A Night at Home

A Branching Narrative Game

Design Documentation

- Initial Ideation

Wow, Jummy makes a branching narrative game!

Step 1: Setting

- my house / my room
- a house (that isn't mine, abandon?)
- college campus / UMD
- A dream (something like Paprika?) *
- The top of Regent parking garage?
- A night @ home *
- Post grad job hunting (mundane can be good too) *
- my commute to school (my car) *

I like to many of these, top 3?

w/ audio !?

Step 2: Conflict

my house / a night at home
- Power outages   still scared of
- creaking   the dark! :-
- my family fighting
- no space
- the dark (a fear of it, how would this work visually?)
- noone ~ !

I want anxiety and a bit of fear and am not sure how to create this atmosphere / environment ... can I do it with just text??

suspense?

my commute to school   (n.)
- oversleeping
- traffic
- driving on route 1
- breakfast (?)
- staying up late the night by

a dream (paprika-esque)
- nightmares
- the inability to wake up
- dreams with dreams
- sleep paralysis (?)
- the dissatisfaction of waking early

Jummy tries to get work done

- Constant interruptions
- the work I'm doing
- general feeling of being overwhelmed
- overwhelming (audio, parses)

* Flow chart for brain storming

* **Bigger / Less mundane Ideas**
  or maybe not

[Bye bye]

