

# Project Deignis

## *Creative Vision Document* Arcanist.Tech

Proposed Rating:

M - Rating

The M rating will be for: (using ESRBs Rating Guide)

Intense Violence  
Drugs  
Strong Language  
Use of Substances

### About:

Things that may develop later are Humor, Gaming, Nudity and Sexuality. I'm not that interested in having gambling or sex. If there is nudity; it would be mature but not crazy -- such as an NPC walking naked about town. Partial like a strip club. That being said, this is something that needs to be handled carefully. As there is the arcane and occultism -- that should be another shade. There should be a lot of punishments when it comes to failing something; especially high risk. In this game -- there is rarely someone who is wholly innocent.

Due to the nature of the game, it should show a reason why the player can freely go after the cult. This will be during a simple fection question that will enact a cutscene.

(Kids -- while not in the game, if mentioned, are at an Academy a little ways up for the year and are only back during Winter Break, Spring and Summer Vacation. So, there should be brochures or mention of some fake academy.)

Games it should feel/look like; in aesthetics.

- Resident Evil 2 Remake
- Vampire the Masquerade
- Daymare: 1998
- Yakuza

Essentially, it should feel and look realistic and gritty with some deep, bold colors. However, when there is a supernatural or arcane presence. The art style/player view should reflect that. This is less murder psycho sim/postal and more Occult. The entity that Mercer (the player character) is in contact with enjoys “cruel, corrupt or bad” souls the most. So, if the player investigates and find they have better favor.

Media to look into

- Dead Poets Society
- Skull and Bones
- Ninth House
- House of Thirteen Ghosts

The game is a cultist simulator (in a way) inspired by The Void, Ready or Not (the and the Ritual. The management part of the game is more of an after thought -- however, the player will need money to upgrade or buy something such as a security camera. The GameObject will be enabled once it's brought. If the player joins the Crescent Hill Society they may get a contact that allows them to be more cult like as it's the cult's contact.

While basic things such as food stock and whatnot can be brought at one specific store. They can buy upgraded stock -- that will be ( $\text{negativeAmount} / \text{aDay}$ ), so each morning the player will get a balance update.

The player chooses their gender for the character avatar. Male or Female (RMB -- Rainer Mercer Bogdan). They inherited the Hell Boar'd in Breakfast in the county of Rivet. A fictional county inside of Kentucky.

It will be in first person because I'm not the best at all at animations.

### Objectives:

- Kidnap People
  - For Rituals.
- Avoid Suspicion
  - So Rituals Go as Planned
- Manage Hotel
  - To bring in people to the town
- Induct People
  - To Join the Cult (for the others Master)

The player will be able to drive and stuff their victims inside of the vehicle to deliver them. They have determined the amount of time until they fully inherit the estate to satiate the deity, or die.

Realistically, the gameplay should feel a little like Thief Simulator -- with day and night, AI having their routines and picking up objects.

### Actions:

- Pulling on a mask.
  - When the player pulls on their mask, they are a bit incognito. The mask the player chooses has an attached tag that gives a specific noun in dialogue in regards to journal entries from NPCs. So, if the player is spotted while wearing a PIG mask by X NPC, and they have an entry. It'll say: "Was doing my daily routine when I saw a hooligan wearing a pig mask."
- Knocking People Out
  - Knocking out people is the primary action. As well as tying them up, it might be better for the player to steal zip ties rather than purchase them from the store. (Albeit, I don't currently know a way of distinguishing the difference unless there is specific bools attached to the zip)
- Registering People
  - NPCs who are from out of town and such (or who are there for the night for sexual reasons) can purchase a room to stay at. The player can give them a key to the room (and they will stay in that room for the duration of the stay -- Though, I do want to try AI pathing for routines)
- Commencing the Ritual, Keep places locked
  - When the player feels that everything is right, they can lock the doors to the Kitchen and bring the unconscious person to the secret area within the cellar, to perform the ritual.
- Driving
  - Really basic. While driving the player can switch through radio stations, each night should have an update (to clue the player on what to do and what not to do)
- Interacting with Objects (as in Player Affordance)
  - This is a maybe but if there is enough time and skill the player should interact with objects. Otherwise, a simple inventory system, grab and inspect should suffice.

