



THE DOOR
ON THE
THIRD FLOOR

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THE DOOR ON THE THIRD FLOOR

High Level Concept

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*You are all alone in a remote, dark mansion.
All you see is dark shadows and strange shapes.
All you hear is the storm outside, and the squeaking of your wheelchair.
All you want is to find your parents - who may have abandoned you.
All you have is your wits, an old hand crank lamp, and whatever you can find in this eerie place.*

Somehow this has to be enough to take you to the 3rd floor, where you saw your parents enter the blue door.

*To get to the top floor where you last saw your parents, you must use your wits.
While combining items and finding clues will get you far, the real test is in the dark parts of the house.*

Both hands are needed to move the wheelchair forward.

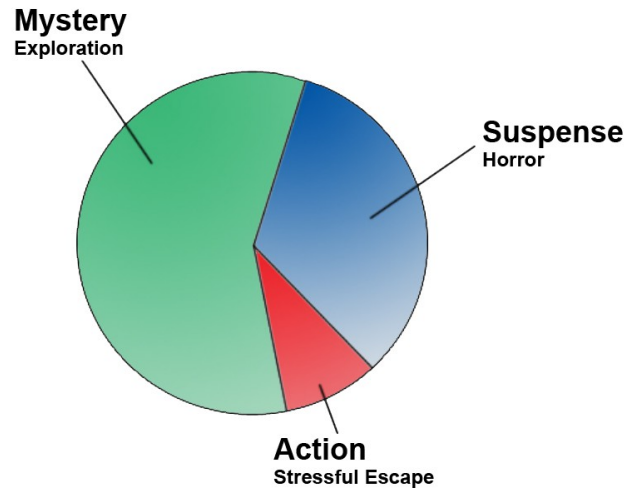
Both hands are needed to use the antique hand-crank lamp.

Both hands are needed to use that object you found.

You can only perform one action at a time. Choose, and choose well. Life and death is in the balance.

OVERVIEW

Audience:	Core gamers & mystery fans
Genre:	Mystery/Investigation, Horror
Platform:	PC, Oculus Rift support
Property:	New IP
Expected Rating:	T / Teen



ONE SENTENCE SLAM DUNK

Abandoned but not alone, a boy with nothing but his wheelchair and a hand-cranked lamp, must search a dark mansion for his parents.

GAME VISION

The players will experience true helplessness, as a wheelchair bound boy.

They will constantly weigh their fear of the dark against their desire to explore.

They will wish the story wasn't over, and wonder about its real meaning.

They will feel the puzzles made sense.

Players will say the Oculus was used to its fullest.

They will marvel at the beauty, shiver at the memory of darkness and dare their friends to play.

All this will be accomplished by using proven mechanics such as combining items and finding clues in dusty places, but also the novel features described below:

TRUE HELPLESSNESS = TRUE HORROR

Playing as someone truly defenseless, a wheelchair bound boy, will let the player experience horror from a new perspective.

ONE ACTION AT THE TIME

Limiting the player to one single action at the time, (moving included) will enhance the feelings of helplessness and panic.



Notice the subtle cross hair

ONE PROBLEM MANY SOLUTIONS

There are several ways of solving each puzzle. While being far from obvious they will all be based on real world logic.

A STORY BETWEEN THE LINES

The story is told through old journals, notes, footprints and bloodstains. It is up to the player to figure out what is really going on. No cinematic will give him the answers.

OCULUS - TERROR TOOL



LOOK AND LIGHT

This new technology lets us change the environment depending on what the player looks at. Subtle changes in lighting greatly changes the experience. This way blood stains get creepier and “havens” cozier.

PERIPHERAL SCARE

Unknown = scary. Knowing where the player is looking allows us to place our horrors in his peripheral. Thus keeping the scary unknown.



SEARCHING EYE

When the player looks at an interactive game object it lights up ever so slightly. This mechanic makes the experience more immersive.

GAME AUDIENCE

The game is geared towards players who enjoy the mystery and horror genre, but also towards those who enjoy investigation and exploration in games. Considering this is a story-driven game with horror and mystery elements, the game might not be considered as ideal for young children, as the main character is in a susceptible role, and a victim of parental abandonment. Therefor the game is aimed at teens, 14 years, and older.

