

# WITHIN THE MASCOT

## STORY BIBLE

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# GAMEFLY PITCH

A Five Nights at Freddy's Inspired game where a teenaged girl starts her first part-time job and gets more than she bargains for. Singing and dancing robotic animals go from lifeless to threatening after the discovery of a secret storage room in the building. Your choices determine who lives and dies.



# INSPIRATION

For the story and theme, I took inspiration from Five Nights at Freddy's. It wasn't until after I read The Silver Eyes books and started writing a Fan-Fiction book four to the series that I decided that I wanted to make my own animatronic-based game. So, in a way, The story of this game is based off a fan fiction of Charlie's story.

For the aesthetics and gameplay, I'm taking inspiration from Until Dawn and The Quarry. I love the cinematic feel of those games, though I'm not aiming for that level of realism.

# CHARACTERS

All animatronic character designs were created by [Ballpit Bee](#).

All human character reference designs were made using the app [Dollify App](#) on my phone.

I wanted to pay tribute to some of my favorite horror movies, so I did my best to give all the characters (last) names from actors/actresses and/or the characters they play in their respected movie(s)/books.

## Blair Johnson



Blair is the main character of this story and who we play as in the game. Her last name is a tribute to the character John in the *Five Nights at Freddy's: Silver Eyes* books.

Her mom—Charlette—and her father—Samuel—are named after Charlie and Sammy from the Silver eyes books. Though Blair's parents are not named in the game, they appear in the beginning of the story, encouraging Blair to get a summer job.

Blair is a eighteen-year-old girl with short brown hair and heterochromia (one brown eye and one green-blue eye). She loves scary movies, especially horror-comedies, which is something she and her friends bond over.

## Friends

*These are Blair's classmates/friends.*

### Kael Campbell

Kael's last name is tribute to Neve Campbell, who is of course the actress who plays Sidney Prescott in the *Scream* franchise.

This eighteen-year-old redhead has blue eyes and a snarky attitude. She's a big introvert, but often puts on an extraverted appearance to denture bullies.

Kael is Blair's childhood friend, and current best friend. The two have an annual monthly tradition where they have a horror movie marathon, always finishing the night off with a *Disney* movie because Kael is prone to getting nightmares.

As head of the Media Club, Kael is familiar with many different movie tropes, not limited to horror movies.



## Jacob Hannigan



Jacob's last name is tribute to Alyson Hannigan, who plays Chuck in *Maybe You're the Killer*.

Jacob has a dark sense of humor, often dubbing himself as the "sacrificial black guy" whenever the friends are walking down a dark alley or doing anything else questionable. He is a big fan of playing scary games and is even part of the Gamer Club. He got into coding at the age of ten. Using his high grades to his advantage, he is involved in a dual credit program for computer science.

This seventeen-year-old is the youngest in the friend group, but thanks to having skipped a grade in elementary school, he's in most of the same classes as his friends.

## Monica Farmiga

Monica's last name is a tribute to Taissa Farmiga, who plays Max—The main character in *The Final Girls*.

Though Kael is the head of the Media Club at school, Monica has the largest collection of horror movie props. Having a director for a mother helps her with obtaining products that are left behind from sets, before they get put up for public auction.

Monica is the newest friend to join the group, having moved in with her dad and transferred to Blair's school in the seventh grade. Jacob had been the one who invited her to hang out with them, and she'd been sticking around ever since.



## Co-Workers

*These are characters who own and/or work at Molly's Play Place along with Blair.*

### Emmett Carpenter



The last name of Carpenter is a tribute to the new leading ladies of *Scream*: Sam and Tara Carpenter.

Emmett is a very enthusiastic nineteen-year-old. Though he is only working at Molly's to help pay his way through college, he genuinely enjoys working and has a real interest in cooking. He is happiest when he's in the kitchen, though he always wears a smile while serving customers when working on the floor.

Emmett is a high-functioning autistic and spends most of his breaks in the storage closet, due to it being a small space. He struggles with expressing and understanding people's emotions and has adapted to be very vocal about what he's feeling.

## Tracy Ludwig

The last name of Ludwig is a tribute to the actor who plays Chris, the love interest, in *The Final Girls*.

