

The Magical  
**HOUSE OF WONDERS**

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# Story

Beyond a desolate and dangerous mountain range lies an unusual place that has long been the subject of rumour and speculation. Clearly the work of some ancient magical spell, the **FIELD OF CONFIT** is composed entirely of candies and baked goods spread across 50 square kilometers.

Directly in the center of this delicious valley lies the **MAGICAL HOUSE OF WONDERS**, the only place to seek refuge and nourishment within the vast plain of candy. Here, a humble wizard named **KYLE** runs a **MAGIC SHOP** that sells the most unusual artifacts in the known world. His wife **LAUREL** handles the **INN** and **TAVERN**, and two wonderfully adorable **MUPPETS** named **SPARKLES** and **PUFFLES** handle customers and caretaking.

Unfortunately, not all is as it seems. A **DEMON** controls the body of **LAUREL**, **KYLE** is dominated by its terrible powers and the muppets are bloodthirsty minions that crave flesh. They harvest this flesh from unwary travellers in the hellish **MEAT CHAMBER** hidden under the manor and honor the **OLD ONES** with their sacrifices.

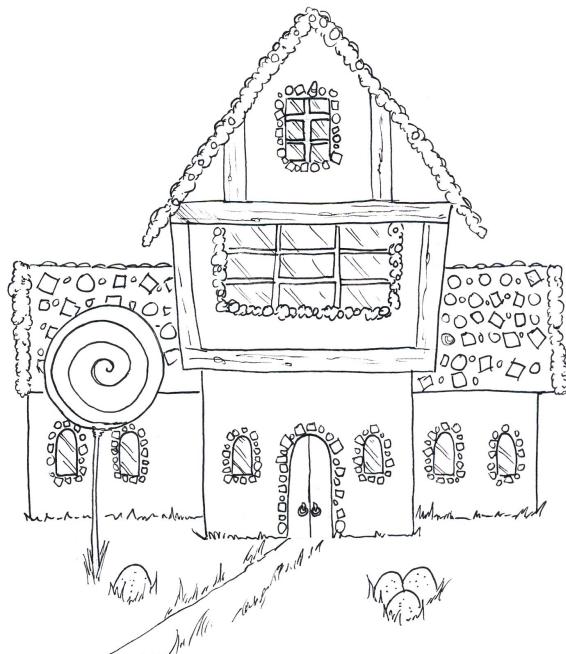


Figure 1: A rough exterior view of the home

# Reference

## Environment



Figure 1a: Gumdrops, lollipops and strange fungal growths are common in the candy field.



Figure 1b: Fully baked features “grow” from the ground in the candy field. They are delicious.



Figure 1c: The landscape is rich in pinks and purples, and unusual candy formations.

## Characters



Figure 2a: Kyle



Figure 2b: Sparkles the Bear



Figure 2c: Laurel



Figure 2d: Puffles the Goat

## Setting



Figure 3a: The exterior of the candy home is similar to above, complete with icing and treats.



Figure 3b: The tavern appears normal and traditional.



Figure 3c: The Magic Shop sells all sorts of nifty magic goods to passerby.



Figure 3d: The Meat Chamber is a place of utter horror and misery, hidden beneath the facade of friendliness and joy that adorns the upper floors.

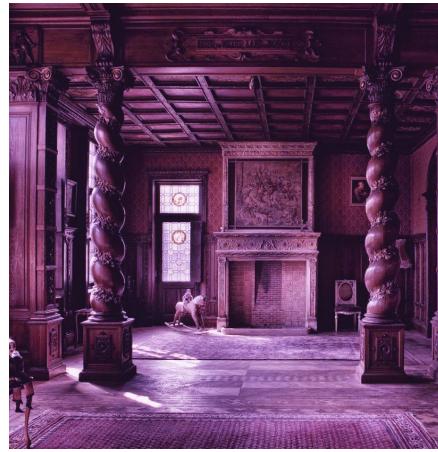


Figure 3e: Medieval style décor is the norm within, though the majority is made of candy.

## Objects and Features



Figure 3f: The Meat Chamber backroom is full of “cuts of meat” which are actually unwary travelers.



