

## HIGH CONCEPT DOCUMENT

No end House, Emma Wigur

### Statement

The game is based on a short horror story that circulated the internet a few years back. One house, six rooms and just as many puzzles. Your goal is to add your total time to the high score list, but more importantly - to get out alive.

### Key features

- *Playing on your fears* - Before the first room (level), the player will answer a few questions which will be the foundation of the player's experience. The player will get two options on each question, and the answer will generate different effects of each room as the game progresses.
- *A haunting atmosphere* - The player will immerse in an eye-catching atmosphere. The rooms themselves will range from warm and welcoming, to taken right out of a slasher horror.
- *Puzzles* - One of the most important features of the game, progression wise. Every room will contain a puzzle to solve, and every puzzle will have a time limit.
- *Rooms* - After each completed puzzle within the time frame, a door will open to the next room (level). There are six rooms in total. Each room will progressively get creepier, and the puzzles' difficulty will increase.
- *Timer* - As mentioned above, each puzzle will have a time limit. The timer will start when the first player interacts with the puzzle, to give the player a chance to take the room in. If the player has time left when the puzzle is solved, it will add to the timer for the next level.
- *Player progression* - Each completed level will unlock the next room. If the player completes all six rooms, the total time will be added to a high score list. However, should the player fail to complete a puzzle within the time frame; a cutscene will play with a random adversary (based on the questions asked in the beginning), ending the player. Once dead, the player will have to play the game all over again.
- *Random* - How the rooms are executed will be random. All rooms will look different every playthrough, and depending on what the player answers to the questions before the first level begins; so will the scares. Each puzzle will have similar cores, however always unique and not the same on every playthrough; to keep the game interesting and not just a one time playthrough.

## Overview

### Player Motivation

To motivate the player, a high score system will be implemented into the game. Maybe the player wants to break their own high score, or simply outsmart a friend in logical thinking whilst not letting the creepy setting and ticking clock get to them. Or maybe, one is just out to get a racing pulse.

### Genre

This is without a doubt a horror game, but also a horror game with a twist. The player will challenge themselves with solving puzzles and escaping the house alive.

### Licence

The game is based on the creepypasta “NoEnd House,” which is credited to Brian Russel.

### Competition

At the time of writing this, a similar game is not on the market.

### Unique selling points

There are a few horror games circulating on every platform, to say the least. However, this idea is unique in its way of keeping the game interesting with random rooms, sounds and puzzles. The goal is not to scare the player with fast paced cheap tricks, but to get a full player experience paved with problem solving in an eerie and hostile setting.

### Target hardware

The game will be developed and released for PC.

### Further details

If interest in the story from which the game will be based on, you'll find the full story here: [https://creepypasta.fandom.com/wiki/NoEnd\\_House](https://creepypasta.fandom.com/wiki/NoEnd_House)