With every ritual fully committed, the player character gains an ability. The first ability they gain is to break the mind of someone. Which they can only use once a day. This is nifty -- as in the player can be "caught" by a deputy and then break their mind so they can get away scotch free.

## Areas

The areas are divided into parts:

- Main Areas
  - Examples:
    - The Bed and Breakfast -- the players base of operations. The Bed and Breakfast allows for a source of sacrifices unless they choose instead of ritually sacrificing the townies. The player can also do a combination of the two. This means NPCs will have hidden ranks.
- Side Areas
  - Areas that might be underground or the Interior of a building. Side areas -- can be that surprisingly large warehouse or a labyrinth of a mining tunnel that leads to a hidden area.
- Wild Areas
  - This is self-explanatory. Wild Areas are just forest land area that is still within the players' gamespace.
- Hidden Areas - Will not show up on a map; the player has to do some sleuthing or wandering to discover these locations. Even then, they still might need an item to access the locations. These are within the above three areas.
  - Examples:
    - The Hunting Shack will have a hidden cellar (kind of like evil dead) where there is torture equipment, fresh blood and tools. However -- it can only be accessed if the player moves the sofa. The Hunter might be nearby -- probably won't kill the player but will definitely spawn and watch the player when they are near until a certain condition is met. So, the hunting shack is a hidden part of the wild area that has a "Side Area".
    - The Ritual Cellar inside of the Inn -- that the player discovers by "accident" after they find the book.

## NPC Rankings

The rankings will affect how the world responds to certain people being kidnapped. There are people that if -- kidnapped -- it will be much harder to do things as a search will ensure but the rewards should make the cons satisfied.

If the NPC has the NPC tag, there is an additional tag that the player can give them as apart of an inspector on the script. This script will dictate: the health, the rank and how much money the player will have for picking them up.

Examples:

- Bums might have a "E" rank however, they are 'finite and don't incur enough points.
- The local dentist being taken would likely be a "A" rank and police and people will patrol often; however, the hunting shack will not be able to easily get into anymore unless the player has the key.
- The player can take people from their own Inn but that's detrimental to the balance and such.

Resources (APA Format Later)

<https://www.esrb.org/ratings-guide/>

### Radio Stations:

- While in the car, the player can change radio stations. There will be one that is more:
  - Ballads
  - Witchhouse
  - Pianos/Classical

### Weather:

While there is no adverse side effects to whether, what could be planned is:

- Rain
- Thunderstorm
- Windy
- Cloudy
- Fog
- Clear

All of this is part of a more fall mood that should be captured. The game should feel like you are walking around a somewhat, familiar old town with a mix of old money and somewhat welcoming folk. Aside from the Town Circle, a lot of things are spaced out. When it comes to aesthetics in words it should feel like dark academia, creepy, occult and whatnot. The player has the option to leave town at anytime until the # person is sacrificed. Then they are locked into it. There is nothing they can do besides proceed. The best endings are to leave, to kill all of the opposing cult (granted will likely be arrested) and the worst is to join the opposing cult -- fulfilling their wishes or middle ground is to become powerful yourself. There is also the route of not doing anything and just being a bed and breakfast. Canon ending is a tie between getting arrested and becoming powerful -- or a mash up between the two.