The audience consists of regular gamers that enjoy investigation/mystery-titles like *L.A. Noire*, and horror-titles such as *Amnesia*. But it also welcomes more “casual” horror-games players that enjoy games like *Slender*.

The length of one sitting depends on the player. How much time they want to play, how much they can play and their stress-tolerance, but we estimate that the average sitting will be around 2 hours. The length of the game is about 6-10 hours, which goes well with welcoming more casual players and the rising popularity of Let's Play videos on the internet, specifically when it comes to playing horror games and filming their reactions.

No specific gender is considered the target audience, they can be either male or female.

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GAME DESIGN

GAME SCOPE

The mansion is large and consists of four floors, the first floor where you start on, the second floor, the third floor and the basement. The areas will unlock upon story progression.

The mansion will be built in realistic proportions, but slightly adjusted to make the game feel better. In average, the floors are about 500 m², with the cellar-floor being about half as small.

During most parts of the game, you'll only see the boy you play as. Other characters in the story are the boy's parents and his aunt, will only be seen and interacted with in the beginning of the game. They'll speak the boy during the first introduction scenes and can then be interacted with briefly outside of scenes until they disappear. Apart from them, there are only shadows and the monsters lurking within them. There will be several, distinctly different monsters that will make multiple appearances throughout the game.

And then there is the mysterious little girl. Seemingly, she never breathes a word to the boy, but she leaves hints to him that helps him continue and that is the closest they'll get to communication. She only appears throughout the game on a few occasions, but is constantly built up as being an important character in this mystery, a helpful source of information, but also someone who's deadly and probably the one the boy should fear the most.