Tracy is the twenty-year-old daughter of the owners. She is in school for robotics, on the path to taking over Molly's Play Place from her father someday. It had taken her years to convince her dad that she honestly wanted to take over the business, as he was worried that he was pressuring her into it. Tracy grew up around animatronics and loves them.

As a way of offering her dad a bit of time off, she recently took on the role of manager of Molly's.



## Mathew Ludwig

Along with the last name of Ludwig, I also paid tribute with the name Mathew. Mather played as Stu Macher in the first *Scream* movies as well as is playing William Afton in the upcoming *Five Nights at Freddy's* Movie.

Mathew was very close to his grandfather growing up. His grandpa was a well-known AI and Robotics technician who had changed the way technology was viewed for all time. Unfortunately, after a few setbacks his grandfather retired. When Mathew showed an interest in robotics, his grandfather encouraged him to pursue his dreams and ever gave him two old animatronics that he could use to start up his business. Unfortunately, one of them was too damaged to use, but the other was in amazing condition. He studied both animatronics, refurbished the in-tact one, and created his own business.

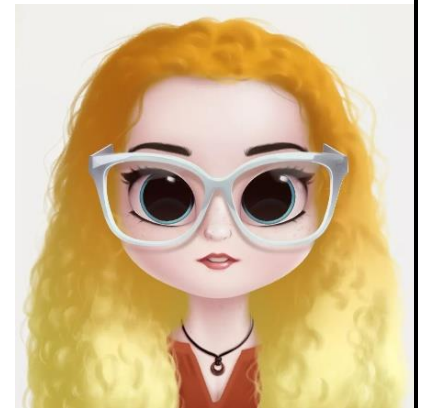


## Megan Ludwig-Panettiere

Megan's maiden name of Panettiere is a tribute to Hayden Panettiere, who played as Kirby in *Scream* five and six, as well as voiced Samantha in *Until Dawn*. Her first name is also a tribute to the robot Megan in the movie *M3gan*.

Megan met Mathew at a small business convention. She has just opened her own accounting business as he was two years into his animatronic-themed indoor playground.

The two met and Megan offered to help out with Mathew's taxes and payroll. She worked as a commissioned accountant for a couple years. Over time, the two grew close, and Megan asked Mathew out. They got married and had a daughter sometime after that. Megan still runs her own accounting business, but also helps out with all the financials at Molly's.





## Security

**Sarah Carpenter** (right) and **Ivan Kranz** (left) are the day guards for Molly's.

Sarah is Emmett's older sister. She used to work for an outside security company, but when her brother started working at Molly's, she applied for the security position to keep an eye on him. Sarah is very protective over her little brother and has taken on a motherly role since their mother passed away nine years ago.

Ivan's last name is a tribute to Fran Franz who plays Sam in *You Might Be the Killer* as well as Marty in *Cabin in the Woods*. Ivan is a single dad who works during the day, while his daughter is at school. She is normally dropped off after school, or visits her grandparent's until Ivan is finished his shift.



**Luka Gummer** (right) and **Isaiah Gwynne** (left) are the night guards for Molly's.

Luka's last name is a tribute to the character Burt Gummer from *Tremors*. Luka is a college student who is just trying to survive. He's constantly tired, but manages to keep himself motivated and pleasant to work with.

Isaiah's last name is a tribute to Fred Gwynna, who played as Herman Munster in the 1966 series *The Munsters*. Isaiah is the son of a successful businessman, but insisted to make his own way through life. He is a night owl, so when he saw the position for night guard, he felt like it was a sign.



## Simon Rupert/Ludwig

After working for Advanced Tech Inc. for twenty-three years, Simon left the company to start Rupert AI and Robotics. The two companies still worked closely together, with Advanced Tech Inc. providing funding as well as experimental technology to Simon as he built his robotic creations. Simon's work became well known as "replacement loved ones" among the public. Though Simon's original intention was to provide loving parents for orphans, he soon became rich off the average person's loss. With his robots being reasonable prices, people would commission him for replacement spouses or children.