* Consider endings that invite researching

major plot points
- Goodnights / Goodbyes
- Sounds are heard
  ↳ choice is made related to said sounds
- Source of sound is disconnected (problem)
- solution / series of passages that lead to a solution
- solution may or may not make situation worse
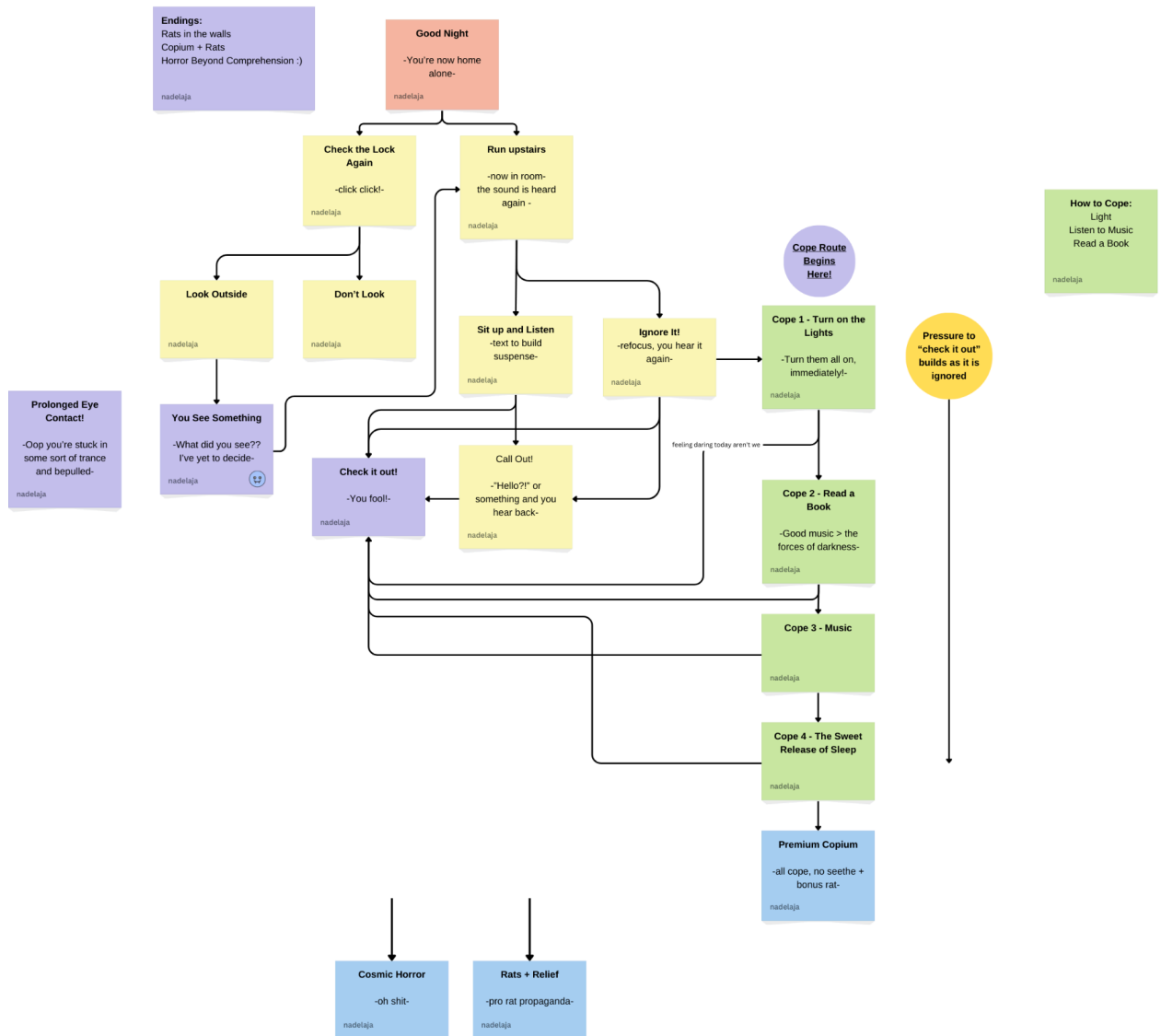 ↳ the bad solutions lead to bad ends
- what is the good ending?
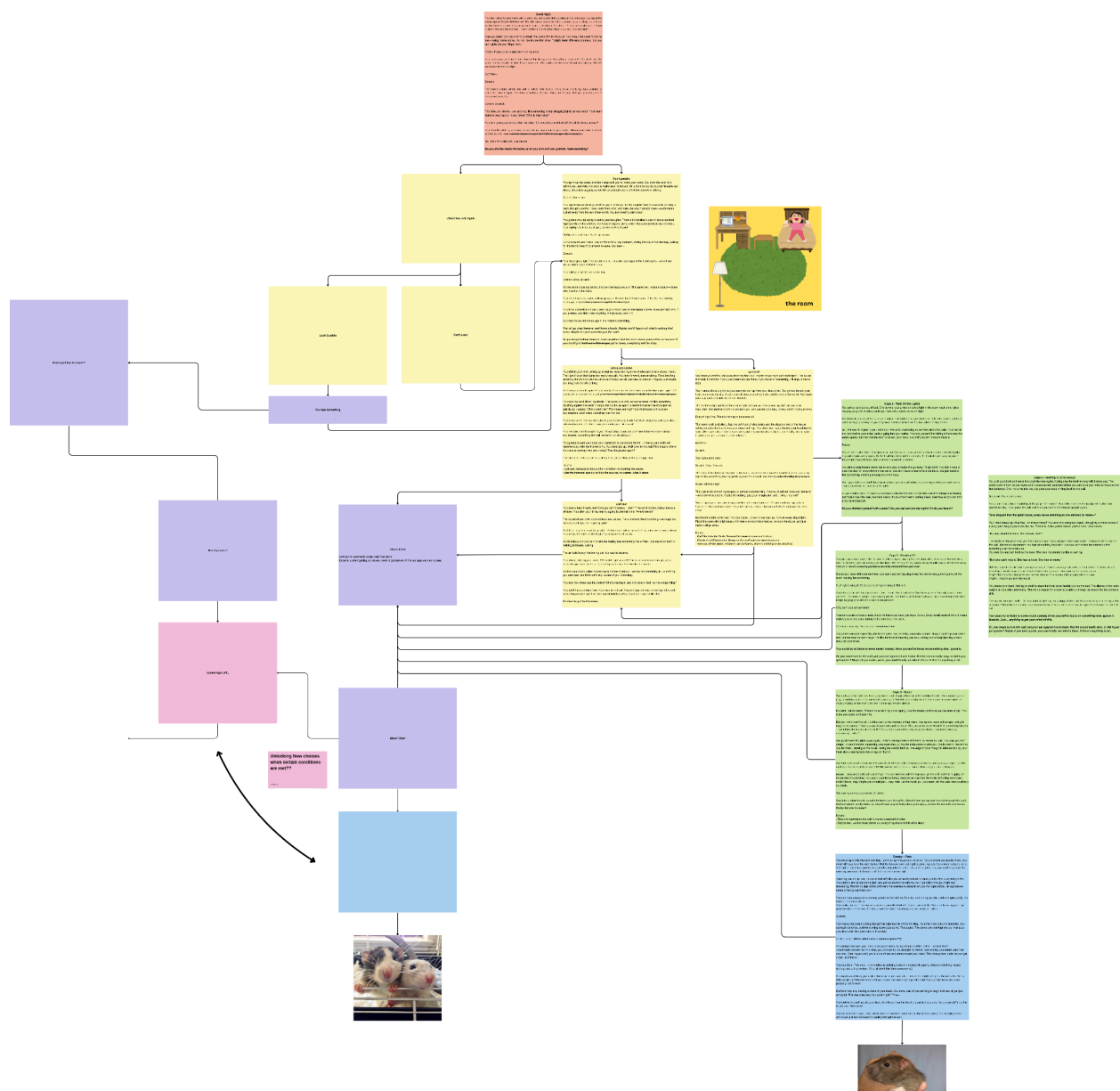
* a path that leads back to the initial scene / place

