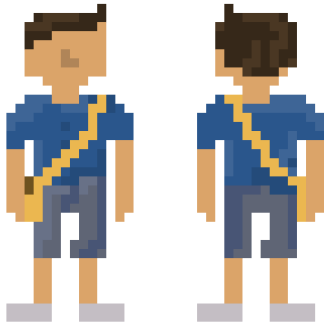


Character Concepts



<https://duke.zoom.us/j/9438871819>

Name: Peb

Species: Human

Occupation: 12 y/o school boy

Backstory: Peb was sent to his grandfather's cabin in the woods for the entire summer. Visiting his grandfather for the first time in several years, the cabin hasn't changed much since his last time here when he was younger. With nothing much to do, he quickly finds himself curious of what sits beyond the cabin, where mystery and adventure awaits.

Appearance: Blue shirt with gray pants, seen with backpack after unlocking inventory; has a pet ghost named

Boo

Working In game 3D model:





Name: Boo

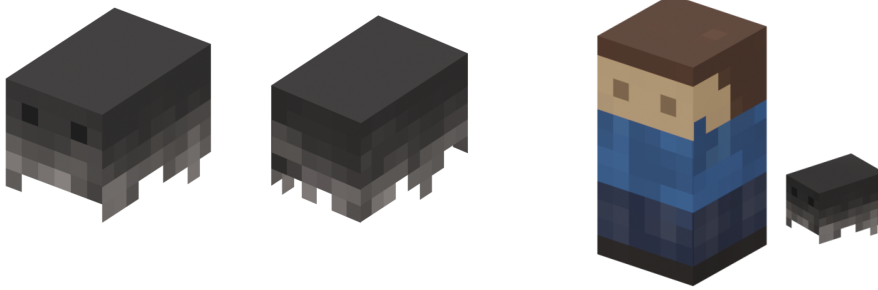
Species: Ghost

Occupation: mystery pet

Backstory: Boo acts like a dog and would not leave Peb's side. Maybe it's friends with the creatures in the forest, maybe not. Its origin remains unknown.

Appearance: small ghost

Working In game 3D Model:





Name: Grandpa

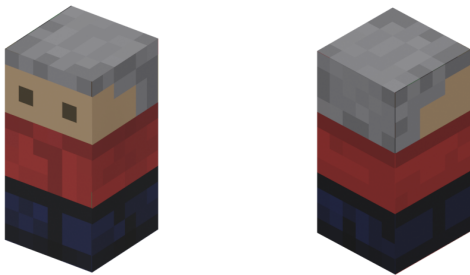
Species: Human

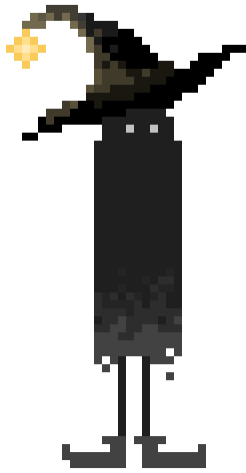
Occupation: Retired old man in his 60s

Backstory: Ever since he lost his wife, grandpa has been living by himself in a forest cabin that he built with his own hands.

Appearance: Middle Aged man with silver hair and beard. Grandpa wears a red shirt, dark blue jeans and black work boots

Working In-game 3D Model:





Name: Big Boo

Species: Ghost

Occupation: the forest guardian

Backstory: Big Boo has been guarding the forests and its spirits as long as he remembers. He frequently visits Grandpa's cabin at night and seems to be grandpa's closest friend in the woods.

Appearance: Tall ghost often seen wearing a large black witch hat with a shining twinkle star. It is hard to say if he is wearing a cloak or that's just part of his ghost body.

Working In-Game 3D models:



In Development:

