Outline for story, gameplay and puzzles:

Opening Cutscene text idea:

You are a traveler who is on a trip to Hungary with a group of friends. It is a hot summer day and your group has been on a non airconditioned bus all day. Of course the bus isn’t air conditioned... That’s what you get for trying to do things on the cheap. You are on Salgotarjani Street, which is known for its Jewish Cemetery. You just did an audiobook tour of the cemetery, which you have downloaded on your phone, but it’s all in Hungarian, which you didn’t realize before you bought it. When the group is done exploring, everyone gets back on the bus, but you have to go to the bathroom because you were chugging water on the hot, stuffy bus. One of your friends says “Oh yeah, I think I saw a bathroom in the cemetery, we’ll wait for you. But hurry up, Charlie isn’t feeling well. He always gets sick when he smokes too much, and I tried taking away his lighter earlier today, but he still got sick. He has medicine with him just in case this happens, but apparently it’s not working for him today.” Your friend then continues in a sarcastically joking voice, “And be careful… It’s getting late and this place might be HAUNTED! Haha.” You respond dismissively, “Yeah, OKAAAAYYY.”

(this part of the cutscene should probably show the audiobook and its pages to highlight that it is important – audio book pics) and the empty water bottle is in your inventory by default, to be used to solve the water element puzzle)

Start of game/Tutorial Puzzle:

The player is outside of an open gate entrance to the cemetery. \*The focus of the player should be on the lock of the gate, which has Sarkany (the Hungarian mythological dragon) etched on it. Sarkany is in battle with a knight. Sarkany is also holding a key. The player also hears a bird squawk and sees it fly to the top of the tree of life.\* \*Flash something like ‘C for controls, so the player knows what they can do (space bar for interact, left mouse button for choosing a word, right mouse button for scrolling, i for inventory, up/down/left/right arrows for movement, mouse movement for line of vision, etc.)\* \*Something should highlight that the audiobook is very important, perhaps part of the intro cutscene briefly shows the audio book\*The bus and friends are behind them (so as to not clearly give away it’s there, they need to explore and ‘find’ it). \*If the player tries to interact with the bus and friends before exploring the cemetery, the friends just say “Go find the bathroom.”\* The player enters the cemetery and looks for the bathroom, but it is not visible yet. The player needs to go back to the bus and ask their friends, “I don’t see a bathroom.” They say, “Why don’t you ask that creepy looking groundskeeper over there?” \*Lightning where the groundskeeper should be\* There is now a groundskeeper in a spot where there obviously wasn’t one there before. He is using a big hand fan to keep himself cool. (Bassoon part)

\*The player goes over and talks with the groundskeeper. The player attempts to say hello, but the groundskeeper responds in a way that clearly indicates they don’t know English. You booked this trip last minute and have no Hungarian language knowledge. Player is presented with 3 options:

1. Say bathroom. (throw away response)
2. Make physical gestures that (throw away response)
3. Leave interaction\*

\*Once the player leaves the interaction, an invisible timer will start, maybe 3 minutes.\* The player needs to go back to their friends to ask them if they know the word for bathroom. \*If the timer runs out, the friends will “Hey, did you go to the bathroom yet? We’re ready to leave.”\* When the player interacts with their friends, they ask “Hey, do you guys know the word for bathroom? The groundskeeper doesn’t know any English.” The friends respond, “We don’t know much Hungarian, but you’re in luck with this one, it’s furduszoba.” \*The text furduszoba also appears when the friend says it as a clue that it is important\*. \*The player now can go back to the groundskeeper and select furduszoba from the list of choices.\* When the player chooses the correct word, the groundskeeper now points them in the direction of the bathroom, which also has now magically appeared \*lightning\* in a spot that had nothing there before.