Figure 3g: The Butchers Blocks in the Meat Chamber are bloodstained and ugly.



Figure 3h: Purple and pink color palette for interiors in store, bedrooms, bathrooms.



Figure 3i: The ritual pool seems to serve a bathing purpose. Likely to wash off blood.

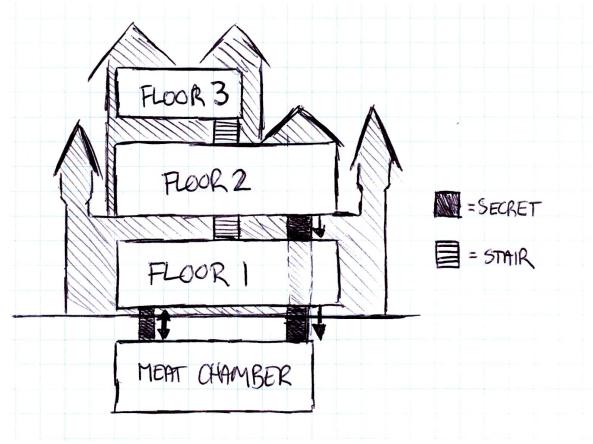
# Program

## Floor 3

Toy Room  
Secret Staircase  
Master Bed  
Bathroom  
Grand Staircase

## Floor 2

Inn Bedroom 1  
Inn Bedroom 2  
Balcony Hall  
Trap Chute  
Secret Staircase  
Staircase



## Floor 1

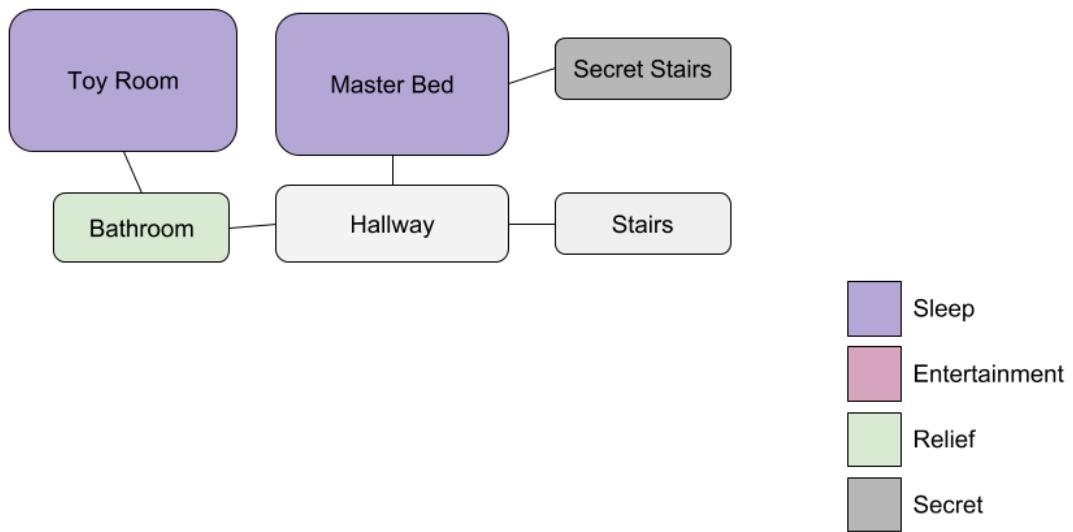
Tavern / Inn  
Main Shop  
Special Merchandise  
Secret Staircase  
Balcony  
Grand Staircase