It didn't take long for government parties to protest the use of Simon's technology, stating that if humanity continued on this path, that they'd eventually be outnumbered by robots. Simon was ordered to shut down his productions or face jail time. He did. But now that the press had labeled him as "the destroyer of humanity", he was unable to return to Advanced Tech Inc. Simon was devastated.

He further fell into depression when he received a notice that all his robots had to be shut down and turned over to the government, which included his robotic wife who had been with him since he started the company. Not wanting to give up his wife, he built two new robots, both animal based and far less high-tech, and transferred his wife's consciousness into one of them. He presented the old body to the government officials when they arrived.

Simon then went on to open a small business called C&S Lemonade, which sold lemonade and pies. It took less than a few months for people to realize he was the one running it. The small restaurant was vandalized, set on fire, and broken into countless times. After a year, Simon closed the doors. Ashamed, he shut down his wife and the other robot.

He was close to giving up on life and even enrolled himself in a psychiatric hospital, which is where he met Matty Ludwig. She was also a patient who felt too hopeless to live on. The two hit it off and were soon married.

Simon took his new wife's last name in an effort to start over. They had a daughter whom they named Lillian. Simon worked from home while his wife worked abroad. He watched his daughter grow.

When Lillian grew up and got married, she had a son named Mathew. Unfortunately, Lillian and her husband passed away in an accident when Mathew was still young. Heartbroken, Simon was able to program his daughter's memories into the AI of the sheep animatronic he still had. And though he never turned her on, he kept her close.

Simon raised Mathew, and when the boy started to show an interest in animatronics, Simon gifted the lamb and sheep robots to him to tinker with.

Simon passed away after seeing his son become successful and after seeing his granddaughter's tenth birthday.



## Animatronics

*These are the robotic characters. They are animatronics at Molly's Play Place.*

### Molly Mouse

Molly is the leading animatronic, the face of the playground. She was the second robotic animal Mathew designed and built. She originally only had a bow, but after a few years her design included a pink dress with pink and blue stockings.

Molly stands on the main stage in the dining area, singing songs for the customers. She even sings for birthdays and has a special dance that is activated when the fiftieth pizza of the day has been ordered.



### Lamby (Lam-bee) Lamb

Lamby was one of the animatronics given to Mathew by his grandfather. She was in surprisingly good condition; thus he was able to refurbish her. He replaced her wool, which was dirty and moldy, as well as reskinned her. She required minimal coding fixes in order to make her operational.

Lamby performs in the arcade with Buck. While he sings and plays music, she performs a variety of dances, which customers can choose between on a mounted tablet. She had originally run along on tracks, but now dances on a special magnetic floor that interacts with strong magnets in her hooves, allowing her to do more dances and more freely and naturally.

Lamby does not have any voice lines and can not speak due to her voice box being damaged beyond repair.

In Lamby's past life, before she was given to Mathew, she belonged to Simon Rupert (Ludwig). After his AI business went under, he created Lamby as well as Carly. She wasn't anything like she is at Molly's, instead of dancing she was used to pore lemonade for C&L Lemonade. The small business sold lemonade and pie, though it too went bankrupt when people found out Simon was the one in charge of the business. After four years, the doors closed and Lamby was put into storage.

She wasn't left to sleep without interruption, though. Simon had remarried and took his wife's last name of Ludwig. Unfortunately, his daughter and son-in-law passed when his grandson was very young. Not able to live with the pain, he was able to transfer his daughter's consciousness into the lamb animatronic before locking her away again.



## Buck Boar

Buck was created as a partner for Lamby. He also resides in the arcade. Like Lamby, he is wirelessly connected to a mounted tablet that allows customers to choose songs for him to play and sing. Although he plays a banjo, the music played sounds as it does when played by the artist. He can play music from the internet, or his own Molly's Play Place certified pieces, which are sung using his voice. He also has a variety of catch phrases that are meant to entice customers to select music.

When a song is not selected, he plays the Molly's certified songs on loop.



## Jack Jackalope

Jack was the first animatronic Mathew built. The vision for Jack was that it would have full conversations with children, but due to the overbearing size of the animatronic, Mathew removed the lower half of his body and mounted him to a podium. His evolving AI allows him to have conversations with children, learn new words, and match the intellect of the person he is conversing with.

