

The Whisperer's Path

Game Design Document

Stay silent, think fast, escape danger.

The Whisperer's Path

Table of Contents

Game Overview

4

Description

Genre

Why create this game?	4
What is the main focus?	4
Target Audience	4
Where does the game take place?	5
3C's	6
Characters	6
Camera	6
Controls	7
The Whisperer's Path Game Play Mechanics	8
Core Gameplay loop	8
Primary Mechanics	9
World & Story	10
Game story	10
Endings	11
Game Environment	11
Time & movement	11
Scale & Layout	11
Weather & Atmosphere	12
Object & Interaction	12
Day & Night Cycle	12
In-Game Time system	12
Light & Visibility	12

Character Sheet	14
Character – 1	14
Character – 2	15
Character – 3	16
Character - 4	17
Character References	18
Level Map	20
Interface	22
Mock-ups	22
Game flow	23
Tech	23
Game Art	24
References & Inspirations	24

Game Overview

Description

The Whisperers Path is a horror puzzle thriller game set in an unnatural, abandoned mansion where sound is your greatest enemy. Players must use stealth, solve tricky riddles, and find hidden keys to escape before being caught by the blind, sound-sensitive Warden. Each decision is important as noise can mean survival or doom.

Genre

A combination of horror, puzzle-solving, and thriller elements, where you must overcome scary threats, find hidden clues, and survive against danger.

Why Create This Game?

The horror genre increases the fear and engagement. The Whisperers Path introduces a unique horror experience by combining a sound-based stealth mechanic with puzzle-solving elements, ensuring players remain engaged. The game challenges players to think quickly and move cautiously, making every decision impactful. By combining an evolving environment, psychological tension, and immersive visuals, the game offers a fresh take on horror gaming.

What is the Main Focus?

The goal is to escape the Raven Hollow Manor by solving the given riddles, finding the hidden keys, and escaping from the blind Warden. The game combines stealth mechanics with puzzle-solving features to create a tense and engaging experience.

Target Audience:

- **Fans of Psychological Horror:** Players who enjoy horror atmospheric and suspenseful horror experiences.
- **Stealth Game Enthusiasts:** Players who have interest in strategic movement and tension-filled gameplay.

- **Puzzle-Solvers:** Gamers who like solving riddles under pressure.

Where Does the Game Take Place?

The game is set within multi-storeyed "Raven Hollow Manor," an abandoned, haunted mansion with shifting architecture. The environment consists of mutedly lit hallways, hidden passageways, and ghostly rooms beautified with antique furnishings, dusty chandeliers, and haunting oil paintings. The deeper the player progresses, the more unpredictable the house becomes, creating an ever-changing maze of fear.

Images from Resident evil



3C's

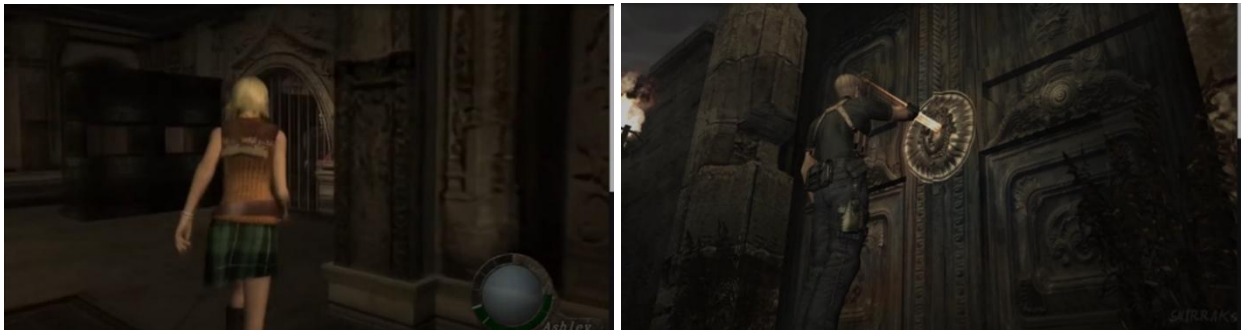
Characters

The Whisperer's Path is a single player game where player's control one of two main characters, each offering a unique playstyle:

Ethan Cross: A former detective with sharp instincts, allowing him to solve riddles faster.

Elena Vaughn: An archaeologist with a keen eye for hidden details, enabling her to spot objects quickly.

Players can select one of the two protagonists and the characters can be switched to tackle challenges, but only one character is controlled per playthrough.



Besides the 2 player characters, the game will have 2 ghost characters (antagonist). One ghost (The Whisperer) will give riddles that players must solve to find a key to reach the next level until level 3, and the other, a blind ghost (The Warden), will chase the player in all levels to eliminate them from the game.

