Murder Mannequin Mayhem

Google Drive:
https://drive.google.com/drive/folders/1EoPGd0oyo7C_MXPPuB3byOKn5Sf9RrIc

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High Concept

A seemingly normal store turns sinister after hours, every door is a mystery and anyone could lead to your escape— or demise. Search the store for the necessities while trying to stay alive. After all, your home won't furnish itself.

Storyline

The Character has just moved into a new apartment that needs furnishing, appliances, and clothes. After moving the majority of their personal belongings in, they realize that they're missing a few things. The player will look around the apartment briefly before heading to the store. While searching through the store, The Character finds a very comfortable-looking bed, wondering if it would fit in his dorm and if he could even afford it. The Character feels the bed noticing how soft it is and decides to rest on it. Some time after laying down on the bed, the Character becomes lost in thought and accidentally falls asleep.

Suddenly, a voice over the intercom signals that the store is closing in 10 minutes. The Character wakes up, unaware of how long they had been asleep for. They get out of the bed and look around the store for a moment. The Character remembers one of the items that they needed, a *nightstand*, and begins to look around. After some searching, they find pieces of a nightstand. The Character looks around, wondering if they have enough time to find all the items that they need. Before they could continue to look around, the lights of the store shut off. The lights slowly turn back on, but they are no longer in the store, they are in some kind of warehouse.

The Character looks around and notices the nightstand that they picked up in front of them, already set up behind them. The Character inspects the nightstand, wondering how they got it back there. On top of the nightstand is the shopping list that they had previously made. The nightstand had a checkmark next to it but the other three items appeared to have been smudged beyond recognition. As the Character puts away the list, there is a sudden knock at the door. After a moment, the knocking intensifies, and the Character tells the person to calm down and walks over to the door. The Character opens the door to find no one on the other side, realizing that he was still inside the store. He found that the other side of the door opened to the store they were previously in. The Character walks through the door, awestruck at what they were seeing. Suddenly, the Character hears the door close behind them, but when they turn around, the door isn't there.

Mechanics

Movement: WASD

Jump: Space Bar

Crouch: Control

Sprint: Shift

Pickup Item: Left Click

Open/Close Inventory: I

Interact: Right Click

Level Design

Tutorial:

The "tutorial stage" will take place inside the (StoreName) during opening hours. The Character will roam around the store and complete their shopping list; essentially, the player will learn to *pick up* items, i.e. the various items on their shopping list, which then get placed in their *inventory*.

When the Character eventually finds a nice, cozy bed in the store, the player will be introduced to the *drag/interac*t mechanic; the player will need to drag an equally cozy pillow, place it on the bed, and use the *interact* mechanic to lay on the bed. Ultimately, the "tutorial stage" teaches the player the essential mechanics of the game before experiencing the true, sinister nature of the (StoreName).

Relationship Between (StoreName) and the (StoreName)'s Warehouse:

After the Character sleeps on the bed and wakes up to the abnormal after hours of the (StoreName), two maps will be available: the interior of the (StoreName), which is the same place as the "tutorial stage" except *darker*, and the (StoreName)'s Warehouse.

In the (StoreName)'s Warehouse, the player will figure out that this is the place to assemble their furniture; the player will need to go back and forth between the two maps in order to retrieve said furniture from the store, then assemble it inside the store's Warehouse.

Feedback Mechanisms:

Murder Mannequin Mayhem's feedback mechanisms primarily consist of *negative reinforcements*, *negative punishments*, and *positive reinforcements*—which are mostly tied to the objective items.

The negative reinforcement stems from the main gameplay. The player must build at most three objective items in order to complete the game; there is a proportional relationship between the amount of objective items built and the game's difficulty. Essentially, the game becomes more difficult with each objective item built.

The negative punishment and positive reinforcements are ultimately at odds because they are tied to the types of objective items (check Objective Items for specifics). The "negative punishment" occurs when the player collects at least two **Bad** items at the end of the game—the player will obtain the "Bad Ending"; the positive reinforcement is the complete opposite. If the player

collects at least two **Good** items at the end of the game, they will be rewarded with the "Good Ending"

Reward Mechanisms:

Murder Mannequin Mayhem's reward mechanisms are mostly connected to the feedback mechanisms; however, the reward becomes more meaningful when the player fully connects with the Character. The player character is designed to be relatable, to some extent— which in turn establishes ressonce between the Character and the player; this means that the "Good Ending," which is the reward, becomes worthwhile for the player.