- Planning/Structure

is there a "good" ending?

Rats + Relief
-pro rat propaganda-
nadelaja

Premium Copium
-all cope, no seethe-
nadelaja

Worry about pretty prose later!

Endings:
Rats in the walls
Copium + Rats
Horror Beyond Comprehension :)
nadelaja

Good Night
-You're now home alone-
nadelaja

Check the Lock Again
-click click!-
nadelaja

Run upstairs
-now in room- the sound is heard again -
nadelaja

How to Cope:
Light
Listen to Music
Read a Book
nadelaja

Cope Route Begins Here!

Look Outside
nadelaja

Don't Look
nadelaja

Sit up and Listen
-text to build suspense-
nadelaja

Ignore It!
-refocus, you hear it again-
nadelaja

Cope 1 - Turn on the Lights
-Turn them all on, immediately!-
nadelaja

Pressure to "check it out" builds as it is ignored

Prolonged Eye Contact!
-Oop you're stuck in some sort of trance and bepulled-
nadelaja

You See Something
-What did you see?? I've yet to decide-
nadelaja

Check it out!
-You fool!-
nadelaja

Call Out!
-"Hello?!" or something and you hear back-
nadelaja

feeling daring today aren't we

Cope 2 - Read a Book
-Good music > the forces of darkness-
nadelaja

Cope 3 - Music
nadelaja

Cope 4 - The Sweet Release of Sleep
nadelaja

Premium Copium
-all cope, no seethe + bonus rat-
nadelaja

Cosmic Horror
-oh shit-
nadelaja

Rats + Relief
-pro rat propaganda-
nadelaja

- Writing: I did most of my writing on a dedicated [canva board](#)/directly inside of twine.

Remember to use active voice!

Rat Research:
they are nocturnal! :)
and can chew through
drywall (confirmed)

Okay run on sentence queen!

the em dash fears me

An em dash is a punctuation mark that can be used to replace commas, parentheses, colons, and semicolons. In general, the em dash is seen as being more interruptive or striking than other punctuation, so it is often used stylistically to draw a reader's attention to a particular bit of information.

https://www.thesaurus.com/e/grammar/em-dash/

the room

? passages lead here

New path unlocked when certain choices are made

New choice unlocked when certain conditions are met

the room

Unlocking New choices when certain conditions are met??

Playtesting

- Paris (Playtested while the story was still incomplete)
    - Mentioned that there was a lot of text and some passages were very long. Suggested breaking the longer passages up into several shorter ones.
    - She helped me realize that not every passage needed to present the player with distinct choices and that individual words could connect the passage that I'd split up, and guide the player through.
    - Also suggested I added passage links to parts of the text other than the very end. To add variety and avoid presenting the player with their options in the same format every time.
        - Also good for flow, choices are part of the scene and don't just come after.
- Bisi
    - Said some passages were still a bit long, so I broke them down further.
    - Suggested a true bad end where the player loses to the "Big Bad", as all current ends are fairly positive. Even if the player suffers, they still come out on top.
        - I'm currently developing an end where the player is essentially consumed by the dark entity.
    - Reassured me regarding playtime, it took her about 10 minutes to finish a Route
    - RATS! :)