Jack is located in the playroom, where many children tell him jokes, and mothers test his knowledge by having him translate their baby's gibberish.

Though Jack is by far Mathew's favorite animatronic, he named the establishment after Molly in the hopes it would bring in more customers. Jack's soft fur and fluffy hair makes him prone to getting dirty and sticky from children petting him, which would not be a good look for the playground's mascot.



## Carly Cow

Carly was built using the AI of Alice, the robotic spouse of Simon Ludwig. During that time, Simon's last name was Rupert. Alice was created during the time when *Rupert AI and Robotics* was still in its early years as a company. She stuck by him for years, and even helped him growing his company.

When Rupert AI and Robotics fell, Simon couldn't bring himself to dismantle his wife. He built two new animatronics: a cow and a sheep. He transferred Alice into the cow and renamed her Carly Cow and opened a lemonade and pie shop where Carly and the sheep worked.

Unfortunately, people soon realized who Simon was. The restaurant was vandalized and Carly was damaged. She was locked away, only to then be given to a grandson she never knew and locked up again. Heartache, anger, and resentment built up in her over the years.

# STORY

## The World

**Year:** This story takes place in the year 2342.

**History:** Over the past hundred years, technology has made a huge jump. The largest jump came from the partnership of Adam Kensington and Simon Rupert in Advanced Tech Inc. After working together for twenty-three years, Simon left the company to start Rupert AI and Robotics. Simon's company rose fast in popularity, but thanks to the government and press, he was forced to close his doors, as well as all his robotic reactions were confiscated by the government.

Even after the close of Rupert AI and Robotics, Advanced Tech Inc. kept creating and producing new technology that helped to advance the world.

**Technology:** There are hover cars (not flying cars), hover boots instead of roller-skates, hoverboards instead of snowboards and skateboards, as well as bike equivalents. But it's not only transportation that hovers; a lot of the furnishings in this world do too. Such as tables and chairs, which allow them to be stored away more easily and accessed with the tap of a foot. They also have a protective layer that allows for self-cleaning when going from storage to using modes, and they will not fold away until being cleaned manually.

Not everything hovers, though. Buildings are still stationary, as well as fixtures like staircases, doors, etc. for the safety of people. There are also no wheelchair ramps, since wheelchairs can hover. Although wheelchair users have the right of way when it comes to hovering over a staircase to get into a building.

When it comes to currency and ID, citizens no longer need to carry wallets, or even cash, on them. At birth, everyone is implanted with a microchip in their right wrist that contains all their legal information. All banks use this chip to open accounts, and all businesses register memberships through the use of this technology.

**Civilization:** Most countries have become more technologically advanced. The planet has entered a time of peace, each country is focusing more on its own development.



## Settings

*The settings of the game take place in two locations, which can be broken down into smaller scenes. The majority of the game's will take place within Molly's Play Place, but there will also be scenes outside of the build's vicinity.*

### Molly's Play Place

Within Molly's, the settings that the game takes place in are the kitchen, dining room, arcade, playground, storage closet, secret storage room, Mathew's office, the employee breakroom, and outside of the building.

**The Kitchen:** The kitchen is a location where we will learn how to make pizza, as well as explore the pantry, which will later be used to hide from roaming animatronics. Having a lay of the land when it comes to the kitchen is important for later survival of Blair and her friends.

**The Dining Room/Arcade/Playground:** The dining room, arcade, and playground area are all connected in an open loop. In early gameplay we will be able to explore, serve tables, and even play a couple console games. The play structure will not be accessible until we are being chased, although we must be careful because Jack is small enough to hide in there too.

