Port Madrona
Game Design Document

Team
The Baphomettes

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Tagline
"Welcome to Port Madrona! Home of mysteries, existential unease, and the largest population of cryptids in the USA!"

Version History

Version	Revision Date	Summary of Changes
Version 1.0	04/22/2019	First draft
Version 1.1	05/06/2019	Updates to Narrative section, including addition of Oxpecker's parasitic bug story element
Version 2.0	05/31/19	Updates to Gameflow, Game Progression, Accessibility Features and Software
Version 2.1	06/02/19	Final Draft

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1. Game Overview

1.1. Game Concept

Port Madrona is an adventure game that combines elements of visual novels with point-and-click puzzles. In this game, the player wakes up after a car accident and finds themself just outside of a small town called Port Madrona. But as they ask the townspeople for help, they are mistaken as a Port Madrona local, called "Kai," and quickly realize that leaving town won't be so easy. A story filled with mystery, cryptids, sacrifices, and lots of 7-11 slurpees quickly unfolds.

The concept of *Port Madrona* comes from a desire to explore a relationship-driven adventure game in which building relationships with characters aids the player in solving puzzles, as well as in exploring the world.

1.2. Genre

Port Madrona is a first-person point-and-click, narrative adventure game with elements inspired by dating simulators. The game's narrative explores genres of surrealist horror and black comedy where the player confronts terrors both tangible and psychological.
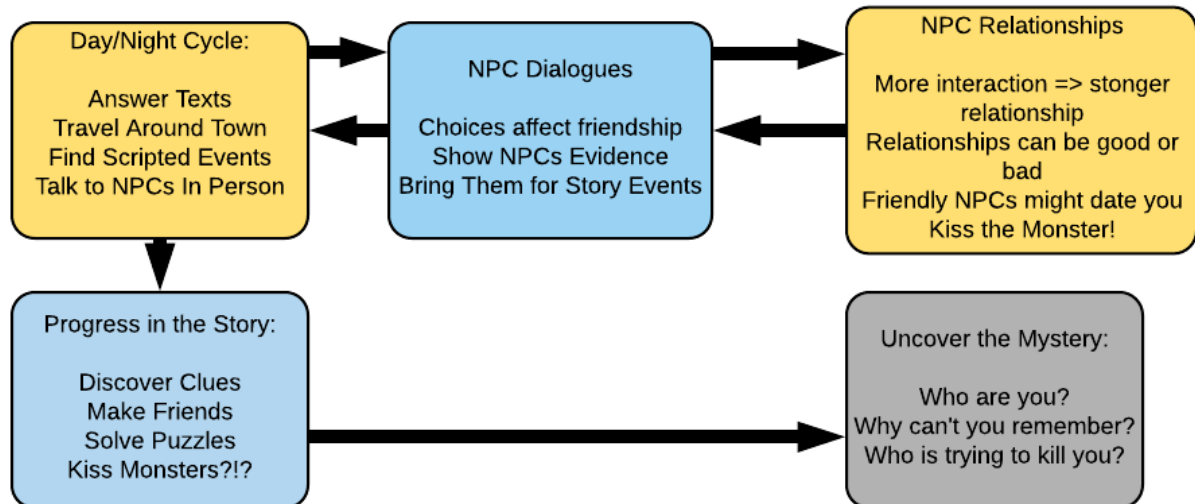
1.3. Target Audience

Our target audience has played similar adventure games and visual novels with a spooky aesthetic like *Night in the Woods*, *Oxenfree*, *Life is Strange*, or *The Wolf Among Us*. Our audience prioritizes powerful narrative experiences over competition or skill-based challenges. Younger players should be able to enjoy the gameplay and complete the narrative-based puzzles without struggling, and more mature players will enjoy the engaging plot development.

1.4. Game Flow Summary

Players move from location to location using their phone's Map app, speaking with characters and potentially spending time with them. The game is segmented into days. Each day, players take part in events throughout the town: organized into Day events and Night events. The players travel around Port Madrona, talk to NPCs in locations, and experience scripted story events that trigger whenever the player visits the scripted location. Interacting with NPCs can considerably improve or lower their relationship rating. By spending time with certain characters, the player reaches relationship checkpoints: their "relationship status" moves from strangers to friends to perhaps even lovers as they choose to build trust or break it.

Events and relationships are logged in the player's phone apps. To complete an objective, players will travel to a location and interact with the locals there. By speaking with locals, the player will uncover information necessary to progress the narrative.

Day/Night Cycle:

Answer Texts
Travel Around Town
Find Scripted Events
Talk to NPCs In Person

NPC Dialogues

Choices affect friendship
Show NPCs Evidence
Bring Them for Story Events

NPC Relationships

More interaction => stonger relationship
Relationships can be good or bad
Friendly NPCs might date you
Kiss the Monster!

Progress in the Story:

Discover Clues
Make Friends
Solve Puzzles
Kiss Monsters?!?

Uncover the Mystery:

Who are you?
Why can't you remember?
Who is trying to kill you?

1.5. Look and Feel

Port Madrona takes places in a Pacific Northwestern town and is heavily inspired by the region's lush, extensive forests and unique coastline. The town of Port Madrona is a palette of doom and gloom rife with paranormal mysteries. Its visual atmosphere and tone is inspired by comedic surrealist horrors such as *Twin Peaks* and *Welcome to Night Vale*. The game's environment will include endless expanses of trees, a perpetually overcast coastline, locally owned shops, an impossible howling from somewhere in the woods, and other features common to the PNW.

