

Idea – more player driven interaction – how about when player picks up something, game changes

Boy, neglected in life - create desire to give him happiness in death

Act 1

Character introduced to our world:

- Use a note?
- Have a short intro?
- Cinematic with notes?

Requires outside? - Visiting family, wake up late at night, cant sleep, you go to the family room.

YOU PICK I PICK SYSTEM OF GAME PLAYING WITH KID

Act 2

Lights normal - begin to dim

Situation - how does character meet our ghost? How to get character to like ghost and want to play?

**How about lights go dim, and character appears at fireplace?
Sad music? Tragic?**

Ghost has power to control lights?

Boy starts talking - doesnt directly acknowledge at first e.g Its so quiet/wheres mom?/ wheres dad?/ wheres everybody?/im cold (**create the desire to play**)

(child rocking back and forward, rubbing himself - seems cold)

**Boy acts weird but normal, like doesn't realize whats wrong.
Boy should not be phased at all, just thinks meeting someone new?**

Whos there? (surprised) - **make it seem like the boy is scared of you more than you are of him**

Oh its you! Have you seen my mom and dad?

I wanted to play with them but I cant find them anywhere..... would you play with me? (**Find something fun! Some general phrase referring to toys to play with - post interim**)

(After long pause if player doesn't do anything) Wanna play catch?

Act 3

Boy asks to play catch the ball, boy says he cant grab anything which is weird, optional - boy says he likes toys?

Whenever boy realizes that he is a ghost, player should be directly involved.

Good

If you miss: Kid says Try again! I wasn't good first, but then I got good!

You throw good!

Bad

(ball lands in location far away from boy, twice)

Don't like catch? Its ok.... Dad didn't too. How about hide and seek then! That's fun!

Act 4

Boy asks to play hide and seek, use audio cues to help player find person, couple of different locations: closet, behind table/couch - under something, on top of something??

Ok! Me first! Now close your eyes and stand in that corner. No peeking!

If too much delay then boy is sad.

First boy hides

Good

At last ghost hides in closet, now album is on top shelf.

Go to album

Bad

(Player did not find boy in time)

You couldn't find me! Thanks ok Im so good my friends would never find me either.

I must be good at this, cause no one can ever find me.

Act 5

Oh is that the picture book! Can you get it for me! Please please please!

(When picked up)

Lets read it together over here!

Boy asks to open album, moves next to table,

Album is stuck to table? Cannot throw or only boy knows where to find key that opens draw where album is? Boy shares secret maybe about album?

After album event,

I remember now, (wipes eyes with sniffing)... I guess its time to say goodbye. Ill miss you (opens arms for hug). **Asks for hug.**

If no hug recieved after time - I could use a hug.

While fading away

Take care,maybe we'll meet again someday.

Bad Ending

We'll we tried to have fun.... Thats ok... ill try find mom and dad. Bye bye. **(boy sits back at fireplace goes back to original animation position in front of fire place, and fades away) - sad music playing.**

GAME OVER - Lights go back to normal

Optional Act

Train

Plane. - **Have kid direct guest by running to points that guest needs to fly plan to**

Puzzle game? Putting shapes in the correct slot of a little board - have puzzle pieces scattered round game area.

In each optional boy realizing he can't touch it

How to Fit Optional Acts

Can work in two ways - either linear in way e.g first mandatory experience then give time limit for player to find an optional, then if not found optional then player is prompted to do a mandatory.

One advantage is can control time of experience and getting to album act.

Other way - completely free, player does at their own pace, meaning guest has to explore place and boy responds when player select an item, though boy does give clues about items in room.

More freedom, may face issues getting player to do album act.