Camera

Third-person view (camera follows from behind), allowing players to see their surroundings while feeling immersed.

Controls

Stealth movement (`C` for crouch, `Ctrl` for silent sneak). Interactivity (`E` to pick up items, `G` to hide). Survival actions (`H` to hold breath, `T` to throw distractions). Switch characters (`ctrl` + `space`). Arrows to move forward, backward and side.

Aspect	Detail Description
Character (Protagonist)	Ethan Cross - Former detective, solves riddles faster. Elena Vaughn - Archaeologist, spots hidden objects quicker.
Ghost (Antagonist)	The Whisperer - Gives riddles. The Blind Warden - Blind but hunts players by sound. Be silent, or you're dead.
Camera	Third-person view (camera follows from behind), allowing players to see their surroundings while feeling immersed.
Platform	The Whisperer's Path will debut on PC.
Controls	Stealth focused movement (`C` for crouch, `Ctrl` for silent sneak). Switch characters (`Ctrl` + `Space`). Interactivity (`E` to pick up items, `G` to hide). Survival actions (`H` to hold breath, `T` to throw distractions). Arrows to move forward, backward and side.

The Whisperer's Path Game Play Mechanics

Core Gameplay loop

Play a fast-paced, stealth horror game where you solve riddles to find hidden keys and escape. Stay quiet to avoid the blind Warden, who hunts by sound. Each level has new puzzles leading to keys for the next area. The house is alive, and it shifts, tricks, and listens. Make too much noise, and the Warden will find you. Hide, sneak, and use distractions wisely before time runs out, or you'll be trapped forever.

