



# FOURTH NIGHT

## ● CHARACTER

YOU PLAY HAS STACY, ON A TRIP WITH HER HUSBAND TO A VACATION HOUSE. TENSION RUNS IN THE COUPLE, BUT ULTIMATELY, THEY ARE IN LOVE AND USE THIS VACATION TO REIGNITE THEIR LOVE. BUT IT ALL GOES DOWN THE DRAIN WHEN PAUL (THE HUSBAND) DIES, AND STACY GETS PURCHASED BY A MYSTERIOUS FIGURE WITH A TV FOR A HEAD. STACY DIES, AND THE MOVIE LOOPS. THE ONLY KNOWING ABOUT THE LOOP IS THE PLAYER, AND THEY MUST LIBERATE STACY FROM THIS NEVER-ENDING MOVIE LOOP!

## CAMERA ●

THE CAMERA IS LITERALLY A MOVIE CAMERA. THE RULES OF A MOVIE ARE THE MOST IMPORTANT THING FOR THE CAMERA. WIDE EXPOSITION SHOTS PERMIT THE PLAYER TO SEE THE ENVIRONMENT AND TRY TO INTERACT WITH IT. INTERNALLY GENERATED CAMERA MOVES CAN HELP THE PLAYER BE IN THE PROTAGONIST SHOES AND HIDE HARDER CHOICES THAT WE WANT TO HIDE FROM THE PLAYER.

## ● PERSONA

THE PERSONA IS SIMILAR TO UNTIL DAWN PLAYERS. THIS GAME CAN BE SCARY AND BE PLAYED IN A GROUP SETTING, WHERE EVERYONE CAN HELP RESOLVE THE PUZZLES GIVEN IN THE MOVIE. AT THE END OF THE DAY, THE GOAL IS TO APPEAL TO BIGGEST DENOMINATOR, SO ANYONE WITH A SMALL INTEREST IN VIDEO GAMES AND IS COURAGEOUS ENOUGH TO PLAY A STRESSFUL GAME.

## ● CONTROLS

THE CONTROLS ARE PURPOSELY VERY SIMPLE.

ALL BUTTONS (A,B,X,Y) ARE USED FOR INTERACTING WITH THE CURSOR. WHEN THE PLAYERS INTERACT WITH THE CURSOR. A RECOGNIZABLE SOUND IS PLAYED WHEN TO DO SOMETHING CORRECTLY. NOTHING IS PLAYED WHEN THE PLAYER DOESN'T DO THE RIGHT INTERACTION.

YOU CAN MOVE THE CURSOR WITH THE ARROWS AND BOTH JOYSTICKS. THE INVENTORY SYSTEM APPEARS IF THE CURSOR IS PLACED AT THE RIGHT PLACE. TO USE AN OBJECT, YOU PRESS THE INTERACT BUTTON ON THE OBJECT.

## ● PILLARS

1

PLAY WITH THE EXPECTATION OF THE MOVIE EXPERIENCE. THE GAME MUST START LIKE A NORMAL MOVIE, THEN VIDEO GAME ELEMENTS APPEAR LIKE A POINT AND CLICK EXPLORATION SYSTEM, AN INVENTORY SYSTEM.

IT ALSO APPLIES TO THE MOVIE STRUCTURE. THE MOVIE IS A BREATHING LIVING CREATURE THAT CAN MAKE MISTAKE, SO CERTAIN PARTS CAN RARELY CHANGE.

2

METROIDVANIA / POINT AND CLICK PROGRESSION. THE LAYOUT MUST BE CREATED LIKE A METROID VANIA MAP. WHERE CERTAIN OBJECTS ARE PLACED IN A UNIQUE AND SPECIFIC LOCATION. THESE OBJECTS HELP GETTING INTO MORE PLACES.

3

CREATE A TENSE MOVIE EXPERIENCE, WE NEED TO BE SCARED FOR OUR PROTAGONIST DEATH, UNTIL IT BECOMES MUNDANE!