## Basement

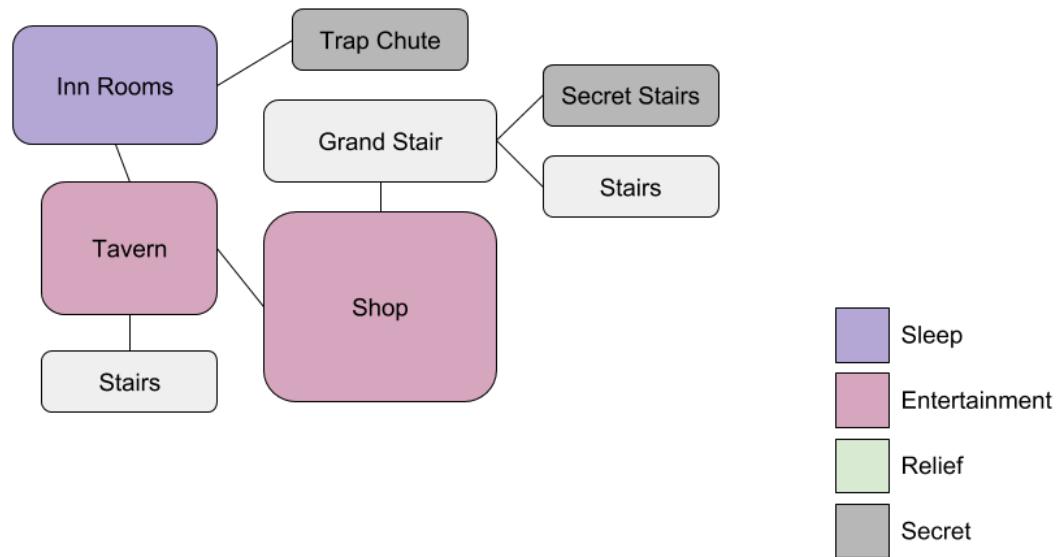
Trap Chute  
Meat Chamber  
Ritual Room  
Pool  
Furnace

# Diagrams

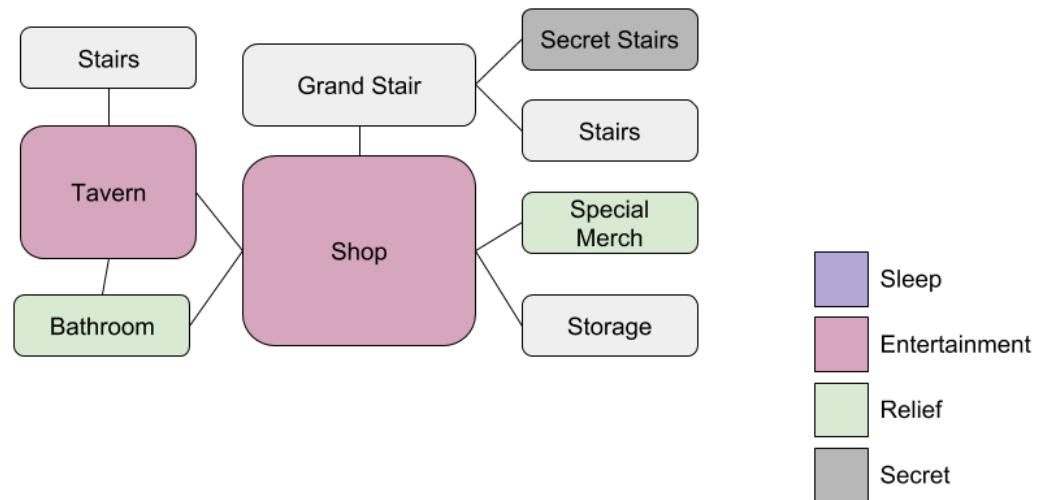
## Bubble Diagram (Floor 3)