2. Gameplay

2.1. Mission Structure

Missions occur during the scripted events in an in-game day and are made up of two elements: an NPC companion to adventure with and a location. Each day, players will have the option to investigate a mystery with an NPC of their choice: one of their "top friends" with whom they have the highest relationship ratings.

Certain NPCs may help reveal more of the mystery than others. Proceeding missions are "unlocked" through linear progression or through another in-world informational exchange (newspaper headline, text from a friend, info gathered from a previous mission etc.). After unlocking the new area, players will use the Map app to navigate to the new location.

Once at the investigation site, the player will converse with their companion to piece together clues. The location may also include a puzzle that must be solved to continue progressing the conversation and plotline.

2.2. Puzzle Structure

The game will include three major puzzles types:

1. **Conversational puzzles**
    a. Mysteries require finding clues by speaking to the locals. Getting the right information from a local may require making the right dialogue choices.
2. **Character interaction**
    a. Some characters will only divulge information if you've created a relationship with them. If that's the case, the player will need to spend time with that character until they've reached friend status.
3. **Photo puzzles**
    a. Some characters will react to photos that you show them and provide information in their response. See "Using your Smartphone Apps" for more information on how photos work.

2.3. Game Objectives

The objectives of this game are to:

-   **Solve mysteries**: Players will unravel the mystery of why and how they ended up in Port Madrona through linear-designed missions.
-   **Build relationships**: By choosing to spend time with NPCs, players will build friendships. Good friends can also serve as companions when playing through scripted events. Friendships are tracked on the player's phone and range from acquaintances to besties. Friendships impact missions and other parts of the game.
-   **Decide fates**: Player choice matters in *Port Madrona*. From the relationships players nurture to the locations visited, player choice will ultimately determine the outcome of the game's narrative.

3. Mechanics

3.1. World Events

Gameplay is broken up into phases that happen at different times of day in-game. Port Madrona has a day/night cycle that is triggered by the player interacting with other characters in the world. Some events play out differently at night than they do during the day, and some characters are only available to interact with during one or the other.

3.2. Movement in the Game

Moving between locations: Players move through different locations in the world via a town map that is pulled up using the Map app in the player's phone.

Moving within a location: All locations are viewed from a first-person perspective. Players will move through locations either through text prompts or by clicking on any arrows pointing up, down, left, or right visible on the edges of the screen. Selecting an arrow will shift the scene.

3.3. Relationship Economy

Relationships with NPCs are measured in heart icons: the more hearts an NPC has, the better the player's relationship is with that NPC. Players can check their relationship status with a character using their smartphone (see "Using Your Smartphone Apps"). Players will be able to make use of a social economy where they can cash in favors from friends. In this way, heart icons (and relationships themselves by extension) serve as a "currency" of sorts.

When speaking to a friend, additional dialogue options labeled "favor" will appear. With favors, the player can ask characters to do things for them, but it may hurt their relationships. If the player is not close enough to the NPC, they may be offended by the request. In-game, this means that hearts may be removed from that relationship's rating. If the player is friends with the NPC, they will be happy to do the favor, with no consequences for their relationship. Either way, this favor may also help the player toward the goal and a better ending.

3.4. Objects

As players move through the world of the game, they will accumulate photos of important things they encounter. When a player interacts with an important object, a short animation will play showing the player taking a photo with their cell phone camera. From then on, when they interact with characters, the player may choose to show these photos. Some characters will offer up additional information, others open up new plot points when shown the correct photo.

On the player's in-game phone, they can take a look at any of the photos and see notes about what the photo is of, who they have shown it to, and what was said. Key phrases will indicate when a player has gotten all the plot-relevant information from showing off photos.

3.5. Actions

These are the following actions available to a player:

1. Start game
2. View phone screen
3. Select dialogue options
    a. You have dialog options that include text and emojis, as well as the option at points to show them images that you took on your phone.
4. Move within a scene
5. Point and click on objects
    a. Clicking on certain objects automatically takes pictures of them and stores them on the player's phone
6. Share photo
    a. Photos are shared only in-person.
7. Pause game
8. Close game

3.6. Using Your Smartphone Apps

The player's phone acts as a medium for capturing experiences and interactions all in one place. The apps provide the player freedom to explore relationships, track objectives, navigate to new locations, and take pictures to receive more information on different objects or places.

