Haunted: A Doll's Story

What We Originally Pitched

Story- What the Game is About

 Ever since your friends told a scary story about an old broken-down mansion in the woods everyone thinks is haunted, you've dreamed of it every night. You wander the creaking house, searching for a familiar voice that calls for your help. You follow the voice, but there are things in the shadows of the old house…waiting for you to slip up and drag you into the void with them.

 You wake up, thankful it was just a dream, until the night you don't wake up at all…

• Are you trapped in a dream? Or are your dreams real? Either way, your only ally is broken doll that holds the key to escaping each room before the void devours it.

Can you escape the House Beyond the Veil?

Systems and Mechanics- How You Play the Game

- Single player
- 3D Lowpoly
- Genre: Horror/Mystery/Puzzle
- Collect Fate Cards to feed to Dollie, your cobot. The Fate Cards are actions that allow Dollie to protect you against monsters in the game.
- Fate cards are also pieces of a map that can help you escape.
- Customize Dollie's look and feel.

Aesthetics: What the Game Could Look Like

- -Dark horror setting
- -Soft dreamy palette
- Low poly 3-D
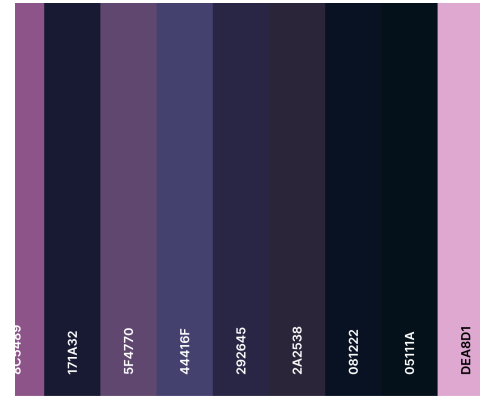
New Storyline
3/22/22

Overall Story

Ever since your friends told a story about the local legend, The Dollhouse, you've dreamed of it every night.

The legend said the house used to be owned by the Jones, a wealthy family who had an only child, Rhoda.

Rhoda would often invite other kids over to play, but if they didn't play by **her** rules, she'd turn them into dolls and keep them in her bedroom. Then they had to play with her forever.

In your dreams you wander the creaking house, searching for a familiar voice that calls for your help and hearing the patter of tiny footsteps. You follow the voice, but there are things in the shadows of the old house...waiting for you to slip up and drag you into the void with them.

Usually, you wake up, thankful it was just a dream, but tonight you may not wake up at all...

What Do Players Do?

Players try to escape the house with the help of one of Rhoda's dolls. Over the course of the game, the player uncovers the history of each doll and the house's former inhabitants using puzzles, items, and atmospheric clues. If the player and their doll guide get through all the puzzles and out of the basement, the doll is freed...but the player is not freed until they rescue the other dolls from the house.

The doll acts as your cobot, and you can access the doll's programming and cobot moves through Mirrors in the house. Anchor rooms have two types of puzzles. One non programming puzzle and one programming puzzle.

There are three "Anchor" rooms, they pace the narrative and act as anchors for our MVP. Our first MVP consists of three accessible rooms. Rhoda's Bedroom, the Kitchen, and the Basement.

Rhoda does not appear in the game as a full-fledged person, but she is the dark that creeps around the edges of the house. Her presence is felt in pictures, notes, and passive aggressive items. You *may* **hear her voice asking you to play with her.**

Story Points- Anchor Room- Rhoda's Bedroom

- Rhoda's Bedroom should feel like a 1960's/70's traditional girly room. The biggest part of this room is a wall of different dolls in all different sizes.

- Inside this room in a drawer is an invitation to Rhoda's birthday sleepover with the player's name on it.

- The room is locked. If the player mouses over the doll wall, the first doll (Tasha) will come to life and follow the player.

- The doll will explain that they know how to get out of the house and how to avoid Rhoda. Once the player solves both puzzles (cobot/non cobot) they leave the room and move on to the kitchen.

Doll Not Included

Doll 1- Tasha- "The Baby Doll"

LaTasha Murray was a 9-year-old who was invited to Rhoda Jones' birthday party. Rhoda turned her into a doll after she lost a game of hopscotch to Tasha.

Tasha was turned into a baby doll style of doll, with short limbs that can't move far very fast, and a resilient body. Tasha is a smart and sweet doll, that gets frustrated very easily. She is the first doll the player tries to free.