\*The bathroom has an attendant and when you try to go in he says in Hungarian “It costs 100 forint to use the bathroom.”\* \*Lightning, but not showing the money, just an aural clue as to something has appeared, perhaps an obvious thought bubble, like ‘hmmmm…. Some more lightning struck\* The second time you ask he says in Hungarian\* “Forint. It costs forint.”\* There should also be something visually clear in the bathroom area while interacting with the attendant that the bathroom has an entrance fee. The player needs to find the forint on the ground, which appeared with the lightning, and give it to the bathroom attendant. \*The player can now enter the bathroom.\* \*Bathroom cutscene that clearly shows a container of unopened milk, to be obtained and given to the cat later. It also shows the player washing his hands at the sink (where to get water to fill up your water bottle for the water element puzzle), where a basket of Turo Rudi, Hungarian candy is located (where to get the candy for the candy puzzle).\*

When the player leaves the bathroom, which is opposite the gate, \*the gate closes, the lighting and music gets darker, seven bolts of lightning come down in random spots to set where the puzzle and puzzle pieces are located, and the friends start yelling to get the players attention. They say “Oh my god! What is happening? How did the gate close like that? Can you get out?”\* You try the gate and say “No. It’s locked.” Your friends say “We need to get you out of there!” “And where did the groundskeeper go?” The groundskeeper is now missing, but his hand fan is on the ground.

\*None of the puzzles or puzzle pieces are interactable until talking with the bird.\*

\*The bird in the tree starts squawking, like a lot, like to indicate that the player should probably go interact with it. Perhaps a timer goes and the longer it goes, the more frequent the squawking becomes, until the friends finally say ‘Why is that bird squawking so much?’ \*

\*When the player interacts with the bird, it only says the target word from one of the first 3 post bathroom puzzles. Only that puzzle is interactable. The order of the puzzles and their locations are randomized for pedagogical purposes.\*

\*The Cat Puzzle\* - Turul will say the word milk and the cat puzzle is activated. When the cat puzzle is active, the cat will meow in a way that sounds like it is hungry and unhappy. The audio book has a page that clearly shows Boszorkany, a Hungarian mythological character, has cast a spell on the cat’s milk, which has soured it. The player needs to find the unopened container of milk in the bathroom and give it to the cat to free it’s soul an unlock the puzzle. A puzzle finished sound plays and Turul starts squawking again to let you know you should be interacting with it. Turul gives you a piece of soldiers armor for the future fight with Sarkany, then he says the next target word. Atmosphere gets darker, clouds get closer and start to form closer to the shape of Sarkany.

\*The Sickness Puzzle\* - Turul will say the word medicine and the sickness puzzle is activated. Fene flies down from the sky and casts a sickness spell on you. There is a page in the audio book that clearly shows Fene casting a sickness spell on someone and them being cured after taking some medicine. A timer goes off and if the player can’t remember that Charlie has medicine with him, the friends start saying hints like “Hey, we have to figure this out, Charlie is still sick and we’re not sure if his medicine is working for HIM.” Turul squawks to remind you to talk to him and he gives you a piece of soldiers armor before saying the next target word. Atmosphere gets darker, clouds get closer and start to form closer to the shape of Sarkany.

\*The Candy Puzzle\* - Turul will say candy and the candy puzzle will be activated. Lightning will strike at a place in the cemetery to reveal a fountain with a witch inside it who is trying to lure a child into it. A page in the audiobook has an advertisement for Turo Rudi, a Hungarian favorite candy, which shows a kid eating it with a big smile. The player has to find the candy in the bathroom (the bathroom attendant had a box of it to give out as like refreshments, like when you’re done at a restaurant. Atmosphere gets darker, clouds get closer and start to form closer to the shape of Sarkany.

\*The Elements Puzzle\*\*Final Puzzle\* - Turul will say the four elements, water, fire, wind, earth, in a random order. Lightning strikes and a sculpture with four spots appears. Each spot is where a mini puzzle needs to be solved (a basin for water, an unlit torch, a pot for soil, and a pinwheel for wind). The page in the guidebook shows the four elements with their associated words and how the individual puzzles need to be solved (Pour water in the basin, fill up the water bottle in the bathroom sink. Get the lighter from Charlie, and light the torch on fire. Use a shovel to dig up some earth, put it in the pot. Use the groundskeepers hand fan to blow wind on the wind element). Once this puzzle is solved, Sarkany takes full shape and is in the cemetery. Turul squawks A LOT. When you interact with Turul, he releases the sword and you have a mini cutscene battle with Sarkany. You win. (Perhaps there could be an actual gameplay fight, but it’s a nice to have, not necessary).