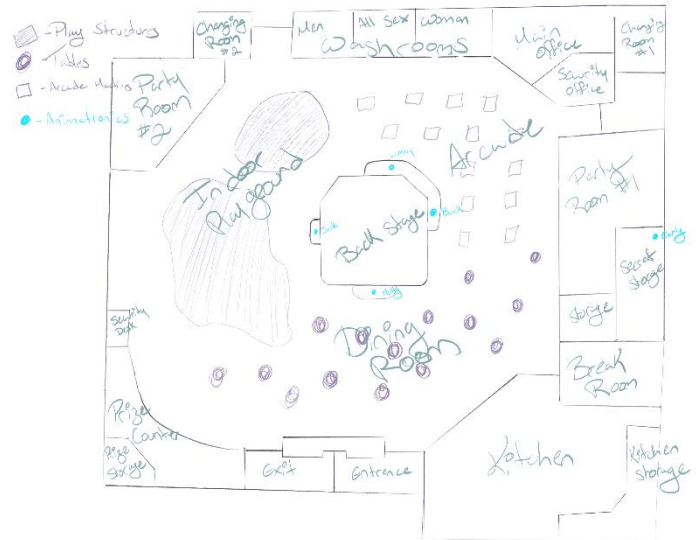
**The Storage Closets:** The storage closet behind the prize counter, as well as the main storage are used in two very different ways. The prize counter storage room is used to hide, whereas the main storage room is where Emmitt takes his break, and is the entryway to the secret storage room.

**The Secret Storage Room:** This area is where Carly Cow is hiding out, and where we find and release her. This room contains a lot of lore and is important to the story.

**Mathew's Office:** Mathew's office is the room where we will find the security keys, as well as the rest of the keys to the building. It's the first room that we are tasked with getting into.

**The Employee Breakroom:** This room is used in cutscenes as well as to hide. It is connected to both the kitchen and dining room, so can be used as a quick escape if needed.

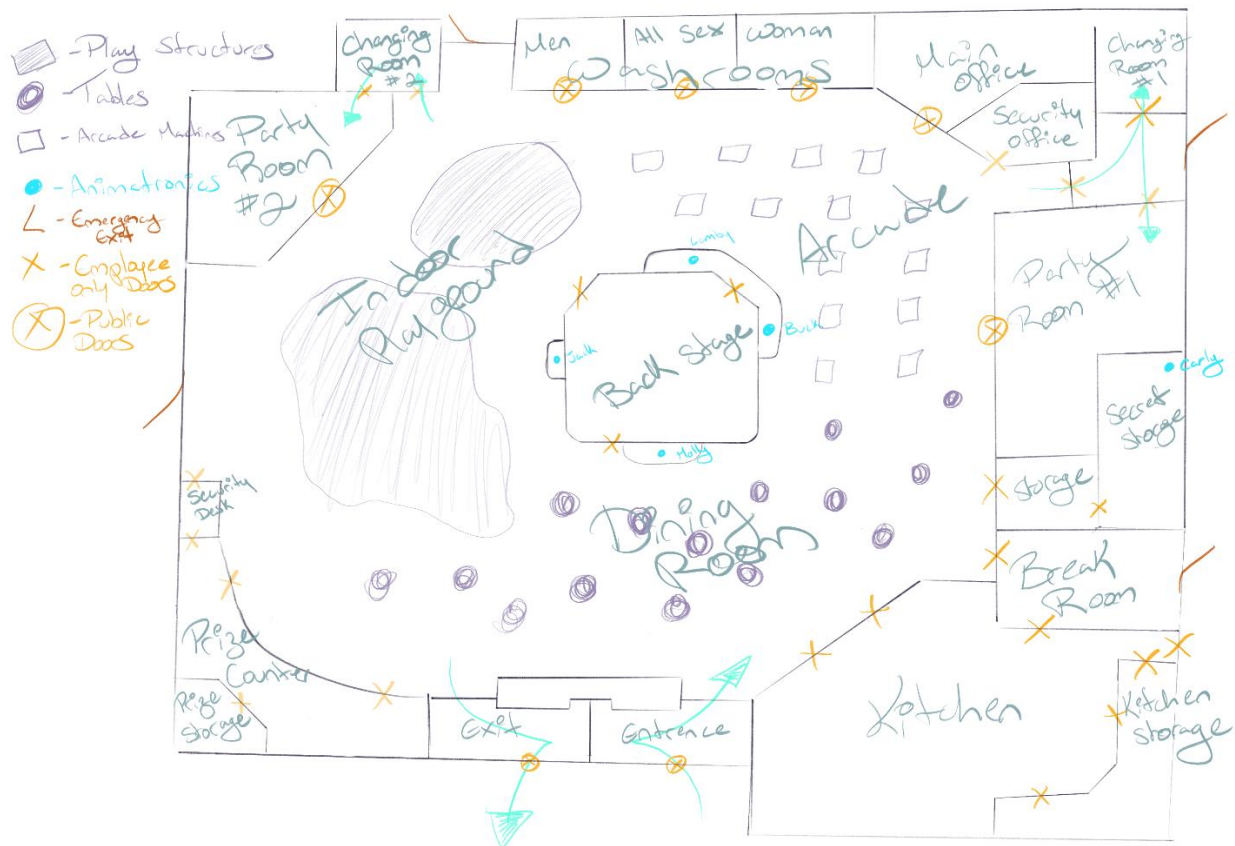
**Outside The Building:** At the start and end of the game we see the outside of the building, as well as in a scene where we have to take out the trash. There is a secret easter egg during this moment of the game which hints at Carly's location, though it is not needed in order to free Carly.



### Outside Molly's

Settings outside of Molly's include the high school, inside Blair's house and bedroom. All of these scenes are used for dialogue options between Blair and her friends. They are also used for cut scenes.

## Map



## Narrative Style and Structure

The story of the game will be told through gameplay, cutscenes and player-chosen paths that will lead to one of two endings. A good and a bad ending. Player choices will also determine how many people die, with the lowest being one and the highest being six.

# Chapters/Story Beats

*The game is broken up into four work shift.*

## Opening

The training video starts as a cheerful normal company training video, but takes a dark turn near the end when it announcer says “If anyone is injured or worse, do not put them inside the lamb animatronic” but the visuals show one stick person violently stuffing another stick person into the animatronic, encouraging the viewer to do it.

## Shift One/Tutorial

Blair is driven to Molly’s Indoor Playground for her first day of work. She is exchanging texts with her friend Kael, who is talking about stopping by at the end of Blair’s shift so they can go see a movie after. Blair’s father cuts in on the conversation and talks to her about responsibility and that he is proud of her for taking on her first job.

When they arrive, Blair gets out of the car and heads inside. She meets Tracy right away, who introduces herself as the manager, as well as the owner’s daughter. She proceeds to give Blair a tour, which includes all the rooms in the restaurant. She is also shown the animatronics and given a brief idea of what each does. *(This portion of gameplay is a follow-the-leader type thing, where Tracy doesn’t explain the next bit of information until the player arrives at the checkpoint. This allows the player to get a feel for the layout of the building as well as act as a tutorial for walking, running, jumping, and crouching.)*

Tracy gives Blair the task of setting up the birthday rooms and changing rooms for a party that is coming tomorrow. She—as well as the player—learns how to set up the animatronic-based costumes on the T-Pose bases. There is also a short cleaning minigame that leads to Blair meeting Emmett when finishing and returning a bucket to the storage room.

Blair will then engage in a conversation with Emmett, which depending on the dialogue choices, will determine if he finds the secret room with Blair or if Blair finds it on her own.

## Shift Two

It is the next day. Blair talks to herself, saying she should head inside and start her shift. The player is able to walk into the building or explore the outside to find hidden massager written on the outer walls of the building in the form of spray paint.

When Blair enters the building, Mathew approaches her, introducing himself as the owner of Molly’s. He welcomes her to the job and asks that she work in the dining room and patrol the floor. Blair is given a tablet that will notify her when there is a customer at a table, when food is ready, and when a table needs cleaning. The following shift involves serving people in the dining room as well as in the party room.

At the end of the shift, Tracy thanks Blair for taking such good care of the dining room. She asks that Blair helps one of the other departments clean up in order to speed up closing. “Just walk up to myself my Molly, Emmett in the kitchen, or the new girl at the prize counter and talk to us to help.” Tracy walks off to stand by Molly.

The player will be given the chance to work with all three people, or work with only one person repeatedly. Working with each person will unlock access to hiding places around the map as well as secret lore clues.



After the first shift, one of the security guards will come over and ask if anyone has heard any strange noises. After everyone says they haven't, the guard escorts everyone out of the building and the night ends.

### Shift Three

Before starting the shift, Blair is in her room, on a call with Kael. The two talk about their plans to go see a scary movie after Blair finishes her shift tomorrow night. Kael also asks how Monica—who is also new to working at Molly's—is handling the job. Blair shrugs and says that she is enjoying the prize counter. Blair's alarm goes off and she tells Kael that she has to get ready for work. The hologram call ends.

This shift starts outside the building again, allowing the player to investigate and discover new spray paint messages.

After heading inside, Blair says hello to Monica and Emmett as they're getting ready for the day, then she gets to work. After a short time, Tracy comes over and asks the player if they can dress up as Lamby in Party Room 2. The player then takes their knowledge of the mascot and gets into the outfit. Blair performs for the kids at the party. While performing, she hears whispering and scratching, but can't seem to find the source.

At the start of lunch, Blair goes to talk to one of the security guards who tells her not to worry about it. Blair then goes about her usual lunch.

Near the end of her shift, Kael and Jacob show up to hang out. Jacob goes to the prize counter to talk with Monica while Kael takes a seat at a table. Blair serves her and catches her up on the creepy sounds she heard. Kael offers to investigate with Blair before going to the movie tomorrow night.

At the end of the shift, Blair is tasked with helping another coworker, but can't help but hear the whispers and scratching sound around the building.

### Shift Four

A little shaken up, Blair arrives at work and gets right to it. The entire time she's working she hears voices and scratching in the walls.

Blair has to go to the storage closet to clean up a spill. In the closet, Emmett is sitting in the corner, taking deep breaths. The two bond and talk. Depending on the player's relationship with Blair, she will either tell him about what she's been hearing and he confirms that he's been hearing the same, or Emmett leaves and Blair lingers in the closet longer.

Both scenarios end up in a secret door being found behind one of the shelving units. Blair—and possibly Emmett—move the shelving and open the door.

Within the secret room is a work bench covered in newspapers, as well as an animatronic cow sitting in the corner. The player is able to look at all the articles and learn about Simon Rupert. They can also examine the cow and discover that it can be activated the same way as the animatronics in Molly's. The player activates the cow animatronic, but nothing happens. There is a jump scare where the cow leans forward, but it is seemingly dead. Tracy calls for Blair and Blair (and Emmett) quickly leave the storage room. When the door closes, the room falls into darkness. A pair of glowing eyes flicker to life.

When we returned to Blair, it's been a few hours and now it's the end of the night. Tracy tells Blair that she really appreciates her help, but now she'd like her to do some general cleaning around the building.

Blair is tasked with cleaning trash out from inside the playground equipment, where she hears voices and swears someone is following her through the tubes, but she finds spaces to hide. She also cleans the washroom, the security office, main office, and both change rooms—including setting up the mascot outfits on their stands.

At the end of the night, the player is approached by the night guard again and is asked if she has noticed anything strange. The player has the choice to tell the security guard about what they found in the secret room or not.

### Shift Five

The next morning, Blair gets a call from Mathew about either the death of the security guard or about not clearing out Molly's well enough, depending on which choice was made. Blair is asked to come early to help Tracy.

When Blair shows up at work and greets Tracy, who looks tired and slightly petrified. She asks Blair to activate the animatronics while she goes over the new security protocols.

Blair goes around, turning on the animatronics in the order of Jack, Molly, Buck, and then Lamby. When Lamby is being turned on, a voice whispers to Blair "I'm not like the others. I feel". Startled, Blair rushes off and tells Tracy, who reminds Blair that Lamby can't speak. She goes to inspect the lamb and finds nothing strange. She offers to send Blair home for the day, but Blair refuses.

Blair works in a daze, the shift feeling shorter than usual. When she cleans up at the end of the shift, she swears she hears Lamby say something again. It sounds almost like "You shouldn't have let her out". Blair tries to ignore it. She returns to the storage closet and looks inside the secret room. The room is empty, and the cow is gone.

### Shift Six

When Blair arrives the next day, the atmosphere seems off. The animatronics are malfunctioning—apart from Lamby. Mathew decides not to open for the day and asks Blair, Emmett, and Monica to go home for the day. They refuse and offer to help.

After a few hours, Kael and Jacob show up too, ready for movie night with Monica and Blair.

Then, the power goes out. Blair and Monica are sent to the security room to turn the lights back on. When the power is on again, Monica points out that the animatronics are missing. Buck's comes on over the speakers, speaking on behalf of Carly. Carly tells them that she had been thrown away by the man she loves, and that she will make them hurt how she hurt.

Monica and Blair form a plan. Monica is going to gather everyone and hide them in the Main Office while Blair finds a safe way out.

When the two leave the security office, Blair is cornered by Lamby, who tells Blair that Carly has infected the others and that they aren't safe as long as the others are infected. Lamby gives Blair a stick of code that she has to plug in to each of the main stages in order to fix the robots.

The remainder of the game is focused on Blair hiding, navigating a labyrinth of turned over tables and broken arcade machines in order to get from one stage to another.

After the animatronics are all "cured", Blair returns to the Main Office to get the others. They head to one of the emergency escapes, but as they leave they hear Carly scream. Blair turns around

to see the Cow charging for the group, only to be taken down by Lamby. The two fight and end up destroying each other.

### Six Months Later

Blair walks down the street and looks at Molly's. The building has been closed, but as Blair stands there, music starts playing and she hears Carly's gargled laugh.

## Story-Changing Choices

1. This first choice happens when the player first meets Emmett. If we player if flirtatious with him, then he will be more welcoming to us when we hang out with him in the storage closet and will enter the secret room with us.
2. The second choice is actually a series of choices that happen over the course of the gameplay. The player is tasked with helping other employees clean up after Molly's closes over the course of three days. Depending on who they visit will depend on how familiar the player is when it comes to hiding from Carly.
  - A. Helping the kitchen/dining room clean up will grant the player access to the kitchen's storage room, as well as a secret key that unlocks the security room.
  - B. Helping clean up the prize counter allows access to the prize storage, as well as a whistle that can temporarily stun the animatronics.
  - C. Helping shut down the animatronics and arcade will allow you access to the parts and services room, as well as a tracking device that tells you where all the animatronics are.
3. After working minigames, the player makes the choice of having lunch in the breakroom or in the storage room with Emmett.
  - A. If the player spends at least two lunches with Emmett, as well as has a positive first encounter with him, then their relationship will blossom, and Emmett will help the player when it comes time to finding the secret room. If the player did not have a positive first meeting with Emmett, then they need to have lunch in the storage room all three shifts to unlock this.
  - B. If the player has lunch in the breakroom, then the player will hang out with her friend Monica, who starts working at Molly's on day two. Taking this route ensures Monica's safety as she tells the player about the prize storage room. Having at least one lunch in the break room also means that the player does not have to help at the prize counter after work.
4. At the end of shift four, the player has the choice to update the security guard about Carly Cow, and her whereabouts in the back room. If the player does tell the security guard, then he goes investigating and Carly kills him. If the security guard is not told, he ends up spotting Carly on the cameras at night and calls the police, mistaking her for a customer who stayed after closing. Carly is not found.

# GAME MECHANICS

**Demographic:** 13+

**Space:** The game mainly takes place in Molly's Play Place, though there are some scenes that are outside the building, or in Blair's home.

**Time:** The game is not time based. There are no time limits or count downs. The player is meant to melt into the scenario and atmosphere.

**Objects:** The characters, animatronics, and a few interactable items are all found within this game. There are some prizes that are interactable as well as some of the arcade machines.

**Attributes:** The characters are important to keeping the game feel less isolated, but the limited number of characters allows for a sense of direness. The objects and arcade games allow for a bit of fun lore hunting.

**States:** Most of the objects will be static, resetting after each shift.

**Actions:** The player will be able to walk, jump, crouch, and peek around corners, as well as interact with objects.

**Rules:** Choice's matter. Don't get caught by an animatronic. Help everyone.

**Skill Vs. Chance:** Given that the robots will have a roaming mechanic, gameplay will be equal parts chance and skill.

**Meaningful Choices:** The game idea is not fully formed yet, but the entire concept is that your choices matter.