Objectives

The primary goal of *Murder Mannequin Mayhem* is to go into (StoreName) and **build three pieces of furniture/appliance/other**. These objectives are scattered around the map and it's the player's mission to **collect these and solve the corresponding puzzle to each item**. In total, there are six items. Three out of the six items are good, but the other three are bad. In order to get the good ending of the game, the player must collect at least two out of the three items that were on the player's shopping list.

In order to fix the smudged shopping list, the player must use the **character's personality to understand what they'd be looking for**. Additionally, **completing certain parts of a specific item's puzzle will reveal a part of the item on the shopping list—if it is correct**. If a player completes the three pieces of furniture that don't meet the requirements of the good ending, then they will get the bad ending.

To survive in (StoreName) the player must use sound cues to take note of the surroundings. The mannequins in the store are alive, but they are not silent. **Players must understand the sound cues in order to survive.**

Objective Items:

Link to Item Repository:
https://docs.google.com/document/d/1Tgyf_LZMSSXpdkBxMufX2GXAGwUh9BiawbIj6f5NNFQ/edit

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Assets

3D Models:

Characters:

- Player Character
- Enemy NPCs (Mannequins)

Objects:

- BEDROOM

    - CURTAINS
    - BED
    - DRESSER
    - LAMP
    - RUG
    - NIGHTSTAND
    - CLOSET
    - DESK
    - TABLE LAMP
    - DESK CHAIR
    - COMPUTER
    - KEYBOARD
    - COMFY CHAIR
    - SHELF
    - POSTER
    - SCREEN
    - WINDOW
    - PICTURE FRAME
    - COFFEE TABLE

- KITCHEN

    - CABINET
    - KITCHEN COUNTER
    - DINING TABLE
    - STOVE
    - MICROWAVE
    - CHAIR
    - TABLEWARE
    - FRIDGE
    - SINK
    - STOOL
    - TEA SET

- LIVING SPACE

    - COUCH
    - COUCH PILLOW
    - RUG
    - COFFEE TABLE
    - TV TABLE
    - TV
    - BOOKS
    - BOOK SHELF
    - COMFY CHAIR
    - END TABLE

- ○ PICT FRAME

- ● BATHROOM

    - ○ CABINET
    - ○ SHOWER
    - ○ SINK
    - ○ TOILET
    - ○ SHOWER CURTAIN
    - ○ MIRROR
    - ○ WATER CUP
    - ○ SOAP HOLDER

2D Assets:

- ● Textures for all objects
- ● Level (room) concepts: [link]
- ● Map first pass: [first floor], [second floor]

Audio Assets:

Character/NPC:

- ● Footsteps
- ● Shuffling
- ● Enemy alerted

Level:

- ● Store ambience
- ● Elevator music (for the store)
- ● Store announcer voice
- ● Computer noises (for register/computer)
- ● Hiding/shuffling noise
- ● Item pick up

Environmental Details

Evoking Player Feelings:

Within *Murder Mannequin Mayhem*, there are various mechanics and environmental factors that evoke specific feelings in the player. *Primarily, uneasiness, fear, and pressure.*

- ● Flickering Lights: Present the player with feelings of uneasiness during intervals when the lights are completely off or flicker for a brief amount of time
- ● Sudden Sound Cues/Effects: Scripted or timed events that cause an audible effect to scare the player

- Restricted Spaces: Though large, there isn't an escape from the store until an objective is completed. The restricted space is supposed to make the player feel pressured and trapped

Directing Player's Attention:

- Guiding Lights: These are lights that assist the player to find objectives and move around the map
- Color Coded Objects: Unique objectives or interactions will have more color to make them stand out to the player

HUD Elements:

- Mini-Map: A small map will display a slightly obscured map of the surrounding area within the players field of vision
- Sanity Bar (Not Confirmed): A horizontal bar displaying the player's current sanity level. The low the bar the more sudden sound cues occur
- Echoes (Not Confirmed): Appear on the mini-map as small circles that show up briefly to signify the location of a sound

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UI

Main Menu:

- New Game
- Load Game
- Settings
- Exit Game

In-Game Menu:

- Save Game
- Settings
- Main Menu
- Exit Game

Outstanding Bugs (T)

- Collision issues with the monsters
- Movement issues in select areas
- Door not functioning properly

If We Had 2 More Weeks (U)

- Enter the papers and text
- Make a gate for safe room
- Collectibles models initialized
- Add more textures

If We Had 4 More Weeks (V)

- Give each item a randomly generated map
- Fix monster clipping error
- Adjust audio
- Adjust map size
- Model animations