Map: Allows players to move from location to location. New points of interest get highlighted on the map as the game continues, and dead end locations have their colors desaturated. Special icons for NPCs' current locations will be marked on the map as well.
Text messages: The player receives texts from characters they have and have not yet met. Emoticons provide simple dialogue options.
Friend social media: Players can check the status of their relationships with NPCs, represented by heart icons, on each NPC's social media profile.
To-Do List: Players can access current and ongoing objectives.
Camera: Available to complete objectives requiring a photo and can be used to find out more information about in-game mysteries.
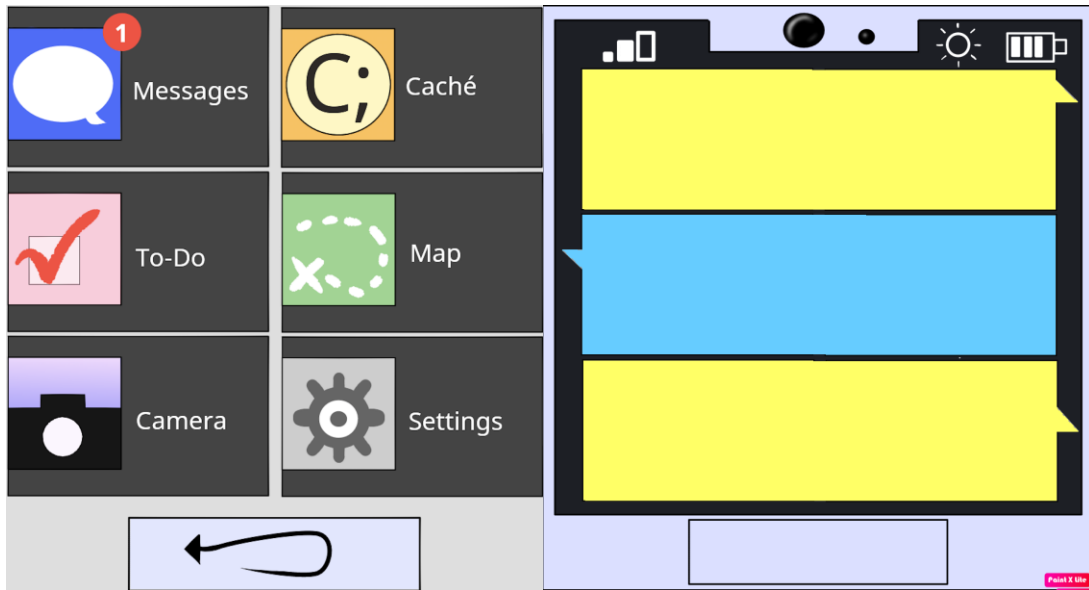
3.7. Dialogue System

Dialogue is triggered when a player initiates conversation with an NPC.

The dialogue system in this game uses dialogue trees where players are presented with 2-4 options to initiate conversation and again at certain points within the conversation. The dialogue plays out between the NPC and the player in a cyclical fashion until the conversation ends. The dialogue system works in tandem with the Relationship Economy mechanic. When speaking to an NPC, dialogue options will either build or degrade a player's relationship with that character.

Additional considerations about the dialogue system include the following:
- Dialogue will appear on the lower-third of the game screen.
- There will be no VO accompanying the dialogue.
- When a player has exhausted all their dialogue options, the last line of dialogue will repeat.

4. Options and Features

4.1. Game Options

Pronouns: Players select the pronouns that other characters use for them early in the game, but at any time they may be changed back and forth between he/him, she/her, and they/them.

Object Highlight/Color Blind Mode: Players with visual impairment, or players that simply want a very gentle hint system can turn on object highlights that show every piece of an environment that the players can interact with. This is rendered as a small circle appearing in the center of each of the active objects.

Dyslexic Friendly Font: At any time, players can switch all in-game fonts to Open Dyslexic. Any hand drawn text will be drawn over in Open Dyslexic when hovered.

Text Speed: Players will be able to adjust the text scrawl speed to their liking.

Text Auto-Advance: Players will be able to adjust whether or not text auto-advances when decisions need to me be made, and how quickly.

Text-to-Speech Narration: At any time, players can turn on text-to-speech narration from the main menu, which will convert the written text into spoken words.

4.2. Replayability

As there are multiple possible endings for the player to achieve, replay is encouraged. Replaying the game allows players to:

- Experience all endings.
- Build relationships with different characters.
- Explore all areas and their secrets.

4.3 Saving

Saving is automatic and constant for the player, and for one playthrough they may only have one save file. The ability to reload different save states won't be available.

Players will have the option to rewind to the beginning of the day currently being played. This erases any progress the player made that day and allows the player to start the day over.

5. Story, Setting, and Character

5.1. Story and Narrative

Act 1 - Arrival

You are a blank slate. No memories. No relationships. Nothing tangible to define you, but a destination: Port Madrona. An arcane town populated by unusual cryptids and humans that seem to know you and hand you an apocryphal identity.

Opening

You wake up in your car disoriented and confused. You can't remember driving. You come across the sight of smoke emanating from the hood and a shattered windshield. The ringing in your ears met only by the sound of the radio playing a song:

Remember the times we've had, dear,
Remember down in our heart,
Remember we've made a vow, dear,
That we will never, no never part,
Remember [. . . ?]

Exiting the car, you scan the wreckage for any clues of your current situation. A sharp pain in your head shatters your concentration and you shake your head attempting to dispel the pain. Opening your eyes, you see a swollen, writhing worm on the ground by your feet and its sight instantly grosses you out. You bring your foot down on it and it gushes blood under your shoe. Weird.

You see a sign "Welcome to Port Madrona". You search your pocket for your phone to try and call for help, but it's empty. Alone, with nothing but trees and fog for miles, you walk the rest of the way into town and reach a curious kiosk called The Glow. At the counter, a cryptid named Marlon the Mothman greets you by a name you've never heard before—"Kai", he says. He reminds you that your phone was found and that you should see your friend, Gregor, at the Port Madrona Central Library to retrieve it. You wonder why this stranger seems convinced that you're someone from the town, but proceed to the library determined to find help.

Your journey begins. As you walk toward the library, people recognize you throughout the town; engaging you in conversation and calling you Kai. When you retrieve your phone from Gregor, it reveals that you share contacts and messages with all the people you've just met. Confused by your apparent lack of recognition, Gregor offers to walk you home and takes you back to your apartment. You look around. Nothing is familiar to you except for one unique photo—a picture of a bleeding madrona tree.