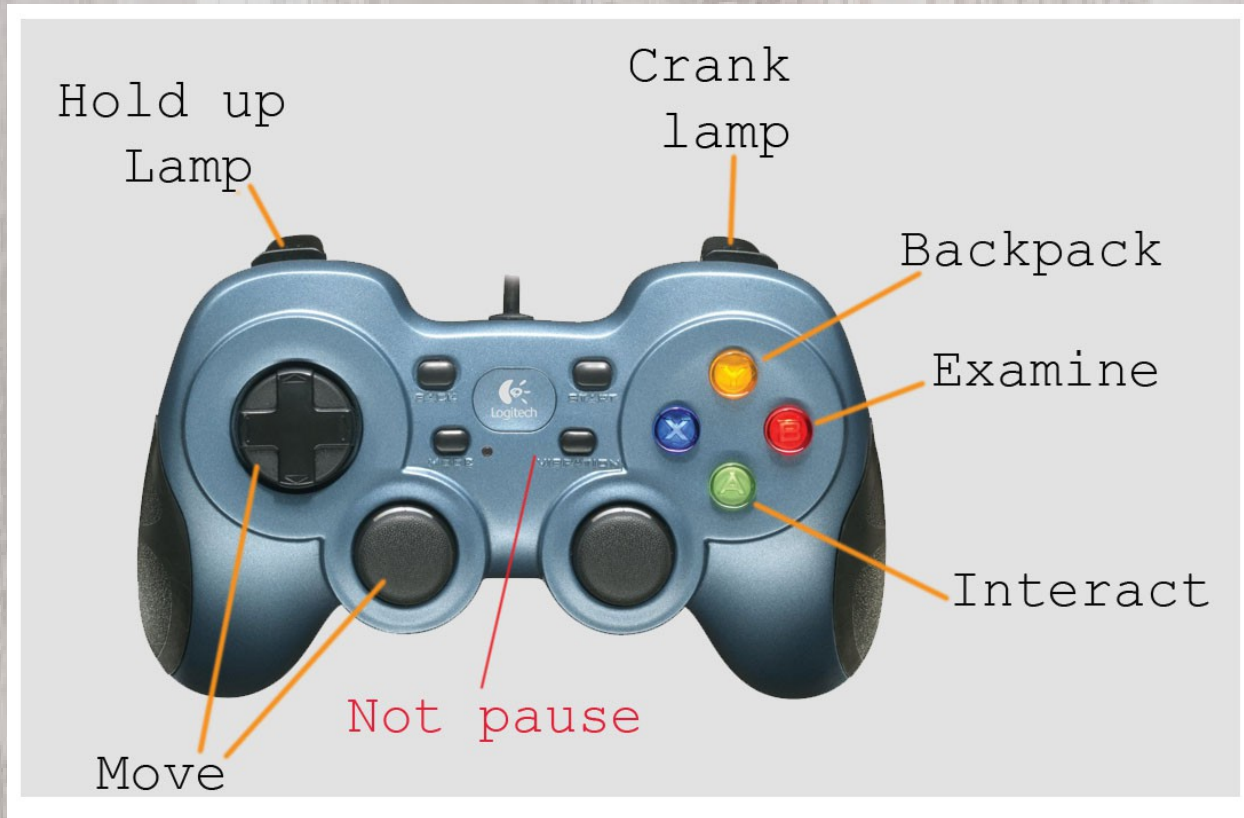
CORE MECHANICS

- Turning the wheels on the wheelchair to move throughout the mansion. This is the only mode of transportation available to the player and as turning the wheels requires both hands no other actions are available while moving.
- Lighting up surrounding areas by hand-cranking your electric torch. This will mainly be used to look for paths through dark areas and items hidden in the shadows. Since the electric torch cannot be used while the player turns the wheels on the wheelchair most dark rooms will have one or a few small light sources to act as reference for the player when moving.
- Collecting items such as light bulbs for your electric torch, keys to open doors and fuses or other parts to solve puzzles. Objects that you are able to interact with will shimmer when the player looks directly at them to hint that these items can be used.

SECONDARY MECHANICS

- Exchanging light bulb in your electric torch as the old one breaks. The light bulbs will have a basic lifetime but after passing that they can break at seemingly random intervals. This is to keep the player on edge and maybe even want to switch out a still working light bulb, fearing that it will break during a critical moment.
- Solving puzzles by combining items (e.g. fuses + fuse box), figuring out codes and patterns to access new areas and items.
- Escaping from monsters and other dangers hiding in the shadows. Being caught means immediate death.

SIMPLE CONTROLS



BASIC INTERACTION

- Aim center point at object.
- Press button to interact with said object.

Different objects will allow for different kinds of interaction.

Available for all are:

- Examine - The boy shares his thoughts on what he sees.

Available for most:

- Pick up - the boy adds the object to the backpack hanging on his wheelchair.
- Interact - Different for each object; turn handle, open, kick, use, press etc.



