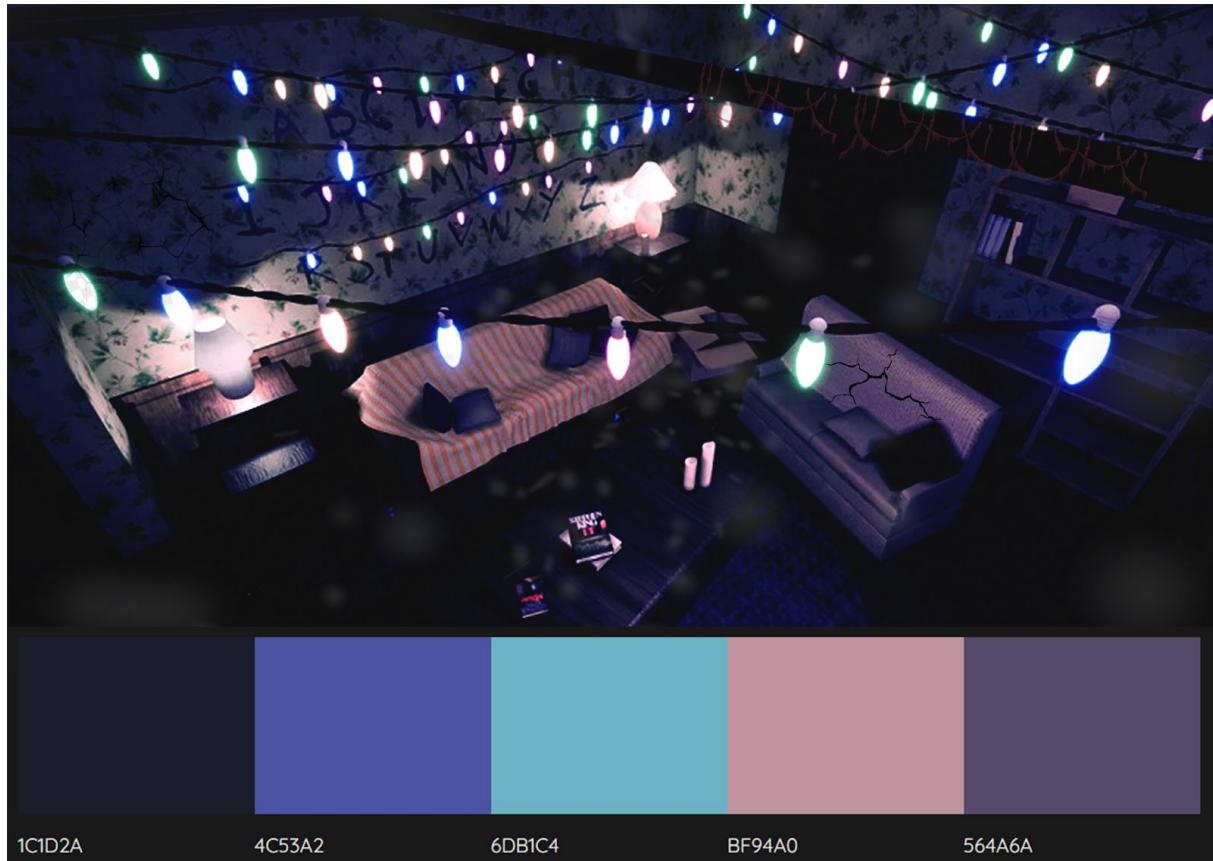
fightTheme1.mp3

fightTheme2.mp3

Broodmother\_bossTheme.mp3



## Color palette and lightning



The house has a soft orange lighting, made by the few buzzing lamps. Colored lights over the couch make that room the brightest. Very weak blue light enters through the windows.



## To-do list

- Gameplay Mechanics description
- Items and Objects
- Skill Charts / Abilities
- Stats
- Enemies (Chart, Description, Stats)
- Enemies State diagrams
- Battles description
- Digital Prototype
- Physical Prototype