

Opening Menu
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Game Start

Text Pop-up: "Letter from Landlord"

"Obviously, my condolences to you and your family. I always told your brother and his freaky friends that the heavy metal music they played would be the death of me, but I never expected it'd be the death of THEM. Don't know what kind of cult stuff made this happen, but since your brother won't be able to move his own stuff out, you're gonna have to do it before I pay a guy to toss everything in a dumpster.

Also you're probably gonna need to clean up the place if you want his deposit back. Looks like Nat really trashed the whole place with whatever rituals he was doing in there. Figures that cultists would be inconsiderate tenants, but I mean it's really...really weird in there. Good luck with that.

-Nat's Landlord"

Upon closing the letter pop-up, player is located at entrance door of the apartment.

Begin open exploration.

Key Clue Items and their dialogue and effect on game state:

1. Book: "D&D Dungeon Master's Guide"

Objected located directly in player's path, a few feet ahead, closer than any other object.

This object is illuminated by a beam/spotlight to draw player attention.

Holy crap, he kept this old thing? I remember playing D&D with these guys as kids. I was the Dungeon master since I loved writing; Bill was the warrior, Jessica was the rogue, and of course Nat was always the healer role, typical altruist. How did those kind heroes become...blood cultists? Something doesn't add up...

2. Bass Guitar

Bill's bass guitar. Man, his chords used to shake the whole room. It's got... burned spots?

3. Electric Guitar

Nat's guitar. Whoa, it's got two broken strings. He must've really shredded when he last played.

4. Microphone

Nat had a great voice for metal singing, but he wasn't much of a writer when it came to lyrics. Man, some of his stuff was so cringy haha. They always wanted me to join the band, but it was too hardcore for me. I hated the idea of everyone at school thinking I was a freak, but secretly I loved writing these lyrics for them.

5. Cymbal

It looks like this cracked cymbal is all that's left of Jessica's trapset. What the hell happened here?

6. Lyrics Journal - Journal

Wait, this is the same journal I used to write lyrics for them in. Wait... I didn't write this part...

There's notes next to this song about... a demon? What the hell?

It looks like they were writing a song about fighting off some kind of evil spirit, and there's notes about what "worked" and what "didn't work"

There's a pattern here-

Everything they wrote that's about hate, fighting, and violence "didn't work," but the gentler lyrics about love and friendship "worked." But looking at this last song, they clearly didn't pick up on the pattern. Reminds me of how long it always took them to solve my D&D puzzles. They always needed my help...

The next item needs to be gated so that it cannot be found until all other items have been found. Perhaps: Once last item is found, closed door swings open, containing the Pen and paper

7. Pen and paper

Let me write something better. They always wanted to seem tough, but the key to writing good lyrics is to write from the heart, about what you know. This crew knew the true meaning of friendship. They loved one another since they were kids. That's what they should've channeled in their writing.

Upon closing this last dialogue, the final sequence occurs, revealing playing the full song, and banishing the demon.

Removed items: ~~Guitar Picks~~, ~~Drum sticks~~, key

-End of items-

The pentagon revealed on the floor by decluttering trash objects is interactable once fully revealed.

When interacting, there is a quick time animation, for which the keyboard keys "A B C D E F G" are prompted to be pressed. These 7 letters correspond to the 7 key items above.

If a player has all items, they may press all keys and end the game.

If a player has less than 7 items, the QTA ends with a discordant musical note and the game continues. Which key causes the QTA failure corresponds with # of items presently collected. (Exe: If a player has 3 items collected, the discordant note will occur on the 4th letter keyed)

The final animation should show three vague humanoid figures standing in musical formation, as if playing a song. They bob up and down and/or play instruments, if feasible.
The metal song plays in full.

A demonic scream occurs.

The apartment brightens.

Final text pop up:

Holy crap! What just happened?! It suddenly feels normal in here. Whatever evil presence they were fighting against feels like its gone. I guess they weren't freaks after all. They were trying to protect us all from that evil demon. They gave their lives for one another as true friends, and for all of us, as heroes.

Roll Credits.

~fin~

Old Notes:

Player is floating camera in a 3D space, decorated as an apartment (see mood board and Maya Renders for apartment overview)

Objects are scattered around the apartment, which the player must interact with.

The objects are categorized into two types:

Clutter

Info

Clutter Objects are obscuring information, and once the objects are interacted with, they snap to a “cleaned” location/position (eg, a turned over chair could snap upright to the nearby dining table)

Info Objects trigger a text pop-up which conveys complex plot points (eg: Object-Guitar could trigger a pop up that says *“it’s [NPC’s] favorite bass guitar. He used to shred on this thing”*)

Stretch goal: to have the pop-ups contain visual mood. (eg. Object-Journal appears as a pop-up of a journal page with legible, relevant text on it.)

An interesting scene should incrementally be revealed as Clutter Objects are “cleaned.” The scene should contain a pentagram in blood, surrounded by unlit candles, as well as an electric guitar, amp, and microphone placed in some suspicious arrangement.

Object List:

- Bass Guitar
- Guitar Electric
- Guitar Picks
- Microphone
- Lyrics Journal - Journal
- Drumsticks
- Cymbal
- Key
- (?) Pen // tie to dnd?
- (?) Lyric journal

Put stuff on objects: **Due Saturday latest for me to edit it.**

Add a door to the wall of the closet.

- Writing on the walls?

- Blood where? Door/toilet I will do in the bathroom.

The [story document](#) should help guide object placement and pop-up dialogue content.
See comments for object call-outs.

Design To Do:

Develop the ending.

Incorporate metal and wholesomeness heavily into the final plot points

- Reverse the ritual
- Set brother's soul free
- Brotherly love

Cluttered object collections

- Couch
- ~~Kitchen counter~~
 - Info Object - (Microphone)
- ~~Kitchen table~~
 - (table)
 - (chairs)
 - Info Object - (DnD Book)
- ~~Front door corner~~
 - Info Object - (Cymbal)
- ~~Bed Area~~
 - Info Object - (Bass Guitar)
- ~~Bedroom drawer~~
 - Info Object - (Lyric journal)
- ~~Toilet / Tub~~
 - Info Object - (Electric Guitar)
- Kitchen trash can zone