INTUITIVE CONTROLS - REALISTIC INTERACTION

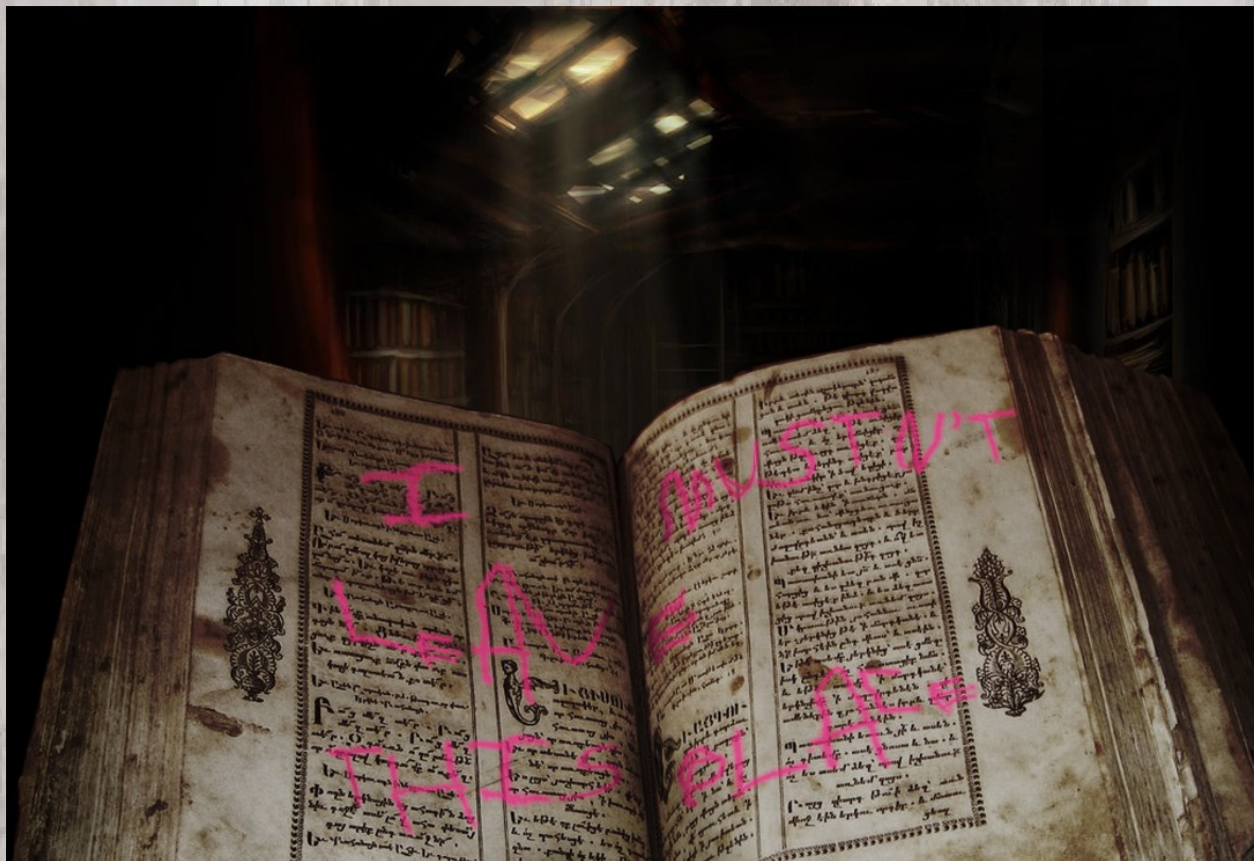
USING THE LAMP

The boy needs two hands to operate the lamp. One to hold it up and one to crank the generator handle. You, the player must also use two hands, or fingers. This makes the in-game technology easier to accept. Especially when you suddenly need to put down the lamp to escape a pointy, toothed danger.

Did we mention that using the lamp temporarily ruins your ability to see in the dark?

READING A BOOK - A STRESSFUL EXPERIENCE

Finding secrets in old books should be exciting. In The Door... books will never cover the screen, you have to look down on the yellowing pages. Down and away from the open door where something just moved.

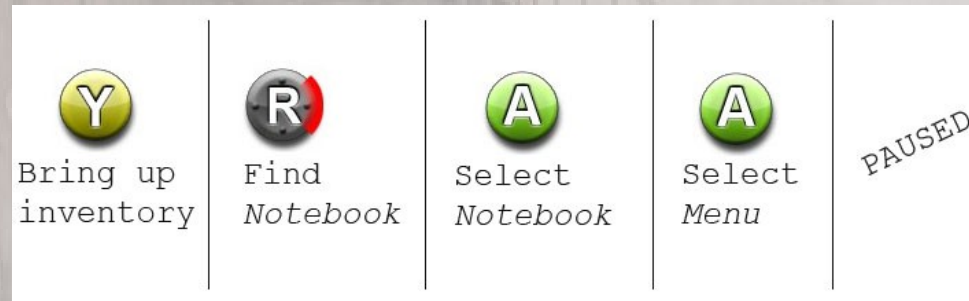


PAUSE - THREE CLICKS AWAY

Pausing is for going to the bathroom, not to break immersion in the middle of a great game session. The door... helps you stay in game.

You can pause the game whenever you like. Just press the inventory button to open the backpack, choose the Notebook, and use it. Sounds stressful?

Don't worry, you can save as often as you like.



NO HUD NEEDED

Till [tech company] prints led displays on our retinas, HUDs will feel unnatural and unreal. Something that belongs in a game, not in exploring mystical mansions. Therefore The door... has no HUD. This keeps you immersed in the wonderful ambiance, and is more oculus friendly. Also, there is no HUD needed. The strange objects you find are kept in your backpack. The wheelchair is under your but, and the lamp in your lap.

METAGAME

As the title suggests, you are supposed to get to the third floor of the mansion. But since you're in a wheelchair and stuck on the first floor, you have a long way to go.

The areas of the game are locked by being inaccessible in different ways. Doors can be locked, other floors cannot be reached due to you being in a wheelchair and incapable of climbing stairs and you can't go outside since there's a storm raging. Some of these locked areas can be unlocked after fulfilling a certain requirement, such as fetching a key or solving a puzzle.

