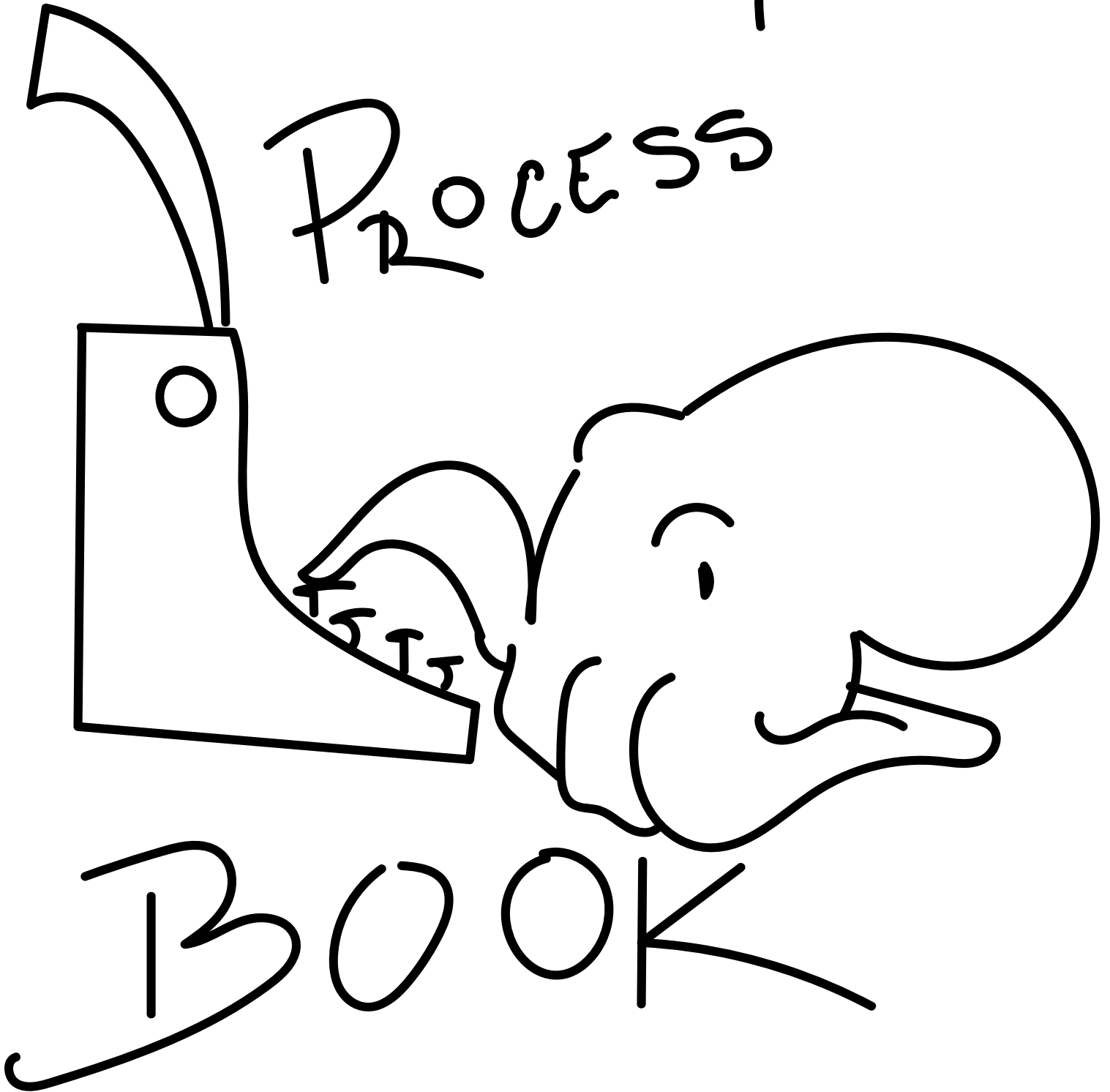a boneoctopus

PROCESS

BOOK

FOR:
SIGNAL

CONCEPT:
For this project, I simply had to make an explorable game space. I decided to base it off a bit of lore I had heard before—yet somehow have not been able to find since. I knew I wanted voices in the game, so I used my own voice, as well as those of a few friends. I began with the single room cabin, and slowly transitioned to a more expansive space.

LORE:
When I was brainstorming for this project, I was mostly trying to find a way for the lore I knew to fit into a game world. The story went like this:

It was a dark, cold winter. Three lumberjacks were caught in a blizzard and forced to stay inside a small cabin throughout the night. When darkness had enveloped them, there came a knock at the door. One opened it to see a man with a cane and a top hat, grinning wickedly.

"Hello," he said. "It is very cold. Might I come in and share in your supper?"

The men agreed, but under the condition that the man had to tell them something entertaining.

"Oh," the man said, "I'll do ya one better."

And the man turned his cane into a black mamba before their eyes.

Being terrified, the men cast him out. Time passed and, in the dead of night, there was another knock at their door. They refused to open it. The knocking stopped, so one went out to check.

There were no footprints outside. Only a single, black top hat in the snow.

LORE OF THE GAME:

I took this legend and twisted it a bit to turn it into a game. It is still a deep, dark winter, and the man is still relevant, but my game is set after this tale. You play as a detective, investigating the disappearance of three young men. They frequented a cabin in the woods, which you decide to explore. You find hidden codes and clues, which lead you to secret rooms within the cabin, drawing you slowly downward until you reach the last room. In this room, the man calls out to you over a speaker and tells you that you cannot escape without selling him your soul.

Three missing persons reports were just called in.

If you know anything about their whereabouts, or any information at all, please contact the radio center.

MY PROCESS:

In true boneoctopus fashion, I started this game with the intention of it being in a single room. However, as I began modell ing with Maya, I quickly realized the game would benefit from multiple scenes. After much trial and error, it was ready to be sent to Unity, where I compiled everything.

THE AFTERMATH:

This game was received well. After coercing some of my friends into doing voice overs for the project and adding subtitles, it all really came together. It is available for play here

Keep warm, folks. We're in for a doozy.