You wake up the next morning in your apartment unable to recall the events leading up to the accident. Your memory only goes as far back as waking up in the car. To get some answers, you decide to walk into town and get breakfast at the local Beaver Mill Diner. The waitress there, Freya, smiles as you enter and waves you over to a booth. She doesn't take your order, but immediately brings you a clam loaf. You're a regular.

Optional Event
You use the opportunity to engage Freya in conversation and find out more about who you are. She reveals that the two of you met at Dark Carta, the bookstore you work for. She mentions that she was worried when you didn't show up to the diner per usual yesterday. Another one of the townspeople has gone missing and everyone needs to look out for one another.

Scripted Event

You leave the diner, check your phone's map and head over to Dark Carta. You're met by Jax, your boss. He's surprised to see you. Concerned about the accident, he tells you to take some time off from work. "But before you go, could you help print copies of the upcoming town meeting flyer and the latest missing person poster? Just add it to the bulletin board with the others". The board is massive. You observe that there are numerous missing person posters dating decades back; one person for each year. As you walk the aisles of the store, you encounter various residents to talk to. You speak with Ferris Castro (local barista), Ebben Rain (the town Mayor), and Otis the Oxpecker (leader of town events). You learn more information about the townspeople, and that the last known location for the most recent missing person was Port Madrona Pier.

Optional Event
In the evening, you decide to ask one of the residents to travel with you to the pier. The weather quickly turns tumultuous. You don't find any evidence of the missing person, but you continue to gather more information from the person you choose to spend time with and have improved your relationship with them.

The following morning, you receive texts from both Spike the Werewolf and Marlon the Mothman inviting you to hang out in the City Park. They want to visit the town's famous Madrona Tree—it stands guarded at the center of the park's complex maze. Seeing it as another opportunity to find out more information about yourself and the town, you open your phone's map and make your way over. You'll decide who you want to make your way through the maze with once you get there.

Optional Event
When you arrive at City Park, you see both Spike and Marlon standing in the distance at opposite ends of the park and in the center path is Otis the Oxpecker. Should you meet up with Marlon, Spike, or will you explore a bit before entering the maze?

Scripted Event
You choose someone to accompany you into the maze. You and your companion navigate the maze leading to the Madrona Tree. You do your best to make your way through the puzzling maze by talking it through with your companion. Once you reach the center, you can't help but stare in awe. The tree stands at an impressive 125ft and is said to be over 400 years old with roots spanning the length of the town. But the most striking feature of the Madrona, is its branches that appear glistening with blood—just like the photo in your apartment. The sight triggers the memory of your death. Suddenly, you see your body lying lifeless at the base of the tree. Horrified, you approach it carefully and confirm it's you. You remember dying in the car accident that day.. and that you've died many times before.

Optional Event
It reaches nightfall and you can hear the town meeting begin to take place just outside the maze where the Madrona Tree is. You decide it's time to go to the source and speak with the town mayor. The mayor tells you about the town's annual festival, the unsolved cases of missing

persons and the role of the tree. You learn that every year the town honors the Madrona Tree with a festival. The tree is considered the town's livelihood. She says each year someone special is chosen to guard the tree. When you ask her who was chosen last year, she gives you a puzzling look. She can't quite remember, but everyone takes turns to look after the tree anyway. Only the Magistrate keeps records of everything including the town's guardians.

The mystery of Port Madrona and of your identity are slowly being pieced together. You need to find out why you've died, what's happening to the missing residents of Port Madrona, and the role of the town's annual festival.

Act 2 - The Unexpected

As the player gets drawn further into the enigma of the town and its residents, they soon uncover the complex and deranged nature of Port Madrona.

Optional Event
Intrigued by the revelations from your trip to City Park, you choose to cash in a favor from one of your relationships/friendships to help you obtain more information about your death. You ask your chosen companion to help you get into the Magistrate's Office to pull the records of those townspeople chosen to guard the Madrona Tree. You manage to sneak in and find a file with a list of all the town's previous guardians, including the name of this year's chosen—[NPC player is closest to]. The list includes everyone you've seen on the Dark Carta's bulletin board with missing person posters. Before you leave, you chance upon another file named "Kai Renovare".

Scripted Event
The language in the file is unreadable to you although you've seen some of the symbols used scattered throughout the town. You take a photo of it and show it to a trusted friend/partner to ask them about it. They reveal it's written in the "witches alphabet" known as Theban Script. According to them, only one person in the town knows how to decipher it. The Seer. You find her at the Seer's Hut at the forest's edge of town. After some coercion, the Seer tells you that the file is a record of your power. You have the ability to resurrect yourself after death and someone has been observing you and detailing the times you've come back to life. You wonder why you have no memory of who you are when you come back. The Seer suggests you bring something important from your past to a place of magic called Deception Point.

Optional Event
You pick up your phone and call a chosen companion to help you get to Deception Point, but first, you stop by your apartment and take the photo of the bleeding madrona tree. You tell your companion what you've learned. Your companion is baffled and unable to take in what you're saying. You walk up the rest of the way to Deception Point in silence. At the peak, you pull out the photo. Staring at the image opens your mind's eye to a vision and a flood of memories. You are a cryptid and have died every year trying to save the town's chosen guardian from getting killed at the annual festival. Someone prevents you from helping them by plotting your murder.. and it's a familiar face—Otis the Oxpecker.

With the details of your death and killer revealed, you have only left to figure out why and how to break the cycle.

Optional Event
You need to find out everything you can about Otis. You call a companion to meet you at Yusuf's Crab House. Yusuf is known for having valuable information on the town's residents. Your companion (depending on your relationship) helps you talk Yusuf into providing you with Otis' address and the code to get into his apartment. Otis orders from there all the time and Yusuf knows his way around.