Overcoming obstacles will reward the player with useful objects, like light bulbs. The obstacles will get gradually tougher to solve, and depending on what floor you're on you will notice a difference in difficulty. This does not only apply for puzzles. For example, when you only have access to the first floor and have to find a key to a locked door on this floor. The key will always be somewhere on the first floor. But if you want to unlock a door on the third floor, it can be anywhere in the house, including the previous floors.

Other less materialistic rewards can be reaching new areas and finding clues. While most areas of the mansion will have an eerie feeling that keeps the player on edge, the player will reach areas that are completely different and are completely unique. These rooms break up the scary scenery with different colours and lighting and gives the player a tranquil feeling. The feeling of momentary safety and tranquility can be seen as a reward as it lets the player take a breather before continuing on with the horrors of the mansion.

The more rewarding feeling is the vivid feeling of being able to put all the puzzle pieces into place as they collect and find more clues about the mansion, about his family and what he might find on the third floor. More hints on the mystery are given to the player if they explore the mansion outside of only playing to reach the end, thereby rewarding the more exploring player with more information than the player rushing to the end.

ART DIRECTION

Old, bizarre corridors overwhelmed by darkness, meets dazzling halls draped in mystifying light in a mansion where reality is not certain.

The art will keep a realistic style but with strong, stylized lighting and sharp contrasts. This will let us create believable, scary parts with the darker areas but also beautiful, mystical scenes by using stronger lighting and colors. The characters will keep a realistic design, no weird or extreme proportions.

The mansion appears to have been built sometime during the 17th or 18th century but is partly remodelled and filled with technological trinkets appearing to belong in the 20th or even the 21st century. This is to make the mansion feel strange and unsettling, as if it has been perverted by remodeling and new inventions.

The architecture uses dark wood and grey stone for the exterior, the basement and for some of the more secluded pathways and corridors, keeping a fairly simple, rectangular style to let only certain objects stand out in the darkness. The more grandiose corridors and halls uses brighter, red wood for walls with high ceilings adorned with arches and floors of marble and polished wood, giving plenty of room for strong lighting and intricate details to astound the player.

The darker areas are strongly inspired by games like *Amnesia* and *Syberia* with their gritty and somewhat strange architecture. The brighter rooms take inspiration from *Trine's* saturated colors and lighting as well as the architecture of the upper class halls of *Dishonored*.

Dark areas will be nearly pitch black with only small spaces (such as windows, door openings or candles on a table) lit. These areas are meant to make the player choose between using the flashlight to survey the area or keep moving through the dark, not certain of what may hide in the shadows.

A clear example of this would be the room in which the player starts. The windows provide some light from the outside but as it is a stormy night not much moonlight reaches the ground and all the candles have been blown out by the wind bursting through the broken window. In the deeper, darker parts of the room a faint light can be seen coming from behind the door at the top of the stairs, the same door the boy's parents went through. This serves as a reminder of the player's goal, to reach that door all the way at the top of the stairs.

Brighter areas will often be filled with saturated colors and several light sources (some very strong) in order to create an almost magical atmosphere, similar to that of a fairy tale. This is to let the player feel safer than in the dark areas, as using the flashlight isn't necessary, and to strengthen the feeling of danger and uncertainty when entering a dark area.

An example of this would be the greenhouse in the middle of the house, similar to an atrium. It is connected to multiple rooms and corridors and acts as a sort of hub-room. By making this room bright and pleasant to be in the surrounding, darker rooms seem scarier and our aim is to make the player want to return to this bright, green haven.

ART EXAMPLES



This architecture



With this lighting



And these effects

THEME

STORY

You, an only child, travel with your parents to an aunt you've never visited. She is weird, but warm and lives in an old mansion fitting the same description. You arrive just in time to escape a raging snowstorm. "This can go on for days" auntie says. Your father asks you to fetch a flashlight in case of a power outage. And so you struggle through the left wing in your wheelchair in search of a hand crank lamp. When you return to the entrance you find yourself alone. You see your parents on top of the huge central stairs. Your father opens a door and is swallowed by the gloom within. Your mother follows, but first she says "Be a good boy."

Suddenly you're alone and confused. Where did they go? Where is auntie? Can I get to the 3rd floor somehow?

As a storm of questions surge through your head, the storm outside intensifies. A branch crashes through a window, the wind howls, the lamps flicker and the room turns dark. But there is light in a distant room.

The atmosphere in the manor turns more sour as the snow storm continues to rage on. Odd sounds and shadows starts to fill the mansion, and the lurking feeling that you're not alone becomes more and more obvious.

Looking for your parents you will uncover the family's dark secrets, who your real parents are and that magic just might be real.

CHARACTERS

MOM & DAD

Always supporting, always ensuring, ever distant. Mom and Dad are model citizens, good neighbours and reliable at work. Although life is mostly going their way, the boy can't remember the last time either of them smiled.

Age: Middle aged.

Colors: Gray, beige, and dull.

Key words: Proper, Good, silent, wishful.

The boy's thoughts: Ever since the wheelchair the boy has wondered whether they still love him. They must right? Parents can't stop loving their children? Right?

AUNTIE

Warm and weird.

A splash of bright color in a dull-colored family. She taxidermies her cats when they die. She advocates death penalty - even for under-aged criminals. She makes wonderful bread, but keeps arsenic next to the sugar. She helps others, relentlessly, but would never accept help herself.

Auntie is sweet as a cranberry cookie. No, auntie is the raisin cookie where you wonder if those raisins was really something else.

Age: Old

Colors: Non Matching, bright.

The boy's thoughts: Fun, but a bit scary. Interesting and worth bragging about.

Loves to visit her as long as they're not left alone in the same room.

Auntie is absent for most of the game. She is used to enhance the character of the house.

THE LITTLE GIRL

The small girl in her white dress is quite possibly a ghost. Maybe the boy is not the first child his parents left up here. Maybe she wants to hurt him. Maybe she wants to help him. After all, she does leave hints in pink crayon on the walls.

The boy's thoughts: Scary, but it's nice to have company. The kind of friend he'd like to have - only alive for sure.

The player will never find out all the answers about this apparition. Her visitations are few and she scares as often as she helps.

SETTING

An extravagant alpine mansion, now several hundred years old, filled with strange technology from either the 20th or 21st century.

The mansion is filled with commodities from the centuries and long forgotten pathways hidden behind bookcases and inside fireplaces. Taxidermied bears and wolves decorate the damp corridors and marble statues grace the dusty halls. Moldy curtains cover both boarded and broken windows and the cold winds whistling through the cracks make the fabrics dance in the shadows. Strange contraptions lie in stacks on tables and even more unusual technology cover the walls, as if perverting the foundation of the house itself. Curious sounds echo throughout the walls, are these just rats playing around or does something much more bizarre live in the nooks and crannies of this old manor?

Contrasting this outlandish darkness are bright and well kept hallways, with freshly lit candles and clean windows. Halls with gleaming floors, beautifully embroidered fabrics covering the walls and colorful flowers adorning the dining tables. Libraries without a speck of dust and books smelling like they were written yesterday.

The indecisive atmosphere of the mansion creates a strange, mystical mood where the bright rooms are eerily relaxing and the depths of the shady corridors might hold terrors worse than anything imaginable by man.



CLOSING SUMMARY

GOALS

To deliver an immersive gaming experience using the technology of the oculus rift.

This will be accomplished by letting the player look down and seeing the boy's body, seeing his small hands cranking the electric torch to keep the light alive.

We will also utilize breathing sounds and gasps to intensify certain parts of the game and the player will be able to move the boy's head in more ways than just rotating it. This is so that if the player jumps in their chair when being scared the boy will do the same in the wheelchair.

With a well-written narrative and mesmerizing atmosphere, we want the player to get invested in the story, feeling as if they are the boy and care about his well-being.

Many questions will arise during the game and some of these will be answered with a twist towards the end while some will not be answered at all, giving players plenty of material for discussion and spreading the game via word-of-mouth.

Logical puzzles with multiple solutions that makes good use of the mansion's strange environment, allowing players to approach the game in their own way. A player that braves the darkness and explores everything might find the needed pieces to solve a puzzle before they even reach the puzzle itself, while more direct players would have to face the shadows once again to find the necessary pieces.

You will make your way through the enveloping darkness, completing puzzles and avoiding dangers, to find your parents and uncover the secrets of this strange mansion.