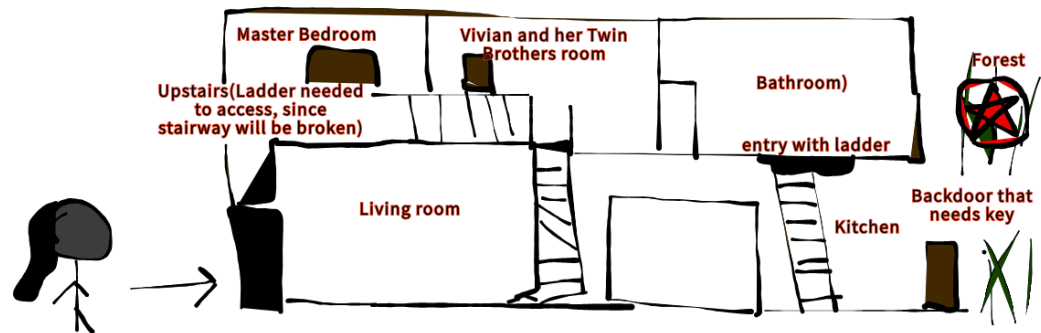**The main character Vivian (16 years old) explores her old abandoned home, avoiding shadow demons, and looking for clues to figure out what happened to her family when she was 10 years old.**

Master Bedroom

Vivian and her Twin Brothers room

Forest

Upstairs(Ladder needed to access, since stairway will be broken)

Bathroom)

entry with ladder

Backdoor that needs key

Living room

Kitchen

My game is going to be a walking simulator that follows a story surrounding the main character. When she was 10 years old Vivian walked in the kitchen to both her parents being dead with her twin brother standing there in shock with a knife in hand. Vivian caught a glimpse of a mysterious figure behind him when cops arrived at the scene. The neighbors had called the police after hearing screams, and the younger brother was said to have murdered both of their parents and was locked away in a mental institution. Vivian was now an orphan refusing to be taken care of by other families because she believed her brother didn't deserve to be locked away. Six years later she goes back to the abandoned home in hopes of finding answers to what happened on that traumatic day. Will she figure out what happened, or will she be the next victim to the mysterious figure?