Scripted Event
You raid Otis' apartment searching for clues. You find Otis' obsessive studies on you and all about your ability. As you walk further into the room, you notice a line of jars along a bookcase. They're parasitic worms feeding on what looks like a part of the brain. Along the same bookcase are several journals. You pull one out to read and find Otis' notes and experiments. Hundreds of years ago, he discovered a very valuable secret: if he feeds on the blood of a human or a cryptid every year, he becomes immortal. In order to carry out the murders, he devised a plan to host an annual festival to celebrate the town's Madrona Tree. He then kills whoever is chosen as its guardian and hides the corpse inside the tree. He cursed the town with parasitic worms of his own creation that consume the memory of the guardian chosen (only that they once knew them) and dissuades any unpleasant thoughts or feelings. No one is able to fight back or remember who they've lost.

Optional Event
Enough is enough. You need to find out how to break and/or escape the curse. You choose someone to go to the library with you to search through ancient texts and find out how you can remove the curse of parasitic worms from everyone in the town including you. You find a text that looks promising. The counter curse requires a few items and a ritual (specified under Level Breakdown section 6.4.). You gather what you can from the coastline, the forest, and the town Seer.

Act 3 - The End of it All

The ancient text reveals that the ritual must take place at the entrance of the town. With your items in hand, you head there and choose a spot to begin preparations.

Optional Event
The counter curse ritual requires the help of two others. You call your trusted companions to meet you. You tell them everything knowing that the won't fully understand, but ask that they trust you. At this point, you've built a good relationship with your chosen companions so they are willing to help. It will take until the rise of the full moon so you hold your breath and wait.

Scripted Event

Meanwhile, the annual town festival is underway. Otis gathers the town around the Madrona Tree and calls forth [NPC player is closest to] for this year's sacrifice. They take their place by the tree as Otis reaches for his scythe. You hear the festivities begin and hope your efforts won't be in vain this time. You complete the ritual.

Optional Event
You face up against Otis who uses his most powerful weapon against you; his cunning. He attempts to persuade you of his merciful actions on the town. The townspeople live without sadness or grief because his bug army eat those memories/emotions away. He has cured the town, he says, all for the tiny price of one sacrifice a year. One traumatic event to feed him all year. Should you undo his work now, the entire town would remember and w*ho knows* what type of distressing chaos that would bring about. The choice is yours, Kai. What will you do?

Endings

Ending 1 - Assimilation

Kai is convinced that undoing Otis' work now would sentence Port Madrona to an age of overwhelming trauma. All the lives they've lost. All the manipulation. It would be too much for them to handle. Kai allows Otis to continue his work and Port Madrona remains the blissfully ignorant sanctuary it has always been.

Ending 2 - Escape

Kai makes a deal with Otis. Let [sacrificed NPC] go so that they can escape the town together. Then, Kai will never, ever return again. Otis will be allowed to do as they wish with the town, so long as [sacrificed NPC] is unharmed. Otis accepts the terms. Kai and [NPC] are last seen speeding down Hwy 6 past The Glow, past the car crash site where it all seemingly began, never to return.

Ending 3 - Dismantle

Before Otis can strike, the fog that had encased the town for more than a century starts to rise and come together in a thunderous entity. The counter curse spreads rapidly throughout the town reaching everyone and everything in sight. Within minutes, the townspeople remembered. *I* remembered.

5.2. Game World

The world encapsulates various places of interest in Port Madrona. Below is a list of places the player can explore.

Town Outskirts: Hwy 6	The first area where player's car breaks down. A lonely road lined

	with impossibly tall trees. Beyond the trees is an endless miasma of shadows and deceit.
Player's Apartment	A studio apartment that evokes distant feelings of home.
Beaver Mill Diner	The local diner. A imposing 12-feet wooden beaver sculpture stands out front gazing down at all who dare to enter. A great spot for clam loaf and local gossip.
Roadside kiosk (The Glow)	Open only after sunset, the kiosk sits on an empty stretch on Hwy 6. It is a bright fluorescent box seated in a frame of immeasurable darkness and run by Marlon the Mothman. Purveyor of fine late-night eats.
Port Madrona Pier	A creaky pier aged by tumultuous weather and the heavy emotional burden of those to come to brood.
Yusuf's Crab House	Located by the pier. Because of the restaurant's strategic location, Yusuf has insight on every resident who visits the shoreline.
Deception Point	It's said to be a place of magic by locals. One cannot help but feel a vague sense of unease when standing here.
Magistrate's Office	A corporate office exterior, thus making it the most terrifying building in the town. Visitors are not welcome.
Seer's Hut	A home on legs reminiscent of Baba Yaga. The Seer is a source of wisdom for the town.
Carl's Jr. (or Hardee's)	Just a regular ol' Carl's Jr. Nothing weird about it. Hosts popular nightly magic rituals for the community.
Port Madrona City Park	A community park marking the geographical center of town. Madrona trees grow here. Popular hangout spot for all the locals.
Port Madrona Central Library	A place of knowledge. The Library is run by the sole librarian, Gregor Bertrand the minotaur.
Dark Carta	The town bookstore and workplace of Kai (the protagonist).
Otis' Apartment	A 3-bedroom apartment that includes a study and office for Otis the Oxpecker's research.
The Weirdwood	A pretty weird forest that lines the exterior of the town. Most of the trees are normal, and most of the creatures can't alter your subconscious. Spike the werewolf lumberjack lives here.

