

Antagonist: A ghastly supernatural being haunting the protagonist. Can be named as “Heyula” which means “spectre, fearsome apparition” in Turkish.

Motive of the antagonist: Heyula feeds on misery and suffering. After killing its victims, it imprisons its victims soul in a purgatory like place resembling victim’s favourite place of living and tortures them by forcing them to live the same looping cycle over and over again. But it gives them an opportunity to break this cycle; when the victims try to unfold the mystery what have befallen upon them and struggle, the torture become tastier.

Protagonist: A man ^(name?) in his thirties. He is married, but their marriage is troubled. They are arguing about almost everything, every time. His wife ^(name?) also cheats on him.

Story Synopsis

Having found out that his wife is cheating on him, the couple had the worst fight they have ever had. Having sensed the potential misery in this, Heyula decided to haunt the protagonist which seemed as the more “innocent” one. It killed both of them, and forced the protagonist in a looping cycle. It tries to pin the murder of the wife to him. In the end, if he admits he is the killer, the loop becomes endless. If not his soul is released.

How It Can Be Narrated In Gameplay?

As loops progresses, player will find clues about the cheating, the fights between his wife, the state of their troubled marriage. These clues will be ambiguous, like in a diary page saying “I have the worst anger crisis of my life, I could have hurt her.” He mentions violence here, but he did not do it. Also, there will be some clues around the house indicating that Heyula is the killer. For example, in the third loop, this sentence, written in blood, may be on a wall “A killer is loose in this house, wandering like a ghost.”

In the end where player opens the main door, a question will be asked to him.

Are you the killer?

If answered yes, player will see a loop briefly. On the TV screen, this sentence will be written along with the usual timer (2 minutes like everything is starting over): “Welcome to your hell!”. And the game ends.

If answered no a short peaceful music plays. Screen grows to be white like a “Seeing The Light” effect and game ends. There may be a sentence like “Your soul is rested now”.

An Example Gameplay Sequence

Loop #2 starts. Player wanders around the house.

Player finds out cellar door maybe opened, but first he has to cut ropes (or something like it) to enter it.

Comments about he has to find a knife. Knife is in the kitchen, now its door unlocked and open.

When he gets the knife, interface shows:

Wife Name Here: Please, please put down the knife, I am begging you. (Wish we had voice acting this would fit perfectly)

Player gets back to the cellar, cuts the obstacle, and finds out the objective to end the loop.