



Design Document

Sontra

Cabin in the Woods
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25.2.2018

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INTRODUCTORY SEQUENCE

When the player starts a new game or restarts their game of Cabin in the Woods, this is the sequence that plays. It is set against a black canvas, features two images and one player choice. The choice determines which internal reflection comes after the main body of text. The choice also affects NPC dialogue later in the game. **NB:** varying text alignment.

CONTROL BAR

In the beginning, the place looked abandoned...

...now it doesn't.

In the beginning, there was no light source...

...except for our cellphones.

TEXT BOX

"They can track our phones through GPS!"

"Turn it off."

"Bah! There are no search parties yet. They're going to wait for us to come back, then deny us dessert as punishment – maybe eat it loudly in front of us to drive the message across."

"I've already thrown mine in the lake."

"What?"

IMAGE 1: HANDS

(An image of hands fades in, replacing the text box, and the following line appears next to it soon after.)

(PS. In the final version I will have a couple of different images of hands to make it less clear whether the player has feminine or masculine hands.)

...whereas you never even had a phone.

IMAGE 2: WOOD-BURNING STOVE

(The hands fade out and are replaced by a close-up of a fire in the stove, but greyed-out/transparent enough that the following line can be made readable on top of the image.)

There is a fire in the wood burner. Looking at the fire, you feel...

CONTROL BAR

CHOICE: EXCITED / RELIEVED / SKEPTICAL

1. ...excited. You worked for this fire. You *earned* its warmth and comfort. You created a place for yourself where there was none. You could not be prouder of yourself in this moment. Finally, it's all up to *you*.
2. ...relieved. This is a place where it does not matter that you have less than others. Here everyone has little. Maybe even too little. We are going to need everyone's effort and cooperation to make it, which means that you are *needed*. At last there exists common ground where you stand as one among *equals*.
3. ...skeptical. That fire is not going to last long, and neither is the spirit of all these hopefuls basking in its short-lived heat. They dream big but are only now getting their first taste of true deprivation. The hunger, the cold, the lack of privacy, illness... the last of which will be a guaranteed breaking point for this unlikely uprising.

IMAGE 2 FADES OUT

(For the final version I would like a transition animation that resembles eyes closing and opening a few times, before slowly closing for the last time.)

TEXT BOX

...it was a good dream.

You dreamt of flying. From tree to tree you leapt, and a gust of wind swept you up beyond the canopy, from where you were gliding down gracefully, admiring the views, until your descent ended in a dip in ice-cold, dark, murky water. The shock woke you up.

...the fire has gone out.

INTRODUCTORY GROUP DIALOGUE

After the intro sequence, the player gets to move around. They will not meet any NPCs until they come to the pond canvas, where all five of them are standing with their backs to the player. Aate is trying to fish with a makeshift rod, and the other four are watching and making comments (except for Elina who remains silent).

CANVAS: POND
SPRITES: ALL NPCS

TEXT BOXES ABOVE/NEAR CHARACTER HEADS

Tuomo: "Sä tarviit veneen."

Juhani: "Se tarvii isomman lammen."

Tuomo: "Niin siis järven."

Juhani: "Kai täältä jotain löytyy... järventapaista."

Tuomo: "Ne on kaikki asuttuja."

Juhani: "Ai."

Aate: "Ei se asutus haittaa, kunhan ei oo teitin mutsi ja faija. Joka miehen oikeus takaa yhtäläiset mahdollisuudet luonnon avujen hyväksikäyttöön. Eikä se oo meiltä pois, jos siellä jotain tönöjä on, ko ei ne kuitenkaan ite sit kalasta, asuu vaan ja kattoo ikkunasta maisemaa, ja ehkä kerran vuodessa ottaa valokuvan ko kurjet saapuu järvelle muhimaan, hashtag discovery channel hashtag se aika vuodesta hashtag takapiha."

Tuomo: "Niin ja niiden penskat kusee siihen järveen ja kaikki ne kalat ui siinä ja hengittää sitä kusivettä, että sellasta kalaa sieltä löytyy!"

Annika: "Tosi kiva, Tuomo. Mä meen nyt takasin. Onnea yritykseen, Aate."

Juhani: "Onnea."

Tuomo: "Pärjäile."

WORD REVEAL

Tuomo: "Sä (**you**) tarviit (**need**) veneen (**boat**)."

Juhani: "Se (**it**) tarvii (**needs**) isomman (**bigger**) lammen (**pond**)."