5.3. Primary Characters

The characters of *Port Madrona* are essential to the story and gameplay. The following are a few characters who feature prominently:

- **Kai, The Player Character**
    - **Intro**: The player character is mostly what the player makes them to be. At the start of the game, they can decide their own name and pronouns.
    - **Appearance**: Their appearance is left to the player's imagination (due to the first-person nature of the gameplay).
    - **Personality**: Their personality is also mostly dependent on the player and on their dialogue choices and actions during the game, but they are generally a curious individual who does not back down from the mysteries presented to them in Port Madrona.
    - **Relationships**: The player decides their character's relationships to the NPCs and shapes their role in the narrative.
    - **Abilities**: At the beginning of the game, the player is left to infer that they are a normal human person from a time near to present day and a world near our own. Eventually, the player discovers who they really are: a long-time Port Madrona resident and cryptid with the ability to resurrect upon dying. This ability is one of the more powerful ones (if not the most powerful) in the town.

- **Otis the Oxpecker**
    - **Intro:** The villain of the tale. Otis is the leader of the town's annual festival to honor the Madrona Tree. Residents hold the festival, and Otis himself, in high esteem because the Madrona Tree is sacred and believed to be essential to their well being.
    - **Appearance**: He is a humanoid "birdman". The tall figure of a man with wings and a nose that appears dipped in red.
    - **Personality**: Charming and gregarious in nature, Otis highlights at any event. He prides himself on knowing the ins and outs of the town and its residents. He's cunning and often able to manipulate others for favors.
    - **Relationships**: He knows everyone and everyone knows him, but Otis isn't particularly close to anyone. He gets what he needs from people.
    - **Abilities**: Otis feeds himself on cursed worms of his own creation. Once they've implanted themselves in the heads of the townspeople, the parasitic worms feed off the sadness, grief, and traumatic memories of its host. This feeding ritual grants Otis immortality.

- **The Magistrate**
    - **Intro**: The Magistrate is an important figure in Port Madrona who, along with the mayor, is responsible for making decisions having to do with town business. A type of lay judge or arbiter, the Magistrate rules on disputes within the town and investigates incidents of wrongdoing; but he doesn't seem interested in helping the player play detective.

- ○ **Appearance**: He has the appearance of a bipedal goat man with cloven hooves and curled horns who wears a neat, striped suit and carries a cane.
  - ○ **Personality**: The Magistrate is bitter, authoritative, and seriously frustrated. Maybe he just needs a friend to help lighten the load?
  - ○ **Relationships**: The Magistrate effectively raised the mayor as his daughter, so they have a close relationship. The player can find a way to befriend the Magistrate, which has the potential to ruin his devotion to being in a bad mood.

- ● **Mayor Ebben Rain**
  - ○ **Intro**: As a young girl, Ebben Rain found herself in Port Madrona and decided never to leave. She eventually became the mayor and now shares control with the Magistrate. Mayor Rain organizes town activities (such as blood-curdling scream practice and street cleaning), and she is also responsible for keeping Port Madrona relatively safe and hidden from the outside world.
  - ○ **Appearance**: She is one of the town's residents who is actually a normal human, not a cryptid, and she is between forty and fifty years old with graying hair.
  - ○ **Personality**: Appreciative of the overall lack of judgment in the town (monsters and demons walk among humans but are treated as equals), she put herself forward as mayor. She is fiercely devoted to Port Madrona and views herself as married to the town.
  - ○ **Relationships**: The Magistrate took her in, and the two formed an unlikely bond, which makes Mayor Rain pretty much the only person willing to tolerate him. She will respond favorably to players who wish to make a home in Port Madrona, perhaps even welcoming them into her heart.

- ● **Marlon the Mothman**
  - ○ **Intro**: Marlon is the owner and operator of the luminescent roadside kiosk, which he calls The Glow and which opens at night to provide late-night sustenance to insomniacs. Marlon's chief motive in operating the kiosk is to watch the lights of the outside world flicker from far away, across the water. If encouraged by the player, Marlon may express a desire to take a trip to chase these lights, but he is hesitant to leave Port Madrona.
  - ○ **Appearance**: He is a small, two-foot-tall mothman covered in black fuzz with large, circular red eyes. Because he is so tiny, the player discerns Marlon's emotions from the movement of his moth wings and from the shape of his scarlet eyes (wide and wondering, half-closed and suspicious, or u-shaped and pleased).
  - ○ **Personality**: When first meeting the player character, he is extremely shy and has to be coaxed out of his shell by the beckoning call of light.
  - ○ **Relationships**: The player has the chance to become familiar with Marlon, and the mothman is grateful to become friends with the player if given the opportunity, as he is just as drawn to companionship as he is to shiny things.

- ● **Spike the Werewolf**

- **Intro**: On the night of Spike's big high school basketball game, she was bitten and infected by a werewolf on the opposing team. Now in her twenties, Spike is a part-time basketball coach at her old high school (and a part-time lumberjack), and she is focused on teaching the importance of defense to her students.
- **Appearance**: On most days, Spike is a human woman; but when the full moon hits, Spike retreats to her lumberjack hut in the forest to transform into her brown-furred werewolf form.
- **Personality**: Spike is an open and bombastic person who does not shy away from introductions and excitement.
- **Relationships**: Spike is friends with the high school students she teaches and the parents who come to cheer their children on at games. If the player shows interest in her interests (namely basketball, woodworking, and teaching), they will find a fast friend in Spike.

