

Gametype

The level editor that I will be using is Halo Infinite's Forge mode. This map will be a single-player linear story level with horror elements. This level will be different from other Halo Infinite levels as the aesthetic and the story elements will be outside of the norm for Halo. The target audience for this map is fans of psychological horror.

Story

The Halo franchise takes place during a war between a human military, the UNSC, and an alien doomsday cult, the Covenant, with alien and human forces alike defecting towards different sides. Before then, the UNSC created super soldiers to repress revolution militias in far-off colonies like the planet Reach.

Halo Infinite takes place after a nomad faction of both humans and aliens, the Banished, takes control and nearly wipes out all of the human and Covenant forces. The main character, the Master Chief, is tasked with taking out this new faction.

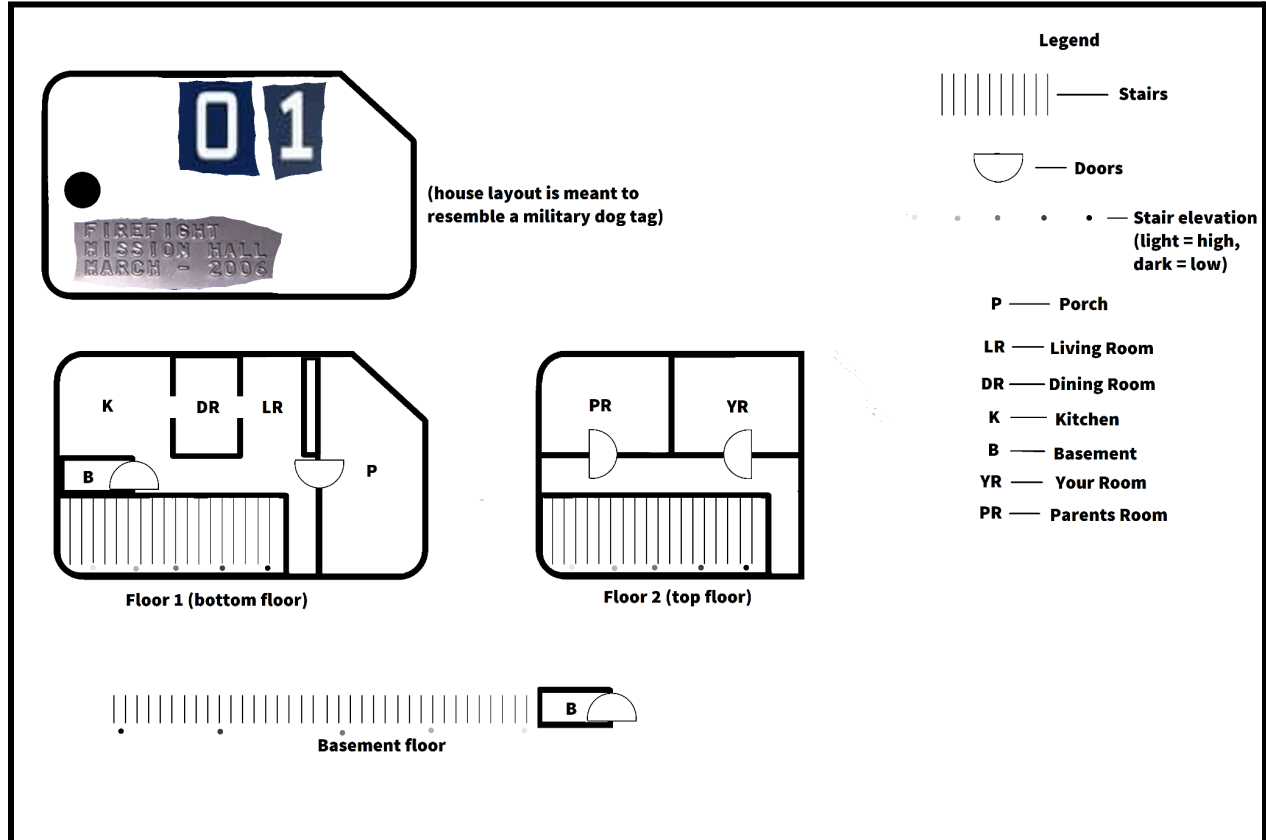
I find that Halo lore tends to gloss over how repressive the UNSC is because they are fighting a much more dangerous alien force and I think it would be interesting to explore that in the story for my level.

This level will take place during the opening of the game when the Banished is defeating the UNSC, although this story wouldn't be so concerned with the war.

