Overview

1. **Courtyard**

The *Courtyard* is where the game begins. There are a few clues laid out around the different sections of this area that point at the main idea; to guess the code to enter the car, which is a 4-digit number that can be deciphered through the license plate number. After doing that, the user will get the **Porch Key.**

This section will likely be re-used later in the game when the user unlocks the garage doors, and maybe even to use the car key to get out of the compound.

1. **Mud Room**

The *Mud Room* is simply a passageway that leads into the *Hearth Room* if you go to the East, and the *Garage* if you head to the west.

1. **Garage**

The *Garage* will be locked until the user puts together the 3-digit code from the paintings in the great room. The link is the phrase ‘Our Happy Family’ which appears in both areas.

From the *Garage*, you can open one of the doors to make an opening to the *Courtyard.*

There is a hatch that leads to the *Basement*. The hatch is filled with water until the user figures out the puzzle on how to drain the well.

The user can find **Crude Oil** by simply searching the metal shelving in the area. This will likely be used to fill the **Lighter.**

1. **Hearth Room**

The *Hearth Room* has a desk with a typewriter on it. The document being typed has instructions for encryption. The encrypted message will appear above the fireplace when the user uses the **Lighter** to light the fireplace. When deciphered, this message will give a numerical code that relates to the dining room.

1. **Great Room**

The *Great Room* contains a computer table with no current use, but something will likely be added later.

It also contains three paintings, each with one or more humanoid figures in the photos. These numbers relate to the garage door code. This can be deducted by the user because there is the phrase ‘Our Happy Family’ above the paintings.

1. **East Corridor**

The *East Corridor* connects the *Hearth Room*, *Dining Room*, *Kitchen* and *Southern Corridor*.

East and Eastern are interchangeable throughout the game.

1. **West Corridor**

The *West Corridor* connects *the Elevator, Great Room,* and *Southern Corridor.*

West and Western are interchangeable throughout the game.

1. **South Corridor**

The *South Corridor* connects the *Holy Room, Shield Room, Western Corridor and Eastern Corridor.*

South and Southern are interchangeable through the game.

1. **Shield Room**

The *Shield Room* starts off locked and currently has no associated puzzle.

1. **Holy Room**

The *Holy Room* starts off locked and currently has no associated puzzle.

1. **Kitchen**

The *Kitchen* has a walk-in freezer and Lab Room inside. The walk-in freezer is not accessible unless being chased by the dogs. There is rotting meat inside, which the character uses as an excuse to not enter, as long as his life isn’t on the line.

The Lab Room was initially meant to be used for a metal-smelting, key-creating furnace type area, but I scrapped it due to the unnecessary complexity.

As of now, the Lab Room has no associated puzzle.

1. **Dining Room**

The *Dining Room* has six switches placed on the southern end of the wall. The user must decrypt the code that appears above the fireplace and then flip the switches in the correct order to open a slot in the wall. As of now, the wall contains the **Shield Key.** I may still decide to swap it to the **Lever.**

1. **Garden**

The idea of the *Garden* was created by Chris Kears, who wanted to use the area to get into some development of the game.

The *Garden* has a greenhouse with no associated puzzle.

It also has a well which links to the *Basement* being flooded. It must be drained at some point in the game.

1. **Basement (Concept)**

The *Basement* is a section of the game that has not been developed. There is an Elevator and a Hatch that hint at further stories in the house.