5.4. Secondary Characters

The following are characters around town that can also impact the game depending on how the player progresses their relationship.

Name, Species, Role	Purpose	Description
Gregor Bertrand Minotaur Librarian	Source of information regarding town history, Dateable	The librarian of the Port Madrona Central Library. Players can leverage their relationship to Gregor to learn about Port Madrona's town history.
Ferris Castro Human Barista	Source of information, Dateable	Ferris is a human male with a shy, small voice. Wants to fit in among the cryptids, but self-conscious about his normal humanity. Wears a handmade wooden headpiece that resemble antlers.
Yusuf Human Restaurant owner	Source of information regarding coastline and any visitors	The owner of Yusuf's Crab House. Players can leverage their relationship to Yusuf to learn more about Port Madrona's coastline.
Invisible Creature Unknown Coffee enthusiast	Source of information regarding city park	An invisible creature who spends their days sitting in a park bench drinking seemingly unending coffee from their camping mug. They look like floating human clothes.
The Seer Shapeshifter Town Fortune Teller	Source of information	The Seer is a shapeshifter who can take any form between a human and an owl. She provides the town with fortune telling service and has a perfect Yelp review. Has a major

		sweet tooth and will often barter sweets for her services.
Freya Nyx Human Waitress	Source of information regarding residents, Dateable	Freya runs the local Beaver Mill Diner serving the townspeople. She's observant and prides herself on being able to remember the various nuances of her regulars.
Jax Hera Buru Bookstore Owner	Source of information regarding town events, Dateable	Jax owns the Dark Carta bookstore and is Kai's boss. He's easy-going and always looking out for new events to post to the store's cork bulletin board.

6. Levels

6.1. Tutorial

The tutorial will be wrapped into the Opening and Level 1, so that players learn the controls as they progress the first scene. Players will learn to:
- Move through a scene by selecting the arrows.
- Select objects in the scene using the mouse cursor.
- Use their smartphone to access various apps that allow you to:
  - Interact with available NPCs and check relationship statuses.
  - Request a companion for story events.
  - Take photos.
  - View your To-Do list that tracks objectives.

6.2. Level Summary

The game includes three overarching chapters and two levels within each. To complete each level, the player must progress through scripted and optional dialogue events . Each level delves the player deeper into the story and offers a new location to explore. Completion of the final level activates one of three possible endings based on gameplay and player choices. Details and a summary of each level can be found under 5.1. Story and Narrative.

6.3. Level Breakdown - Locations

Act 1 - The Arrival

      Level 1

            Optional Event → Beaver Mill Diner

Scripted Event → Dark Carta bookstore

Optional Event → Port Madrona Pier

Level 2

Optional Event → Carl's Jr. restaurant

Scripted Event → City Park (at the maze that guards the Madrona Tree)

Optional Event → City Park (in the park's main area)

Act 2 - The Unexpected

Level 3

Optional Event → Magistrate's Office

Scripted Event → Seer's Hut

Optional Event → Deception Point

Level 4

Optional Event → Yusuf's Crab House

Scripted Event → Otis' Apartment

Optional Event → Port Madrona Library

Act 3 - The End of it All

Level 5

Optional Event → Town Outskirts: Hwy 6

Scripted Event → Town Outskirts: Hwy 6 / City Park (near Madrona Tree)

Optional Event → Town Outskirts: Hwy 6 / City Park (near Madrona Tree)

Level 6

Ending 1, 2, or 3

6.4. Level Breakdown - Objectives and Player Progression

Act 1 - The Arrival

Opening

- ❖ Complete Tutorial
- ❖ Find Kiosk
- ❖ Obtain Phone
- ❖ Get to Your Apartment
- ❖ Examine Photo of Madrona Tree

Tutorial Playthrough

Player enters town → tutorial prompt for movement → walk to kiosk → tutorial prompt to interact with NPC → tutorial prompt for dialogue options → player chooses → gains information about new location → walk to library → obtain phone → tutorial prompt to check phone's map → walk to apartment → explore apartment → select photo of Madrona Tree → tutorial prompt to check photos section on phone for more info

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Level 1

- ❖ Walk to Beaver Mill Diner
- ❖ Optional Event

- ➢ Talk to Freya
- ❖ Scripted Event
  - ➢ Head to Dark Carta bookstore
  - ➢ Speak to Jax (your boss)
    - ■ Print copies of the town events flyer and missing person poster
    - ■ Post to store's cork bulletin board
    - ■ Optional: Speak to other residents in the store
- ❖ Head to Port Madrona
- ❖ NPC Dialogue
  - ➢ Ask one the residents to meet you at the pier
  - ➢ Look for evidence of missing person

Level 2
- ❖ Check text from Spike the Werewolf
- ❖ Optional Event
  - ➢ Head to Carl's Jr.
  - ➢ Talk to Spike
- ❖ Scripted Event
  - ➢ Head to the City Park.
  - ➢ Ask one of the residents to join you
  - ➢ Solve the maze to reach the Madrona Tree
- ❖ Optional Event
  - ➢ Speak to the Town Mayor
  - ➢ Get information about the town's many mysteries

Act 2 - The Unexpected
Level 3
- ❖ Optional Event
  - ➢ Cash in a favor with one of the residents from your friend's list to get into the Magistrate's office
  - ➢ Search the Magistrate's office
  - ➢ Find files on missing persons
  - ➢ Find your file
- ❖ Scripted Event
  - ➢ Take a photo of your file to get information on the language
  - ➢ Send it to a trusted resident from your friend's list to find out what it is
  - ➢ Find the Seer's hut
  - ➢ Talk to the Seer
    - ■ Cash in a favor to coerce the Seer to reveal information about your file
- ❖ Go to your apartment
  - ➢ Take the photo of the Madrona Tree
- ❖ Optional Event