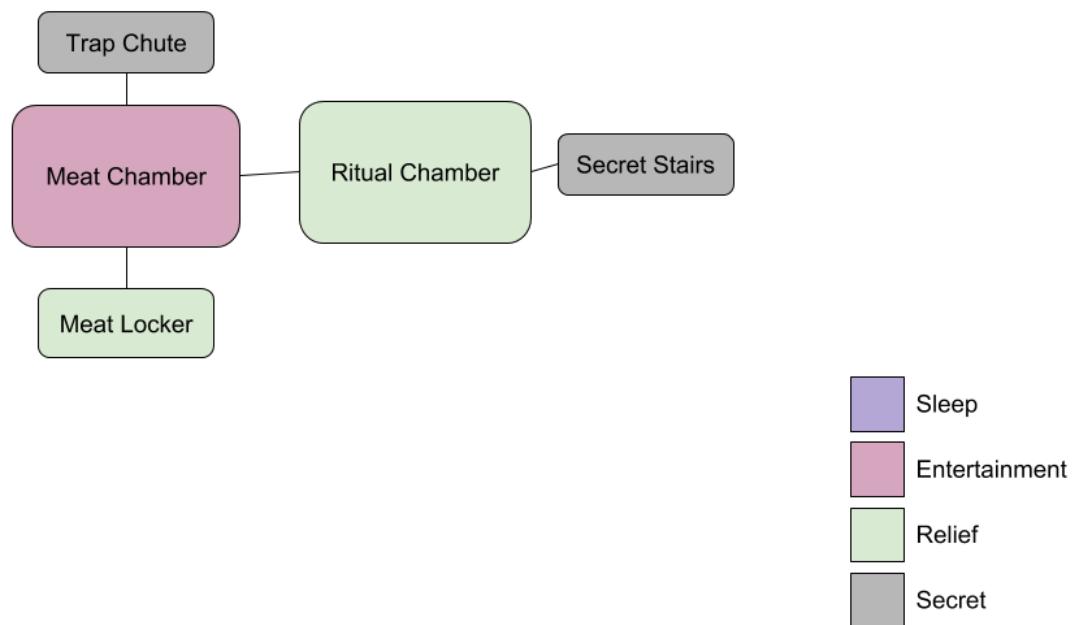
## Bubble Diagram (Floor 2)



## Bubble Diagram (Floor 1)



## Bubble Diagram (Basement)



# Metrics

## Character Size Metric



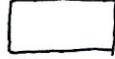
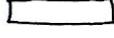
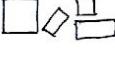
## Object List (Floor 1, 2 and 3)

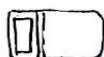
Object Name	Tavern/Inn	Shop	Master Bed	Toy Room	Special Shop	Bathroom	TOTAL
Bed	2			2			4
King Bed			1				1
Table	1				1		2
Large Table	1						1
Table (Round)	1						1
Display Case		8					8
Large Display Case					2		2
Chair	10	1					11
Couch	1		1		1		3
Chair (Upholstered)	3		1		2		6
Footlocker	2		2	2			6
Bookshelf/Shelf	18		4	2	2		26
Rocking Horse				1			1
Crates		10					10
Sink					2		2
Large Sink					1		1
Big Bear				1			1
Armoire			1				1
Hot Tub						1	1
Counter		1					1
Bar	1						1
Area Rug Large			1	1	1		3
Area Rug Small	1					3	4
Area Rug Medium	2						2
Fireplace	1		1	1			3
Coffee Table			1				1
Toilet						3	3

## Object List (Basement)

Object Name	Ritual	Meat Chamber	TOTAL
Meat Slab		14	14
Butcher Block		2	2
Hanging Cage		4	4
Bizarre Statue	1		1
Ritual Circle	1		1
Drowning Pool	1		1
Furnace		1	1

## Object List (Images and Sizes)

-  Chair (1m x 1m x 1m)
-  Couch(2m x 1m x 1m)
-  Wood Chair (0.8m x 0.8m x 1m)
-  Footlocker/Chest (1m x 2m x 0.5m)
-  Table (1m x 1m x 1m)
-  Large Table (2m x 1m x 1m)
-  Round Table (1m x 1m x 1m)
-  Coffee Table (1m x 2m x 0.5m)
-  Ritual Circle (2m x 2m x 0m)
-  Pool (2m x1m x 0.2m)
-  Display Case (1m x1m x 1.5m)
-  Display Case Large (2m x 2m x 2m)
-  Crates (various, between 1m and 3m)
-  Armoire (2m x 1m x 2m)
-  Bath Tub (2m x 2m x 1m)
-  Butcher Block (1m x 2m x 1.3m)



Bed (1m x 2m x 0.5m)



King Bed (2m x 2m x 1m)



Bizarre Statue (1m x 2m x 2m)



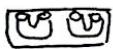
Hanging Cage (0.6m x 0.6m x 2m)



Rocking Horse (0.35m x 1m x 0.5m)



Small Sink (0.5m x 0.5m x 1m)



Large Sink (2m x 1m x 1m)



Big Bear (0.8m x 0.8m x 1.5m)



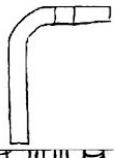
Fireplace (2m x 1m x 2m)