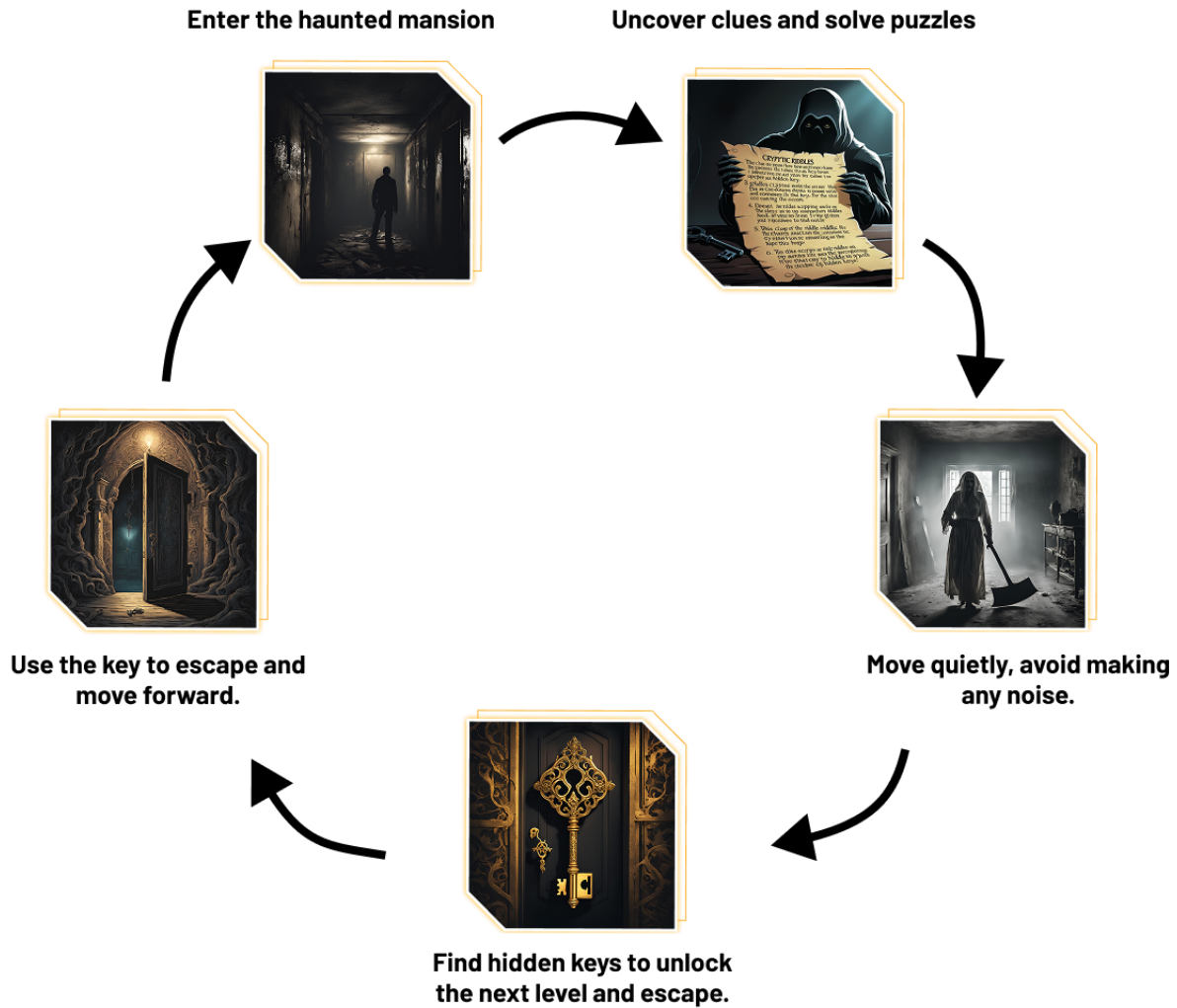


Fig: Core Gameplay loop

Core Gameplay	Explanation
1. Enter the haunted mansion	The Player wakes up inside “Raven Hollow Manor” and must step into a dark, abandoned mansion. The doors shut behind them, trapping them inside.
2. Uncover clues and solve puzzles	The Whisperer gives a riddle and based on that, the player explores different rooms, looking for hidden clues, notes, to find

	a strange objects that leads to the place where the key is hidden.
3. Move quietly, avoid making any noise	Any loud noise (like running, knocking things over, or slamming doors) will attract dangerous spirit or monster. The player must walk carefully and sometimes crouch and hide to stay silent.
4. Find hidden keys to unlock the next level	Each level has a key hidden somewhere. It could be inside a drawer, behind a painting, or locked in a puzzle. The player must find it to move forward.
5. Use the key to escape and move forward	Once the key is found, the player needs to reach a locked door and use it to progress to the next part of the mansion. The challenge is getting there without making noise or getting caught.

Primary Mechanics

Primary Mechanics	Explanation
1. Walking, Running	Walk to stay silent, run only when needed (risk of making noise).
2. Crouching & Sneaking	Move silently to avoid alerting the Warden. Crouching reduces sound.
3. Puzzle Solving	Solve riddles given by the Whisperer to unlock the next area.
4. Interacting with Objects	Open drawers, pick up notes, collect small objects like (tin, glass bottle, coin, and so on), and inspect objects for clues.

5. Hiding	Hide in closets, under tables, or behind furniture when the Warden is near.
6. Holding Breath	If the Warden is close, hold your breath (H) to avoid detection. But don't hold for too long as your energy level drops!
7. Throwing Objects	Throw objects (T) to create noise elsewhere, tricking the Warden.

World, Story, Characters

Game Story

The game happens inside Raven Hollow Manor, a creepy old house full of ghost's vibe and secrets. The Player wakes up inside "Raven Hollow Manor" (means - creepy, deserted mansion filled with dark mysteries, supernatural elements, and hidden horror), an ancient mansion cursed by restless spirits. A ghost called "The Whisperer" the Whispering Specter, a ghostly entity, forces the player into a deadly game of riddles, promising an escape if the player solves them. While the Warden, a vengeful ghost with a weapon in the hand, hunts the player down at the slightest noise. It cannot see but hears every little sound. One wrong step, one creaking floorboard, and it will find the player and eliminate from the game - the player will lose the game.

To escape the house, the player must solve the riddles, find the key to reach the next level until Level 3, and the final key in Level 4 will lead the player to the exit door among multiple fake doors in a maze. But time is running out, the longer the player stays, the more aggressive The Warden becomes.

Endings

The game has two endings based on how well the player plays.

1. Ending A – True Escape: The player solves all riddles, avoids The Warden, finds the final key, and escapes through the correct door in the maze. They leave the haunted house and survive.
2. Ending B – Trapped Forever: If the player takes too long, makes too much noise, or chooses the wrong exit, The Warden catches them, and they become a ghost, stuck in the mansion forever.

Each ending depends on the player's choices, speed, and stealth.

Game Environment

Travel & Movement

The game happens entirely inside Raven Hollow Manor, a large, abandoned mansion. There will not be any outside world or travel beyond the house. Players should move on foot, with stealth-based movement (crouch, walk silently, hide). Players will interact with objects (drawers, bookshelves, paintings, tins, bottles and so on) to find clues.

Scale & Layout

Multi-level mansion with four main areas (one per level). Narrow hallways, grand staircases, hidden rooms, and shifting layouts (especially in Level 4). The mansion's design changes subtly as the player progresses where the walls shift, doors disappear.

Size: Large enough to explore but claustrophobic, adding tension.

