# Lighthouse Overall Story

Note: Levels are used as a loose term. These phases of the story can be spread throughout a number of levels, but rather represent phases that I would like to flesh out.

# Outline

We are elaborating more on the Life of Ivan, however, things start to get a little bit strange. Ivan swears that an object had been moved. That things in the lighthouse are not in their right place, or are missing. Specifically sentimental things. This is subtle in this level, but becomes worse as the level progresses or as the player reaches higher livers of the lighthouse. Ivan leads the player to believe that something super natural is occurring. This reaches the climax at the end of our game.

# Introduction

A small bit of text appears describes Ivan’s life on the lighthouse. There is soft music and stuff. Tries to establish the mood of the game.

This is followed by an establishing shot of the lighthouse, the light going out, and a person in the house waking up, walking to the window and then an audible grumbling.

# Level 1

This level is entirely ordinary. This level is about contextualizing the world that Ivan inhabits. We introduce the player to the politics of the world (his son and commander wanting him to leave the lighthouse). This also tries to reflect Ivan as a grumpy man who is dealing with the passing of his wife. However, this level is purely in the “here and now”

# Level 2

In this level, Ivan is faced with climbing the lighthouse in the dark, with nothing but his lantern. He is frustrated with his situation and his mind starts to wander to how the light got extinguished in the first place. The story starts to focus in on Ivan as he is the sole person in the frame and the only consistently lit figure. We start to talk about his relationship with his Son and his life with his son and wife on this island. There is a undertone of sadness as he speaks about his wife.

However, he also starts to notice that things are not in their correct places, like they have been moved. As a player, we are led to believe that he is just seeing things, or misremembering. Ivan himself thinks so. This level will conclude with an object that we the players saw in level 1, being in level 2 again. Ivan doesn’t notice this, or notices this but second guesses himself. This item can be the toy rocking horse.

# Level 3

In this level Ivan starts to talk about all the work he has been doing. The conversation shifts to centring around Alex and his life at the lighthouse without her. He is complaining about everything he needs to get done and the immense pressure he is under and how people are trying to kick him out of his home. This becomes pretty heated, the player is meant to feel for Ivan, but be uncomfortable with his agitation, or realize that maybe he is thinking about this in the wrong way. This conversation gets slightly derailed when Ivan stumbles upon an object a second time, that has moved across the whole room. This item will be related to Alex and will have a letter of hers attached to it, or on the table next to it.

# Goal of this Story

The purpose of this iteration of the story is to reflect a more nuanced approach to the grief that Ivan experiences. I want explore the tangible effects of the passing of his wife on his life, the complications of his emotions and his inabilities, as a man, in expressing and dealing with those emotions, while dealing with the complications in his life.

The uncertainty is meant to reflect Ivan’s anxiety. He wants to keep the lighthouse, even though he is not physically capable of taking care of it himself and is starting to burn out. This is coupled with the emotional stress of losing a loved one and being threatened with being forced to leave his lifelong home. This also presents Ivan with an identity crisis, who would he be without this lighthouse?

The purpose of our final game will be to provide a narrative hook that gets the player invested in Ivan’s story and to want to learn more about Ivan and how he resolves these inner conflicts.