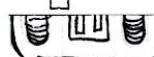
Toilet (1m x 1m x 0.5m)



Hanging Meat (0.6m x 0.6m x 2m)



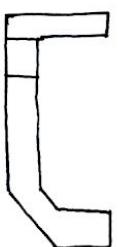
Counter (2.5m x 3m x 1m)



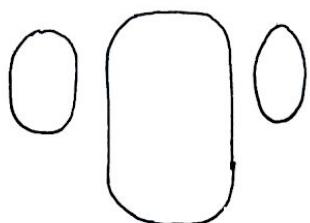
Furnace (3m x 1m x 3m)



Woodpile (1m x 1m x 1m)



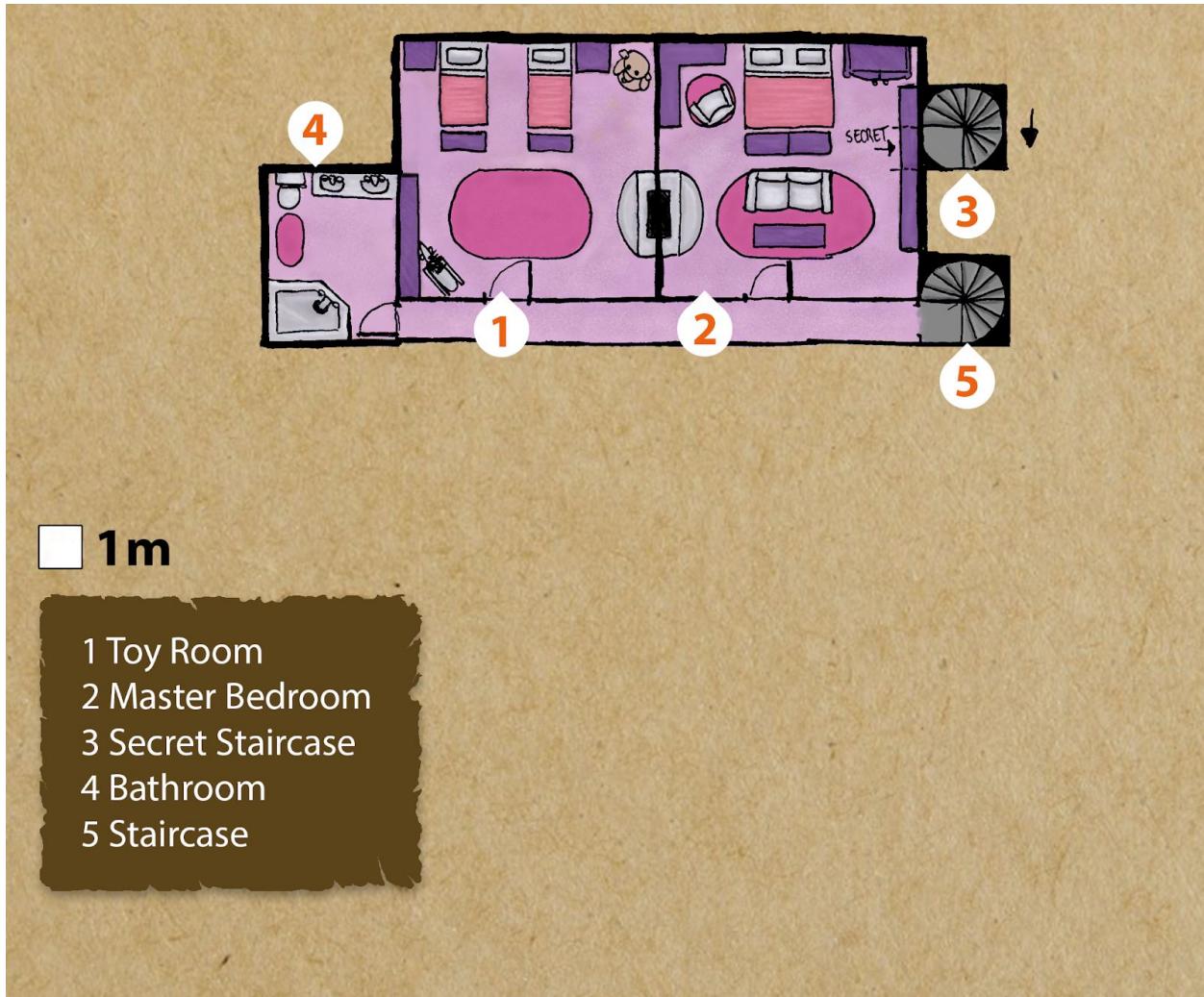
Bar (2m x 3m x 1m)



