**Reporter Horror Mystery Game**

**Game Setting:**

The game is based in a haunted house. The house has 2 floors. Some rooms are accessible while others are locked and player has to find keys and solve different puzzles to open the doors. The player character will be in **first person** mode. Different objects like newspaper, books, vases, and other objects will be made interactive. The theme of the game will be dark with no light. The only light the player will have is the candle light which the player picks from the bathroom. The walls of the house can be made scary by blood stains and nooses hanging from the roof with writings on the wall.

**Game Character:**

The main player character will be an investigative **reporter**. Different ghosts that are after the player.

**Game modes:**

The game will have a single mode.

**Storyline:**

The game starts off with the player character locked inside a bathroom. Player will move towards the shelf to pick up the note for hint. The player then picks up the candle for light (the theme is dark so the background is kept very low and dark) using **hand gesture** button. Player will interact with different things by going near them and picking up the objects by pressing the hand gesture button. The hand gesture appears as soon as player reaches near the object. As the game is investigative horror, a magnifying glass icon button appears when player moves towards an object to read or see.

**Level 1:**

In first level, player has to find a **safe** on the **first floor** of the house to open it up and acquire the key to unlock a door. Player will enter a combination of **4-digit number** which the player has to find first by picking up the hidden numbers from different newspapers and pieces of papers.

**Level 2:**

After opening the locked door, player has to collect evidence of murder. Player will look for a **knife** with blood stains on it. During this, player will confront a ghost right after opening the second door.

**Level 3:**

After collecting the knife, player will look for a **torn newspaper** with information on murder. Newspaper can be hidden under the bed or between other newspapers. After picking up the newspaper, the door behind the player will shut loudly and a ghost appears and tries to kill the player. Player knocks himself/herself out and the level ends.

**Level 4:**

Player wakes up in the TV lounge with the news of murder running on it. Player will move and unlock the second door by finding a **key** hidden in a **vase**. Multiple vases can be placed in the rooms of first floor. During this search, different books and vases will fall down from table or shelf to give a scary affect.

**Level 5:**

After opening the second door, the candle in the player’s hand will blow out. The light in this level will be brighter than the previous levels so that player can see the environment. Player has to find a **match stick** to light up the candle. Player will move to the kitchen to find the matches. When the player lights up the match stick, a ghost appears standing right in front of the player. Player has to run quickly upstairs or the ghost kill the player in the kitchen.

**Level 6:**

After reaching the second floor, player has to find a **piece of cloth** as an evidence. Player will move towards a room to open the **closet** and acquire the piece of cloth. Right after picking up the cloth, player will hear loud footsteps coming towards the player. Player has to **hide** in the same closet to keep the evidence away from the ghost.

**Level 7:**

In this level, player has to find a **hammer** to break up a **stone** in which the name of the murderer is hidden. When the player finds picks up the hammer, a ghost appears with a huge stone in its hands. The ghost throws the stone at the player and player has to break it quickly by pressing the hammer button to break it. If player does not break it on time, the stone falls on player and player dies. If player breaks the stone on time, the ghost disappears with a crackle noise and a piece of paper appears with a name written on it.

**Level 8:**

In this level, player has to find a **map** that leads to the exact location of murder. The map is hidden in one of the books. Player has to find a **red book** with a map in it. After picking up the map, two ghosts appear and the player has to run and hide in any of the rooms or the ghosts kill the player.

**Level 9:**

In this level, when the player leaves the room, a ghost knocks the player out. After waking up in a **dark room**, player has to find a **mobile** for light. The mobile will be hidden in one of the **drawers** and it will be flashing. The mobile is also an evidence for the murder. The door is locked and player has to try different **combinations of alphabets** to open the door. The alphabets are written on walls of the room and player will have only 2 tries to open the door. If player fails to open the door within two tries, a ghost appears and kills the player.

Level 10:

After leaving the dark room, player has to find a window to **jump out** of the haunted house and take the evidence to the police. 3 ghosts run after the player and player has to check each room on the second floor for an **open window**. Player will have a limited time to find the window or the ghosts catch and kill the player. After finding an open window, player escapes out of it and the game ends.

**Reference:** <https://play.google.com/store/apps/details?id=com.agaming.reporter>