- ➢ Head to Deception Point
- ➢ Ask a companion to join you
- ➢ Reach the peak of Deception Point

Level 4

- ❖ Optional Event
    - ➢ Head to Yusuf's Crab House
    - ➢ Ask a companion to join you
        - ■ Cash in a favor with your companion to get information from Yusuf on Otis' address
- ❖ Scripted Event
    - ➢ Head to Otis' apartment
    - ➢ Search the apartment for clues
        - ■ Files on the desk in the Office
        - ■ Bookcase of jars in the Study
        - ■ Bookcase of journals in the Study
- ❖ Optional Event
    - ➢ Choose a companion to go to the library with you
    - ➢ Cash in a favor to receive access to the library's restricted ancient texts
    - ➢ Gather items for counter curse ritual (requires you cash in favors)
        - ■ Salt crystals from the coastline
        - ■ Hair of a werewolf
        - ■ Coffee from the Invisible Creature
        - ■ Saliva of a buru or minotaur
        - ■ Kiss of a human
        - ■ Potion of Sight from the Seer

Act 3 - End of it All

Level 5

- ❖ Optional Event
    - ➢ Head to the Town Outskirts: Hwy 6
    - ➢ Ask two trusted companions to join you
    - ➢ Wait until the rise of the full moon to begin the ritual

- ❖ Scripted Event
    - ➢ Complete the ritual
- ❖ Optional Event
    - ➢ Remember: Complete the Story

Level 6

- ❖ Ending

7. Interface

7.1. Visual System

The visual system consists of three spaces: the world, the player's smartphone, and the conversation window.

World: By selecting the arrows that are on screen or by following text prompts, players can move to any available location. Areas the player cannot move to will be given a short prompt or hint, such as "This door is locked."

Smartphone: An icon in the lower right corner will allow the player to select the Smartphone Menu. The phone menu will then appear on the right-hand side of the screen. Players are unable to navigate the world when the phone screen is up. See 3.6. Using your Smartphone Apps for more information on app functionality.

Conversations: When the player is in a conversation, a dialog box will appear in the lower third of the screen. The sprite of the character they are speaking with will appear on screen. When it is the player's turn to select a dialog option, all available options will appear. Emoticons next to each option will give the player a clue as to what the emotion behind the option will be.

7.2. Control System

The game will use primarily Touch/Mouse controls. Using these controls, players will be able to select dialogue options, navigate menus, and explore locations.

7.3. Audio, Music, and Sound Effects

To help set the tone of the game, our sounds will focus on atmosphere. Sound effects will be soft as to not deter from player experience. Background sounds will provide a sense of location. For example, a wooded area may include distant birdsongs.

Songs will be used selectively throughout the game to emphasize story or mood in important scenes. Songs we choose to use will be early 20th century radio pop, in order to bring a ghostly feel to the game. All songs/sounds will be public domain.

> Example Music:
> - Rememb'ring by The Duncan Sisters
> - Linger Awhile by Sarah Vaughan

7.4. Help System

The phone will provide much of the help that players receive. Objectives and important plot points will be listed in the To-Do section of the phone. Players will be able to refer to the To-Do section in between conversations. Players that are lost or need a refresher on the story so far will be able to access this section to catch up.

Additionally, each of the images stored in the phone will have captions to better describe what the player will need to use the photo for.

8. Technical

8.1. Target Hardware

We are targeting primarily MacBooks running OSX and PCs running Windows XP or better, with the option to port to Linux, Android, and iOS at a later date. These are good primary markets for visual-novel style games, and provide the easiest solutions for testing and exporting the initial release of the game.

8.2. Development Hardware and Software

Our team is working on a mix of different machines that match our initial target market.

We have selected the Ren'Py engine for this game because it offers a good mix of ease-of-use for those with less programming experience, but also gives the more experienced programmers on the team the option to add in more complex functionality when the puzzle or dialog calls for it. Ren'Py is also a well-documented, free tool used by other comparable products.

To help our team collaborate remotely, we are utilizing the following workflow and communication tools:
- Git and GitHub
- Discord
- Trello
- Pinterest board (for visual target assembly)
- Google Drive folder

9. Game Art

This game will take place in a 2D legend-inspired PNW town. Backgrounds will focus on natural areas, as well as cozy interiors. Important objects will be highlighted or bolded in order to stand out. The art style will focus on unsettling imagery and muted tones.

Character sprites will be static images that display a citizen of the town with varying emotions. Each character sprite will have at least a few emotions: neutral, happy, angry, and sad. A character's sprites will update to reflect the mood of the dialog. These sprites will be softly shaded and illustrated from at least the knees up.

Critical moments will have illustrations instead of sprites layered on backgrounds. For example, when the player is at the festival at the end of the game, an image of all the townspeople partying will be displayed instead of multiple sprites on one screen.

All dialogue will be located in the bottom center of the screen. The text box will be dark with light text. It will be semi-opaque as to not obscure the entire background.

Photos taken by the player will be reminiscent of polaroid photos, with white borders and timestamps. There will be enough space at the bottom of all photos in order to include a description.

Emojis are used in text interactions with NPCs. These emojis will be familiar to players as those commonly used in IRL texts. Examples are provided below: