

The Witch and the Candy House

Summary

Based on the classic fairy tale "Hansel and Gretel" The Witch and the Candy House is about two siblings Hansel and Gretel who one day go exploring in the forbidden forest. In their expedition through the forbidden forest, they stumble upon a magnificent sight. A large house made entirely of candy! Hansel and Gretel's eyes widened and gleamed. With drool in his mouth, Hansel sprinted towards the Candy House despite Gretel's protest.

Ambling behind the speedy Hansel, Gretel's smile slowly faded; her eyes dimmed. Hansel, now out of sight, breaks the silence with a bellowing scream. "Save me, Gretel!" echoed throughout the forest. The plea bounces between the trees, circling Gretel as she gulps and slightly hunches over. Fearing what may have happened to her brother, Gretel now creeps towards the Candy House, keen on fleeing the forest with her beloved brother.

Themes: Fairytale, Thriller, Familial Relationship

Genre: Stealth, Adventure, Narrative

Mechanics:

WASD - directional movement

Mouse movement - Crosshair movement

Shift - Sprint

Control - Crouch

E - Interact

Left click - Use throwing item

Escape - Open the menu

Structure: A stealth game with multiple paths of progression and choices that affect gameplay and the ending.

Aesthetic: PS1 style graphics, with low poly meshes and pixelated textures.

Central Goal: Find your brother by navigating through the witch's candy house

Legend:

[text within a box] = indicates a description of certain items or places

Italics = indicate a change on the screen such as a new UI appearing

Underlined = indicate interactable objects and NPCs

Bold = indicates Player action/agency

() = sound playing

The Witch and the Candy House game script

Introduction cutscene:

An introductory video begins to play, an animation in the style of a pop-up book, with the first scene showing us 2 children and a background page of luscious rolling fields. A Narrator begins to speak.

Narrator: There were once 2 joyous siblings named Hansel and Gretel. (Laughing children noises) They loved each other very much, but what they loved most was to play. They'd run around the fields (treading grass noises), pester the local wildlife (cow mooing noise) and hide from their parents. (Mother shouting 'Gretel').

What they'd never dare to do, however, was to enter the forbidden forest (wind-wooping noises). But today they just couldn't resist. Creeping through the forest both Hansel and Gretel were on edge (treading through the forest noises) *pictures of children moving slowly*. This fear, however, was dispelled when they both saw it (Children gasping) *the candy house appears*. The Candy House.

Their eyes widened and gleamed, and with drool in his mouth, Hansel ran ahead *Hansel picture runs towards the house*, despite Gretel's protests (child saying stop). The more distance put between Hansel and Gretel, the more her smile starts to fade, and slowly turns to a frown *Hansel image disappears*. Her eyes turned dim, and she began to hunch. The forest turned awfully quiet.

Breaking the silence was a scream from Hansel, with him yelling.

Hansel: Save me Gretel!

Narrator: As Hansel's scream echoed throughout the forest, Gretel prepared herself for her new adventure. Fearing what may have happened to her brother, she crept towards the candy house. Will she succeed in fleeing the forbidden forest with her beloved brother? Or will she, too, meet the same fate as Hansel?

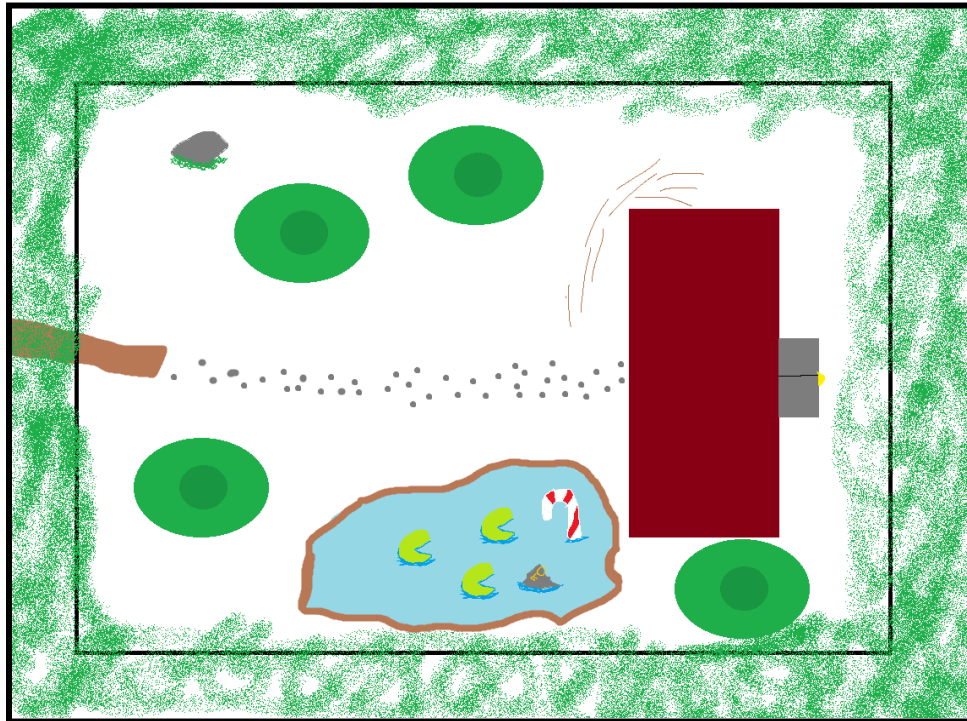
CUT TO:

Load level

| The player spawns onto a path leading to the front door of the candy house. To the side of the path are some footprints and

marks leading behind the house. The the right of the path, there is a **pond with chocolate lily pads and candy canes**. Observant players may see a rock with, lying upon it, a key. The players may also explore the immediate vicinity and find a rock, directly left of the spawn point. Behind the house is a **Cellardoor** with a lock. |

Level Map



At this point, the Player **can move and look** around.

If the player **approaches** the front door then the narrator will say

Narrator: The front door of the candy house seems to be unlocked, but maybe there are more things to find outside this house, maybe there's another way in.

At any point, if the player **runs too deep into the forest** the narrator will say

Narrator: Gretel seemed to be a bit intimidated by the candy house, but if she wanders out back into the forest she may get lost, or even meet the same fate as her brother. Are you sure you want to venture further?

If the player **continues into the forest** they will be met with this ending

CUT TO:

Secret ending

The pop-up book-style ending scene with the background of the forest loads up again, This time it's just Gretel. She is walking around slowly

Narrator: Gretel, stricken with fear, began retreating from the candy house. The screams of Hansel echo in the distance (Hansel Screams). A new challenge has arisen, can Gretel get out of the forest before meeting the same fate as Hansel (the witch cackling)?

If the player **heeds the narrator's warning**, then the game continues as normal.

If the player **picks up** the rock the narrator will say

Narrator: Gretel has found herself a large rock, maybe she could use it to break through a window. But be careful, it would make a very loud noise.

If the player **smashes** a window with the rock, then the narrator says

Narrator: Gretel has made an alternative entrance into the candy house, but be careful that loud noise would have surely drawn someone's attention.

The player can **complete a jumping puzzle** to get the key off of the rock in the pond, this key would **open** the cellar door leading into the basement. The player can either stumble onto this key or **learn about** it in a note in the kitchen on the first floor.

If the player **picks up** the key the narrator will say

Narrator: Gretel has found herself a key. I wonder whether this fits into the cellar door behind the house.

If the player **approaches** the cellar door the narrator will say

Narrator: A cellar door, I wonder where this leads to. It looks like there is a lock on it, maybe we could find the key to open it.

If the player **opens** the cellar door the narrator will say

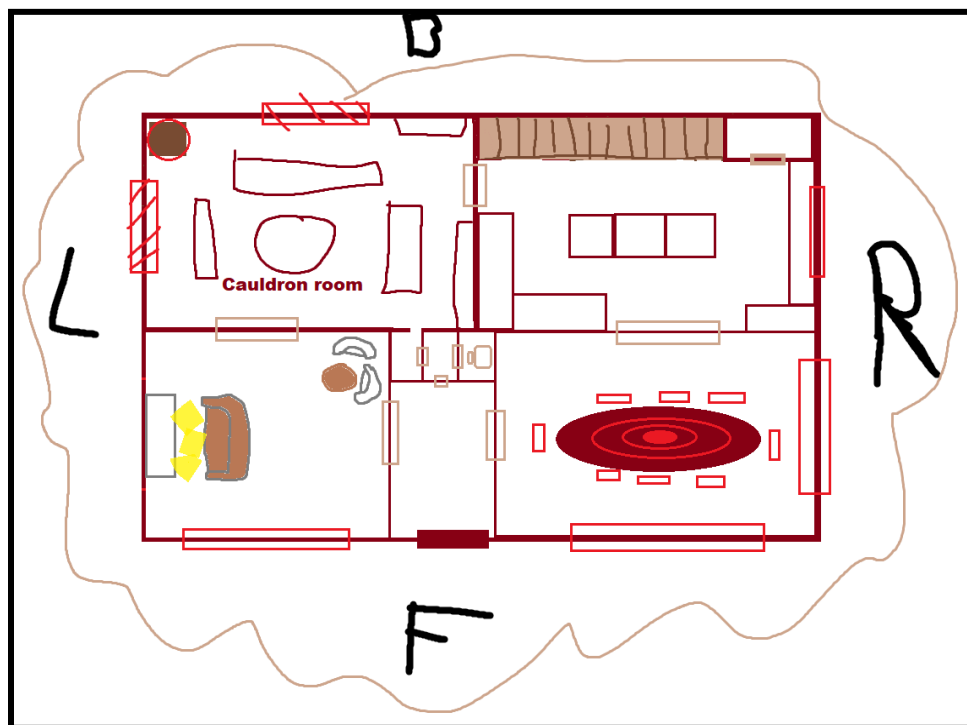
Narrator: Gretel has managed to open the cellar door. This gives her an alternative entrance to the basement.

WHEN the player enters the first floor of the house, then the narrator would say

Narrator: Gretel Finally managed to enter the house. Now how will she find Hansel?

| The player is now inside the witch's house. There are 4 main rooms and 3 small rooms. The 4 main rooms are The living room, the dining room, the kitchen and the cauldron room. In the kitchen, there is a locked door, a note and a window to get in. In the dining room, there is a table and chairs alongside two windows. In the living room, there is a fireplace which produces a lot of **light**, a sofa and some chairs and a table as well as a window. Finally, in the cauldron room, there is a large cauldron in the centre producing light, a trap door leading into the basement and a desk with a key and a note on it. The small rooms are the entrance hallway, a toilet and a closet with a hole in it, **just small enough for a child** |

Floor map



There will be x guard(s) patrolling the first floor.

If there is one guard, he will walk around the whole first floor in a circle, if there are multiple, they would have their designated sections.

If the player is **spotted** by the guard, the guard will initiate a **chase** with the player, with the guard being faster than the player, however, the player can **fit under some objects** and the Guards **aren't smart enough to check these hiding spots**.

If the player is **caught** by a Guard, then the game is over

Open the game over menu with options to restart or quit the game

If the player **approaches** the fireplace then the narrator would say

Narrator: Gretel needs to be careful of the light, as the more illuminated she is, the easier she is to spot. However, sometimes it's impossible to be in total darkness, and you'll need to advance carefully.

If the player **reads** the note in the kitchen, *the note UI would pop open, and it would say 'Those damned gnomes stole the cellar key again! They always manage to break in and for some reason, they always steal this key and hide it from me. I think I saw it on the rock in the pond. If the witch finds out, I'll be turned into a chocolate frog!'* then the narrator would say

Narrator: It seems like there's a key on the rock in the pond, it opens the cellar door behind the house, and it could give Gretel another way into the basement.

If the player tries to **interact** with any locked door, then it will (rattle) and the narrator will say

Narrator: The door is locked.

If the player **interacts** with the note in the cauldron room, *the note UI would open and it would say 'To the chef. I've locked up that pesky boy in the basement. I've got big plans for what I'm going to do with him hehe. I've got the key to his room in my chambers on the third floor, and the key to the basement is tucked away on the second floor inside the miniature candy house. To make it appear, you need to find the 3 missing pieces and put the house together, then the key will appear. But you can't get into his room without the key on the 3rd floor, remember that. Later this evening you're going to get these keys and, well you know the rest... from the witch'* Then the narrator will say

Narrator: Not only did Gretel find out she's in a witch's house, but Hansel is in great danger. She needs to get the key on the third and second floors to save her brother.

If player walks near the carpet over the trapdoor the narrator would say

Narrator: Hmm, it seems like there's something under that carpet, maybe Gretel should check under it.

WHEN the player **picks up** the key in the cauldron room the narrator will say

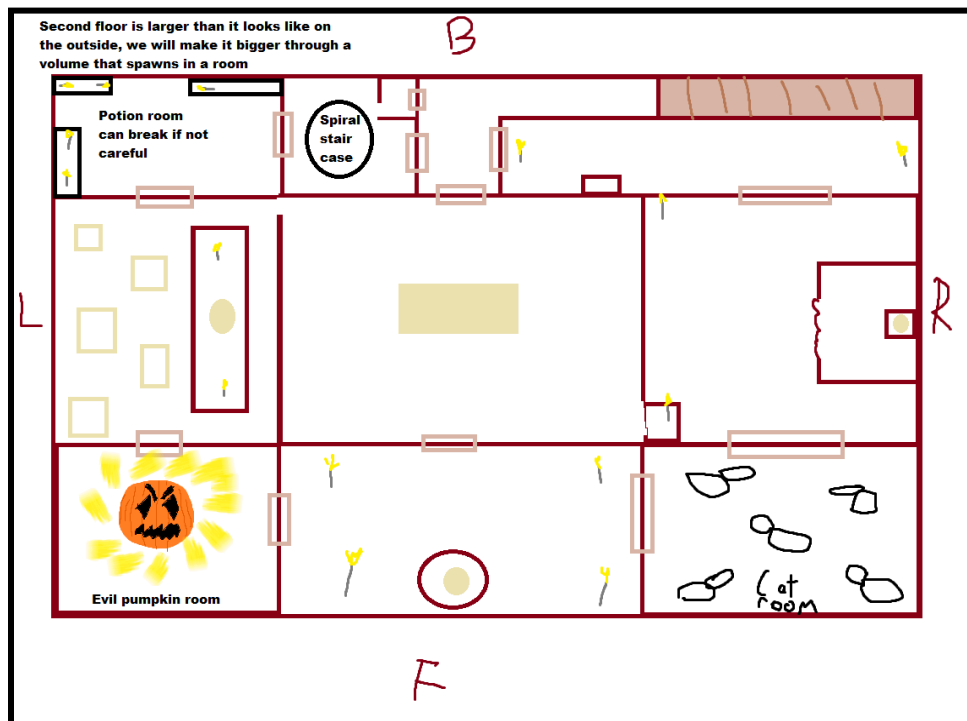
Narrator: This key must unlock the door in the kitchen. This will lead Gretel to the second floor.

WHEN the player **unlocks** the door and **goes up to** the second floor the narrator will say.

Narrator: The key for the cauldron room trapdoor is on this floor, but Gretel remembers she also needs the key on the third floor to save her brother.

| The player is now on the 2nd floor. There are 9 rooms on this floor. 3 of these rooms hold a piece of a **miniature candy house**. In the storage box room, there is a candy house piece, in the pedestal room there is a candy house piece and in the enchanting room, there is a candy house piece. In the centre room, there is a **mini candy house** with pieces missing. The rest of the rooms are **obstacles** Gretel needs to work through. There is a corridor to the left of the staircase. There is a spiral staircase room that leads to the third floor. There is a potion storage room that is very illuminated. There is a pumpkin room and finally a cat room. Throughout this floor, there are creaking floorboards that when **stepped on** produce a noise that would draw the guards to that sound. |

Floor map



There will be x guard(s) patrolling the second floor.

If there is one guard, he will walk around the whole first floor in a circle, if there are multiple, they would have their designated sections.

If Gretel **enters** the main room the narrator says

Narrator: Gretel remembers she has to build the candy house to get the key to the basement.

If Gretel **hits** the potion storage racks, the potions would fall and make a loud (noise) alerting the guards to that area.

If Gretel **approaches** any candy house piece the narrator would say

Narrator: That's a piece of the candy house.

If Gretel **steps** on creaking floorboards then the guards would be alerted to that location.

If Gretel **enters** the cat room, then the narrator would say

Narrator: Gretel needs to be careful, as getting too close to the cats could cause them to meow.

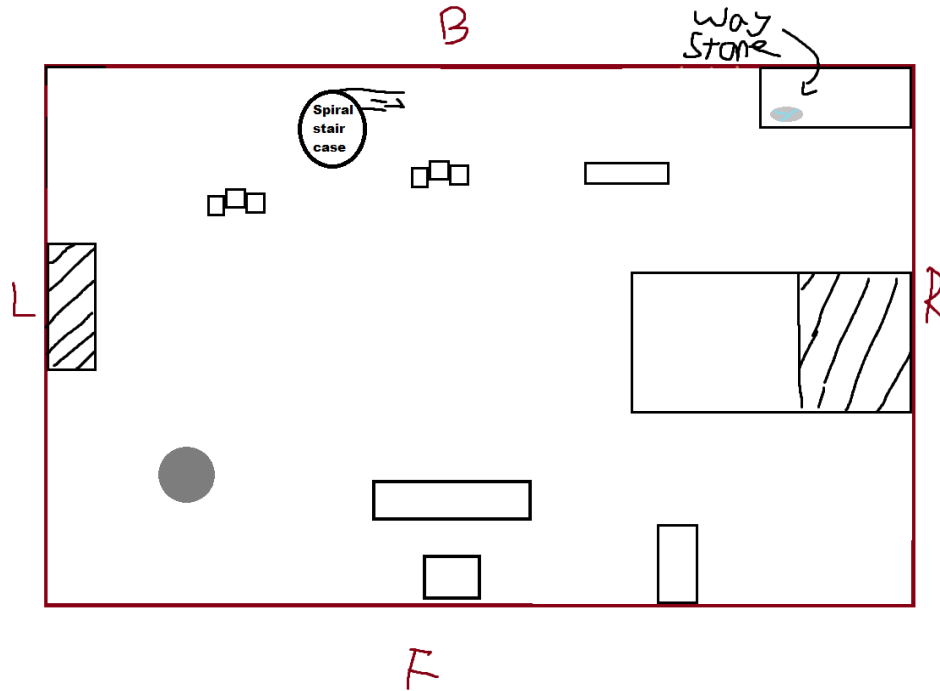
If Gretel gets **too close to a cat** then the cat would meow and alert guards to the location.

WHEN Gretel goes up the spiral staircase and enters the 3rd floor, the narrator would say

Narrator: Gretel is now inside the witch's chambers, and the witch is in there too. Gretel needs to make sure she only walks around when the witch is looking away.

| The player is now on the 3rd floor and inside the witch's chambers. It is a bedroom with additional amenities like a desk, lectern and desk, books, and enchantment corner. The room is large and full of clutter and hiding spots. There is a wardstone, a note and the key to Hansel's cell |

Floor map



On this floor, there aren't guards, but the witch can **catch** the player. The witch periodically turns around to **check** if the player is in view. If the player is in view, she casts a spell, catches the player, and triggers the game-over state. If the player isn't in view, then they are safe.

If the player **interacts** with the Wardstone then they add it to their inventory and the narrator says

Narrator: This seems like it will be useful

If the player interacts with the note, *the note UI appears and says "I need to destroy this final wardstone soon, otherwise I might lose it to some pesky gnomes, and that would cause me a lot of trouble. It can protect any entity from me entirely! Aghh I must have misplaced it in my room."* then the narrator will say

Narrator: It would be a good idea if Gretel found this wardstone.

WHEN Gretel **picks up** the key, the narrator would say

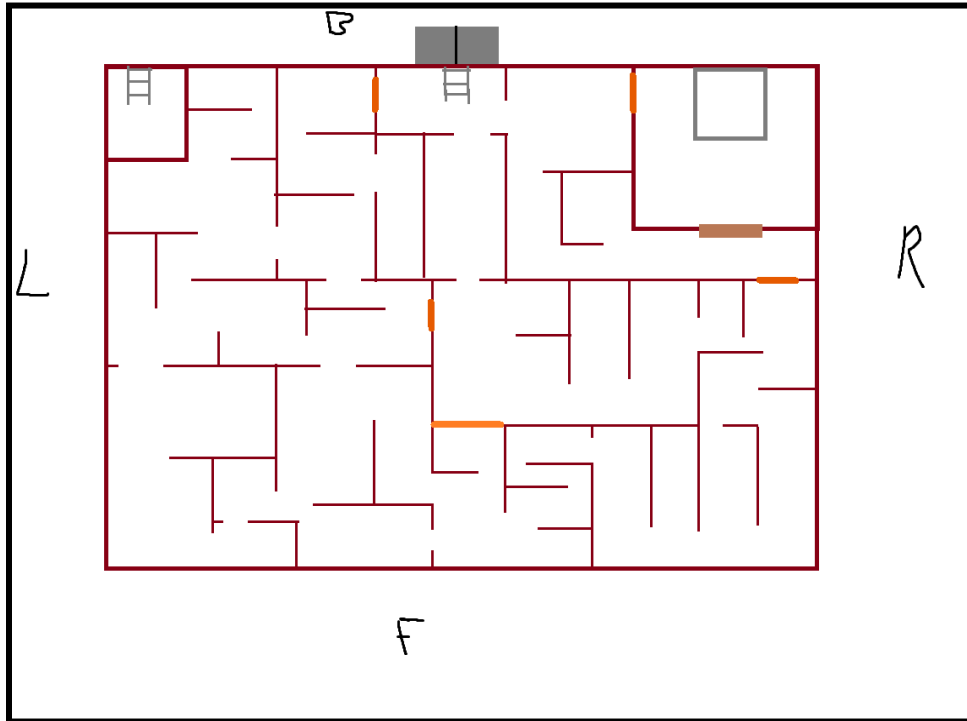
Narrator: This is the key to Hansel's cell, Gretel can now save him and get out of here.

WHEN Gretel **enters** the basement, the narrator would say

Narrator: This is where Hansel is being kept, If Gretel has his key, she could save him

| The player is now in the basement. The basement is a maze designed to keep gnomes out. In this basement are some leftover gnome tools, weak walls and wall lights. There is also a note near the trapdoor entrance. |

Floor map



There will be x guard(s) patrolling the basement floor.

If there is one guard, he will walk around the whole first floor in a circle, if there are multiple, they would have their designated sections.

If the player **reads** the note then *the note UI will appear on the screen and say "Those pesky gnomes have been down here again, they've started damaging our walls and even left some of their tools around. If you candy monster guards don't do your job, ill gobble you up!"* the narrator would say

Narrator: Maybe Gretel could use these gnome tools and destroy the weak walls.

If the player **picks up** a gnome tool then the narrator would say

Narrator: This tool could be used on a weak wall

If the player **breaks** a weak wall then the narrator would say

Narrator: Gretel made a hole in the maze, but that loud noise probably attracted some guards.

If Gretel **shoots** a wall light then the narrator would say

Narrator: That made the way darker, so Gretel is less likely to be spotted by the Guards.

If Gretel **interacts** with the door without the key to Hansel's cell then the narrator would say

Narrator: Gretel can sense Hansel on the other side, but she doesn't have the key. She reckons it's in the witch's chambers, on the 3rd floor.

WHEN Gretel **Interacts** with the door with the key to Hansel's cell then the game is over and will play one of two endings depending on the player **picked up** the wardstone.

PLAYER HAS WARDSTONE:

The game begins to play the good ending cutscene. During this ending, the narrator says

Narrator: As Gretel reached Hansel, they both rejoiced (Yippie)! However, this joy is short-lived as the wicked candy witch finds them both (screams) *witch appears on screen*. As the witch reaches over to Hansel and Gretel, the ward stone activates (magical noise) and the witch lets out a scream (witch screams). Sensing that this is their opportunity to escape Hansel and Gretel bolted out of the candy house and ran through the forest (running noises) *Screen changes to the forest*. They made it home safe. A few days later villagers from all sorts of towns came baring torches and pitchforks (angry mob noises) *showing torches and pitchforks on screen*. It's safe to say that the Candy House Witch is no more and peace can fall upon the forbidden forest. The end.

PLAYER DOESN'T HAVE WARDSTONE:

The game begins to play the bad ending cutscene. During the ending the narrator says

Narrator: As Gretel reached Hansel, they both rejoiced (Yippie)! However, this joy is short-lived as the wicked candy witch finds them both (screams) *witch appears on screen*. Gretel and Hansel both yelp as the witch shoves them into the oven, turning them into her next meal (more screams but muffled) *Hansel and Gretel are now half sticking out of an oven*. *The candy house is shown on screen*. And so the witch sits and rests, waiting for the next 2 adventurous kids to wander into her delicious candy house. Maybe this story has a different ending, maybe if Gretel found a certain item she could have gone home happily with her brother. Would you like to try again?