Tasha's design is based on Kenya (Mattel) and Addy (American Girl Dolls). Her clothing should be more Addy, with 1800's clothing.
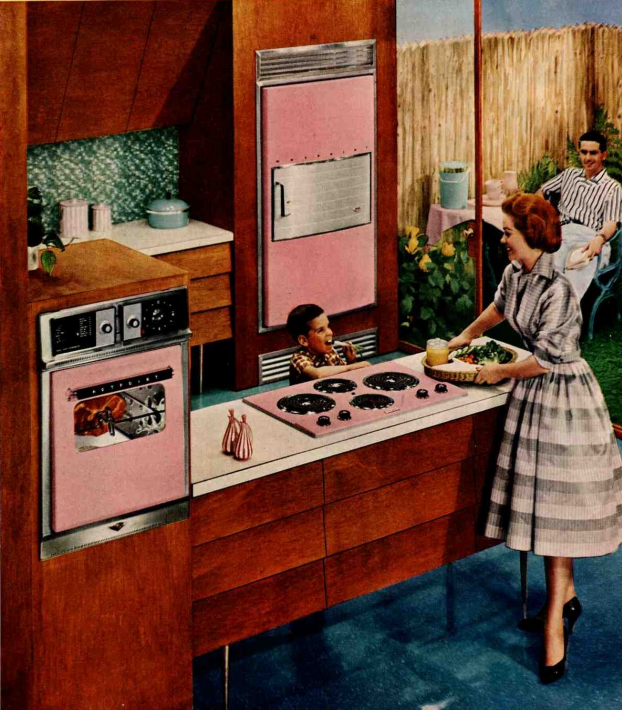
Story Points- Anchor Room- Kitchen

- The Kitchen is the next anchor room. It should feel old and outdated with items around that make it feel like a party may have been held in it somewhere.

- There are references to the family around the room, perhaps even a picture of Rhoda in life.

- This room has two puzzles in it as well. You gain a key to the basement in this room, as well as more information that tells you how and why Tasha remains here.
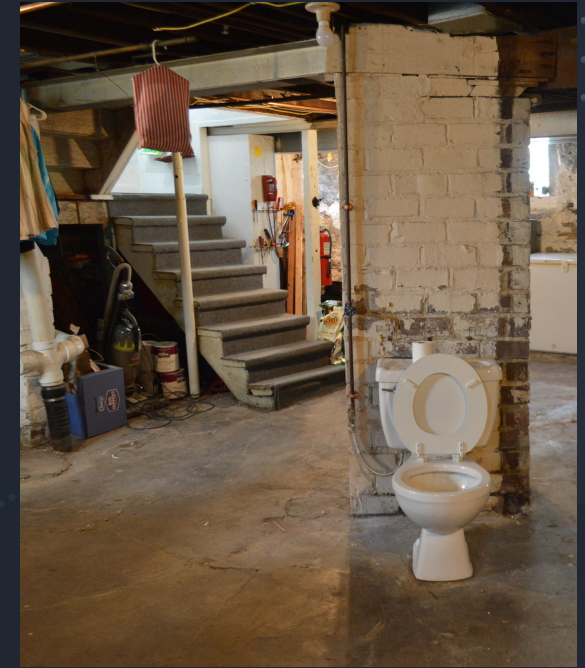
Story Points-
Anchor Room-
Basement

- The Basement should be the scariest room. This also contains a cobot puzzle and a non programming puzzle.

- It should feel like a grimy basement with a "workshop".

- Having a Pittsburgh toilet here would be fun.

- The Basement should have a pile of broken doll parts. This way, it implies that Rhoda may have been doing this for a long time, and that some dolls do not last.

- If the player completes all the puzzles, the basement door opens to a white fade out. If we can, a thank you from Tasha can be heard/read.

- This fade out spits you right back in the same bedroom. This time, the space where Tasha was is empty. For MVP 1 we end there.

Items As Story

- In each room there are a set number of items a player can add to their inventory. These items unveil the story but can also be used to theme into the cobot airduct puzzles, the overall mystery and give the feeling of suspense, like diary entries.

- Potential Items to find: Sleepover invitation with the player's name on it, Pictures of other kids, sleepover snacks, backpacks from former kids, report cards with concerned notes from Rhoda's teachers, doll parts etc.

Mirrors-

- Mirrors are how we can see and communicate with the doll while it's crawling around in the airduct. In a room with a cobot puzzle, there must be a mirror. There can never be a mirror in a room without a cobot puzzle.

Rhoda Jones

- Rhoda Jones is an entitled, maniacal, cruel, child with arcane powers. Rhoda's personality is snotty and demanding, and while you never physically see her, you should *feel* her everywhere in the house. Rhoda is based on Rhoda Penmark in The Bad Seed, Samara from Ringu/The Ring crossed with that Twilight Episode where the kid wishes people away into the cornfields.