Tuomo: "Niin (**right**) siis (**so**) järven (**lake**)."

Juhani: "Kai (**I guess**) täältä (**from here**) jotain (**something**) löytyy (**is found**)... järventapaista (**lake-like**)."

Tuomo: "Ne (**they**) on (**is**) kaikki (**all**) asuttuja (**inhabited**)."

Juhani: "Ai (**oh**)."

Aate: "Ei (**not**) se (**it**) asutus (**settlement**) haittaa (**troubles**), kunhan (**as long as**) ei (**not**) oo (**be**) teitin (**your**) mutsi (**mother**) ja (**and**) faija (**father**). Joka (**every**) miehen (**man's**) oikeus (**right**) takaa (**ensures**) yhtäläiset (**equal**) mahdollisuudet (**chances**) luonnon (**nature's**) avujen (**commodities**) hyväksyntään (**to exploitation**). Eikä (**and not**) se (**it**) oo (**be**) meiltä (**from us**) pois (**away**), jos (**if**) siellä (**there**) jotain (**some**) tönöjä (**hovels**) on (**is**), ko (**when**) ei (**not**) ne (**they**) kuitenkaan (**anyway**) ite (**themselves**) sit (**then**) kalasta (**fish**), asuu (**reside**) vaan (**only**) ja (**and**) kattoo (**watch**) ikkunasta (**from window**) maisemaa (**landscape**), ja (**and**) ehkä (**maybe**) kerran (**once**) vuodessa (**in year**) ottaa (**take**) valokuvan (**photograph**) ko (**when**) kurjet (**cranes**) saapuu (**arrive**) järvelle (**to the lake**) muhimaan (**to shag**), hashtag (-) discovery (-) channel (-) hashtag (-) se (**it**) aika (**time**) vuodesta (**of the year**) hashtag (-) takapiha (**back yard**)."

Tuomo: "Niin (**so**) ja (**and**) niiden (**their**) penskat (**kids**) kusee (**piss**) siihen (**in it**) järveen (**into lake**) ja (**and**) kaikki (**all**) ne (**they**) kalat (**fishes**) ui (**swim**) siinä (**in it**) ja (**and**) hengittää (**breath**) sitä (**that**) kusivettä (**piss water**), että (**that**) sellasta (**that kind of**) kalaa (**fish**) sieltä (**from there**) löytyy (**is found**)!"

Annika: "Tosi (**very**) kiva (**nice**), Tuomo. Mä (**I**) meen (**go**) nyt (**now**) takasin (**back**). Onnea (**luck**) yritykseen (**to the attempt**), Aate."

Juhani: "Onnea (**luck**)."

Tuomo: "Pärjääle (**take care**)."

ALL SPRITES EXCEPT AATE FADE OUT ONE BY ONE

LIST OF ALL AATE HINTS

- | | |
|-------------------|--------------------------------------|
| 1. Hunger | ~ global hint ~ |
| 2. I'm fine | ~ ineffective situational response ~ |
| 3. I do | ~ successful situational response ~ |
| 4. Seven brothers | ~ hint about Juhani ~ |
| 5. Father | ~ Aate's ending hint ~ |

AATE DIALOGUE # 1

When the other NPCs have left the pond after the intro group dialogue, the player can click on Aate to initiate conversation. Aate will begin by greeting the player, asking how they are, and saying one of two lines depending on the player's attitude choice in the intro sequence. At this point, the player enters the puzzle dialogue mode. Two hints are provided by default, the so-called *situational response hints*.

CANVAS: POND

SPRITES: AATE NPC

TEXT BOX

"Hei, hiljainen kaveri."

"Mitä kuuluu?"

(depending on player's attitude choice)

1. Excited: "Tykkäätkö kalastamisesta?"
2. Relieved: "Tykkäätkö kalastamisesta?"
3. Skeptical: "Näytät vähän väsyneeltä."

WORD REVEAL

"Hei (**hi**), hiljainen (**quiet**) kaveri (**fellow**)."

"Mitä (**what**) kuuluu (**is up**)?"

(depending on player's attitude choice)

1. Excited: "Tykkäätkö (**do you like**) kalastamisesta (**of fishing**)?"
2. Relieved: "Tykkäätkö (**do you like**) kalastamisesta (**of fishing**)?"
3. Skeptical: "Näytät (**you look**) vähän (**a little**) väsyneeltä (**tired**)."