The level starts off with the main character returning home during a heavy rainstorm with a thick fog. The house they return to is in the middle of nowhere. As they return home, they find out that no one else is there, but they poke around anyways. The player finds the basement to be ominously taped up. During this, flashes of a spartan floating in space in a pelican (military spaceship). As you explore more of the map, things make less sense continuity-wise and the layout of the map morphs. New rooms will appear when they weren't there before and the color, layout, time period, etc. of the house will change, subtly at first, to mess with the player, but will become more obvious the further the player goes through the story. More flashes will appear and more details on the inside of the ship will be revealed and that the spartan is dying. When we cut back to the house, some details in the set dressing will indicate that the main character is the same character as the dying spartan. Eventually, the player will be able to explore the basement, and inside is a long staircase that seemingly goes on forever. The player walks to the bottom and finds the door. In the door is a normal-looking basement with more story details as to why the spartan left home and why they are back. It is revealed that the spartan left home as a way for them to run away from their identity (the spartans are stripped of their identity to be an emotionless cog of the machine in Halo lore. Although, deep down, they can still feel and are human). It is also revealed that the house is on Reach, which is a planet that got destroyed in Halo lore. It cuts to the spartan now, hallucinating as they die. The player thought that their pelican was damaged, but it is revealed to be in working order and the spartan chose to kill themselves. As they hallucinate, they express regret for never being able to return home ever again and mourn the person they once were, who is now gone for good. They lose consciousness and die in the vacuum of space.

The main inspirations for this story are I'm Thinking of Ending Things, Silent Hill 2, Anatomy, My House, wad, and The House of Leaves. All of these stories are some of the few horror stories to really disturb me down to my core and that is the tone I want to portray. I want the player to feel some sense of terror, sadness, and maybe even relatability with this story.

Gameplay



The main objective of the map is to progress through the story

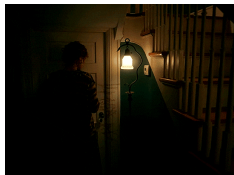
This map wouldn't be very large as it would utilize the same map, only props being swapped around.

This map should take around 15 - 20 minutes

This map shouldn't be much more difficult than other maps in Halo Infinite

This map would be memorable because psychological horror isn't explored much in the Halo universe and the aesthetic of a Midwest house isn't touched often in the Halo universe as well

Visuals/Effects/Audio

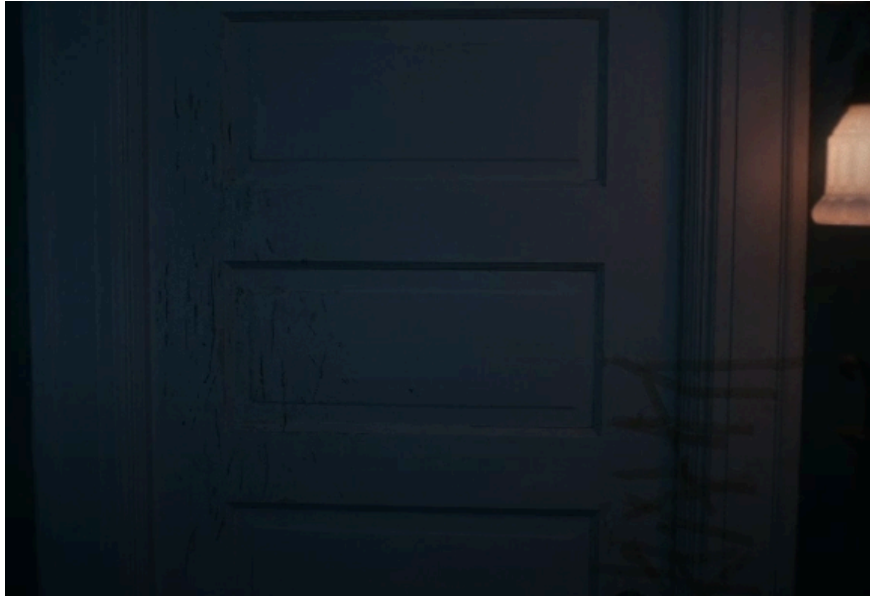




My inspiration for the overall look of the level will be the house from *I'm Thinking of Ending Things*. A midwest house that has an uncanny feel to it.



The inspiration for the layout changes will be from *The House of Leaves* (these screenshots are taken from the doom mod *My House. wad*, which is inspired by the book)(this is the same closet, the room changes if you open and close the door enough times).



The basement will be taken from the basement in I'm Thinking of Ending Things



And the staircase will be taken from the staircase from Silent Hill 2 (this staircase goes on for a long time).

Asset List

No additional assets will need to be created. While this game doesn't have things like wooden chairs, desk lamps, bed frames, etc. from the get-go (because of its futuristic/military/alien aesthetic), [based off of this video of someone recreating Andy's room from toy story](#), I can assume that I will be able to create whatever props I need for this level off of preexisting props

Feature List

No additional features need to be created.