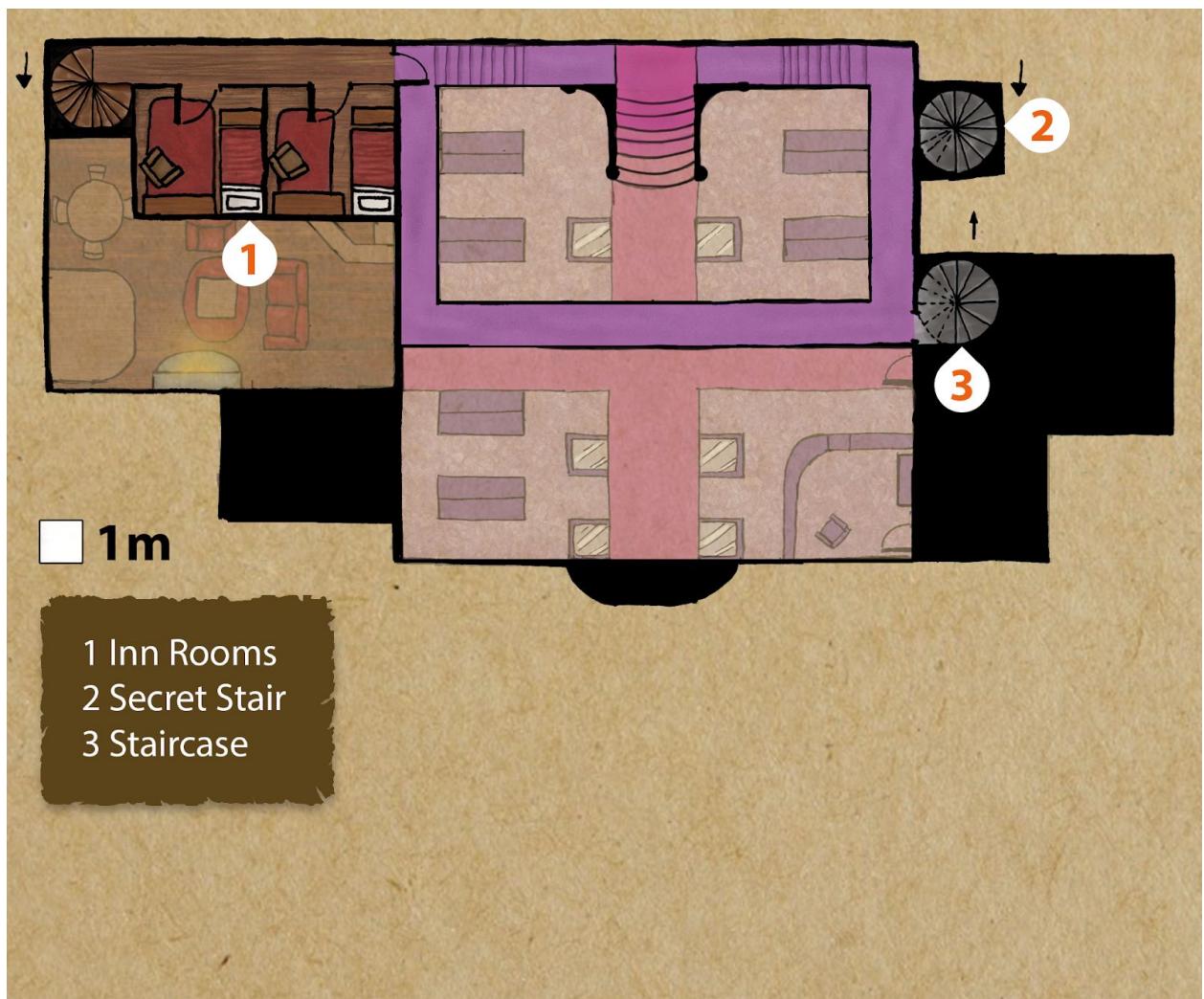
Rugs (various 1m to 3m)