### Aesthetics in sentences:

1. Driving down the highway with rain pattering against the hood while listening to music.
2. Stopping in an alleyway to inhale a drag of the cigarette.
3. That copper taste of blood, and the adrenaline after getting into a fight.
4. Standing at a payphone waiting for the person to pick up on the other line while in the chilling cold.
5. Hearing the music of an indie band play outside as you sit on the curb waiting for your friend to arrive.
6. Opening a book to your favorite chapter and seeing a note from someone who you used to speak with -- they might be available to talk to or not.
7. Stopping in front of the door as you hear your friends having a fun time, you weren't invited, so instead of knocking you just walk off and go eat some noodles.
8. Sitting down watching your favorite movie and doing nothing but that, you are genuinely smiling for the first time in a long time -- it's the relief and contentment you've been waiting for.
9. Going to a diner and sitting at a corner booth, ordering a dish of your choice and a dessert.
10. You absent-mindedly eat or swirl your drink around with a straw; not waiting for anyone or anything, just thinking -- wondering what you will do next and the waiter taps your shoulder startling you out of your daze.
11. Remembering that lingering touch of the stranger whose number you forgot to get -- their definitely your type, and they enter the diner and sit down in front of you.
12. You're cleaning out the place you just got by yourself and dumping out the trash, you come across this book of the occult while you are cleaning -- the book is clean and feels harmless, you start looking through it as you listen to some music.
13. The tire of the car popped as you were driving to pick up a friend whole lives decently far out and there is nothing there but there is an ominous feeling; despite it, you replace the tire and continue on trying to shake that feeling that you were being watched.
14. Falling asleep at the desk waiting for an email, you awake to a blanket draped around you but you live alone and the doors are locked -- the occult book is open.

Music will probably be from the NIN Ghosts I-IV album; however, I would absolutely love an ending song to be Ruth's Lost Boy or Kavinsky Nightcall.

Ideally -- The songs the player should be able to listen to on the radio should be tracks like:

- Trevor Something - [The Ghost](#)
- Lorn - [Acid Rain](#)
- Mr. Kitty - [After Dark](#)

## **Deignis Prototype**

The question is -- what would the prototype of this project be?

The player is in a place that is modelled after a small borough in my city -- probably Old Louisville or Germantown. The player will be able to drive around, interact with various things and go into shops. The art direction, lighting and such is what is the most important. So, as a prototype -- I will likely not be using Horror Engine that's in Unreal Engine.

At least the city skyline should look like Louisvilles' skyline.

There should be a day/night cycle and a series of objects the player must complete at the end of the week. (probably) This is essentially level design show-casing.

## Prototype Image References

*(including where the image is from)*



A hardware store at 2nd and Oak Streets, Old Louisville, KY.

















### Quest Ideas for Prototype

1. Player must find a barrel to burn the evidence.
2. Player needs to go through an abandoned train overpass.
3. Players need to drive the car to the highway to reach the designated borough; they can listen to music and change the radio, and when they first enter there will be a song the plays and starts.
4. Getting a pack of beer from a store.
5. Getting back into the car, can go through a way now --
6. Meet up with friends at a derelict area, drink and celebrate.

### Affordances & Hidden Affordances

The hidden affordances will likely be the hardest -- I'm debating on having an UI and/or inventory. At the most when it comes to the UI -- just a simple dot in the center and possibly only letting the player know they can interact with just the main things.

Another affordances are cassette tapes; there might be a couple scattered around that the player can use while inside of the car but that won't be said or suggested -- just while inside of the car, press "M" to play the cassette -- which while feature a slight animation of a cassette tape going in. Areas the player can go inside might be slightly ajar, or there might be a place that's boarded but if the player crouches they can go inside.

Now, the first thing that should be done for this prototype -- is to design the map. It should be simple. As it's a true one taken from google maps and likely edited just a slight bit.

### GRATIS

G - The goal of the prototype is to reach the highway.

R - The rules of the game are:

- The player must stick to shadows when they perform "stealth" kills.
- The player must not alert anyone to their actions.
- The player must complete objects to progress.

A - The player can:

- Crouch
- Grab Items / Person
- Drive
- Interact

T - Transitions will be interior and exterior.

I - Items in this will be:

- Objects that the player can grab.
- Car keys.
- Beer case.
- Money

S - The set up begins in an alleyway off a residential district the player must destroy the evidence and leave before the cops arrive.

### Map of Lou





