



Design Document

Sontra

Cabin in the Woods
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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.