# Layout

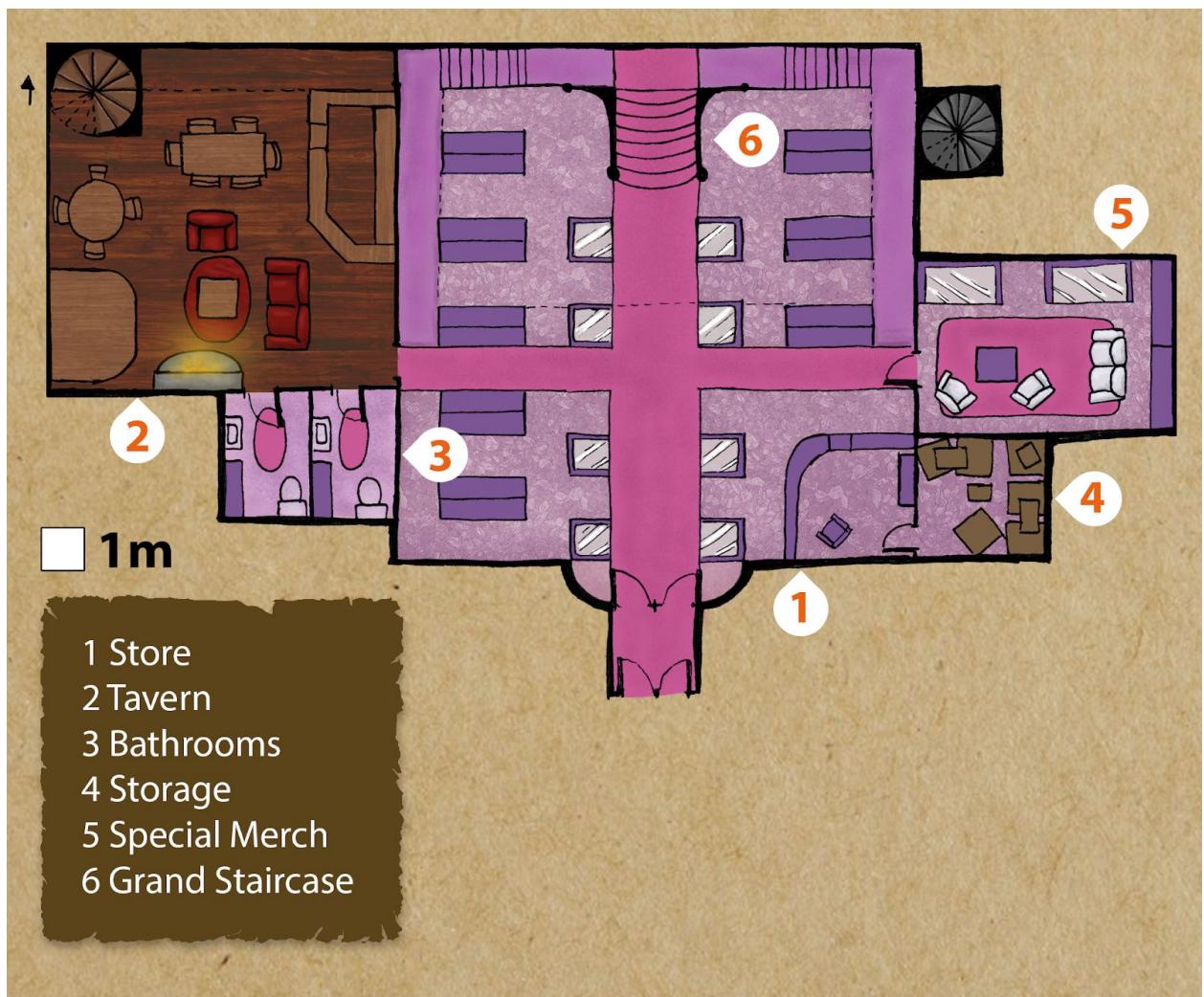
## Bedrooms Floor (Floor 3) Map



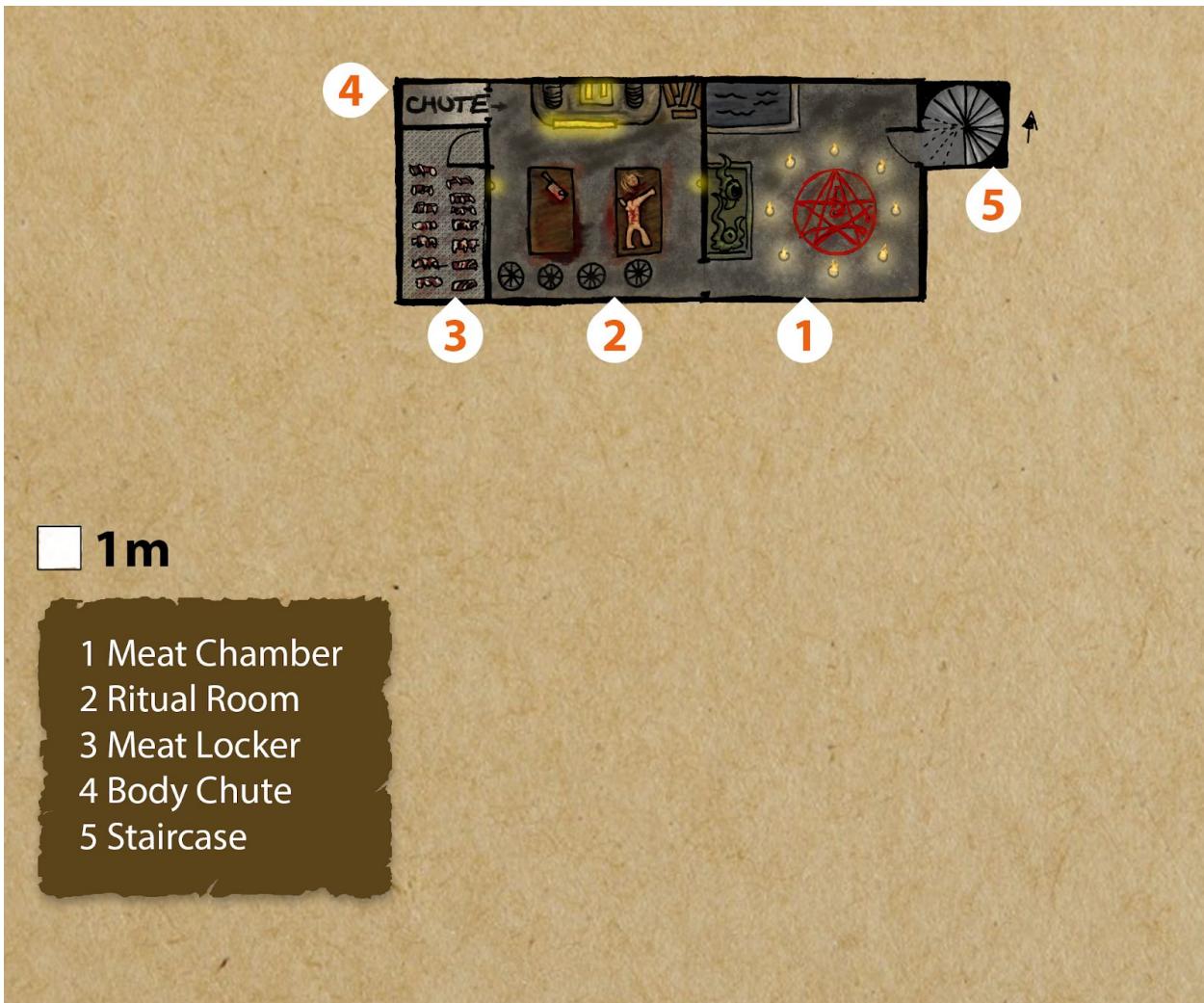
## Inn Rooms and Balcony (Floor 2) Map



## Shop & Tavern (Floor 1) Map



## Basement



# Schedule