Weather & Atmosphere

The game is set entirely indoors, but the outside world can be seen through broken windows. Heavy rain, occasional lightning flashes, and howling wind outside create a scary mood. No direct interaction with the weather, but thunderclaps can mask player movement if timed right.

Objects & Interactivity

Puzzle Items: Old letters, torn journal pages, creepy dolls, locked chests.

Distraction Items: Tin cans, glass bottles, wooden toys, candle holders, books.

Hiding Spots: Inside closets, under tables, behind curtains.

Keys & Riddle Objects: Found in hidden compartments, behind paintings, inside locked drawers.

Day & Night Cycle

Since it's a horror game, the game will be permanently set at night. There will not be any real time clock, but gameplay events make it feel like time is passing.

In-Game Time System

A hidden countdown timer makes The Warden more aggressive over time.

Timed events: The longer the player takes, the more haunted the house feels (whispers grow louder, lights flicker more, objects move on their own).

Final Maze Level: If too much time is spent, doors rearrange more frequently, making escape harder.

Light & Visibility

Player's flashlight (limited battery) or candlelight to explore dark areas. Some rooms are pitch black, forcing the player to rely on sound and touch. The Warden detects sound, not light, but flickering lights may give away the player's movement.

This setup makes the mansion feel alive, haunted, and unpredictable while strengthening the core mechanics of stealth, puzzles, and horror tension.

Character Sheet

Full Name: Ethan Cross (Protagonist)

Role/Profession/Skills/Abilities:

Primary playable character

Agile, stealthy, and good at solving riddles.

Can interact with objects, open drawers, and pick up distraction items.

Can temporarily switch control to Elena in certain moments.



Possessions/Weapons/Equipment: Flashlight, Distraction objects (tin cans, glass bottles, etc.)

Physical Appearance/Description Late 30s, Messy dark brown hair, Wears a dark hoodie, jeans, and sneakers, Bandages on one wrist—possibly from an injury before arriving at the mansion.

Personality/Attitudes/Behavioural Tendencies Intelligent, Anxious but courageous, Active

Backstory/Family May have been inside the mansion before but doesn't remember.

Full Name: Elena Vaughn(Protagonist)

Role/Profession/Skills/Abilities:

Second playable character (Ethan can switch to her at specific moments).

Revealing hidden objects.

Can hints Ethan cannot see.

Can sometime appear with flicker to help Ethan.



Image from Resident evil 4

Possessions/Weapons/Equipment: Can leave markings on walls to guide Ethan.

Physical Appearance/Description Mid-20s, with short black hair. Wears blue jeans and tank top, shifting between sorrow and urgency.
Sometimes flickers, as if not fully present in this world.

Personality/Attitudes/Behavioural Tendencies Mysterious and desperate to help Ethan.
Wants Ethan to escape before it's too late.

Backstory/Family Once lived in the mansion and had a deep connection with Ethan.

Full Name: The Whisperer(Antagonist)

Role/Profession/Skills/Abilities:

The one who controls the deadly game, setting the riddles for Ethan.

Speaks in unsettling whispers, heard from unknown locations.

Can appear anywhere, but does not physically harm the player.

Manipulates the environment—flicker light, objects to shift.



Image from Resident evil 4

Possessions/Weapons/Equipment: Whisperer can create illusions but no physical weapon. His whispers can make Ethan with fear if he listens for too long.

Physical Appearance/Description Shadowy humanoid figure with Tall and Skeletal face and hollow eyes. His skin is dry and cracked, like old paper.

Personality/Attitudes/Behavioural Tendencies Sees himself as Ethan's guide, testing his worthiness. Mocks the player's failures but never raises his voice—he knows time is on his side.

Backstory/Family Once lived in the mansion and had a deep connection with Ethan.

Full Name: The Blind Warden(Antagonist)

Role/Profession/Skills/Abilities:

A vengeful spirit that hunts Ethan down when he makes noise.

Completely blind but has supernatural hearing.

Patrols the mansion, reacting to the slightest sound.

Becomes more aggressive the longer Ethan stays in the house.



Possessions/Weapons/Equipment: Carries a rusted, bloodstained axe.Chains wrapped around its arms, dragging across the floor.

Physical Appearance/Description Over 7 feet tall, unnaturally skinny but powerful. Its face is wrapped in decayed bandages, covering its hollow eye. Wears an old, torn executioner's robe.

Personality/Attitudes/Behavioural Tendencies Pure rage and instinct who has no reason and only hunt. Reacts aggressively to noise but pauses when confused.

Backstory/Family Was once the mansion's executioner, punishing those who failed its trials. Cursed to remain in the house, hunting anyone who dares enter. Unclear if it serves The Whisperer or simply exists to enforce the curse.

Character References

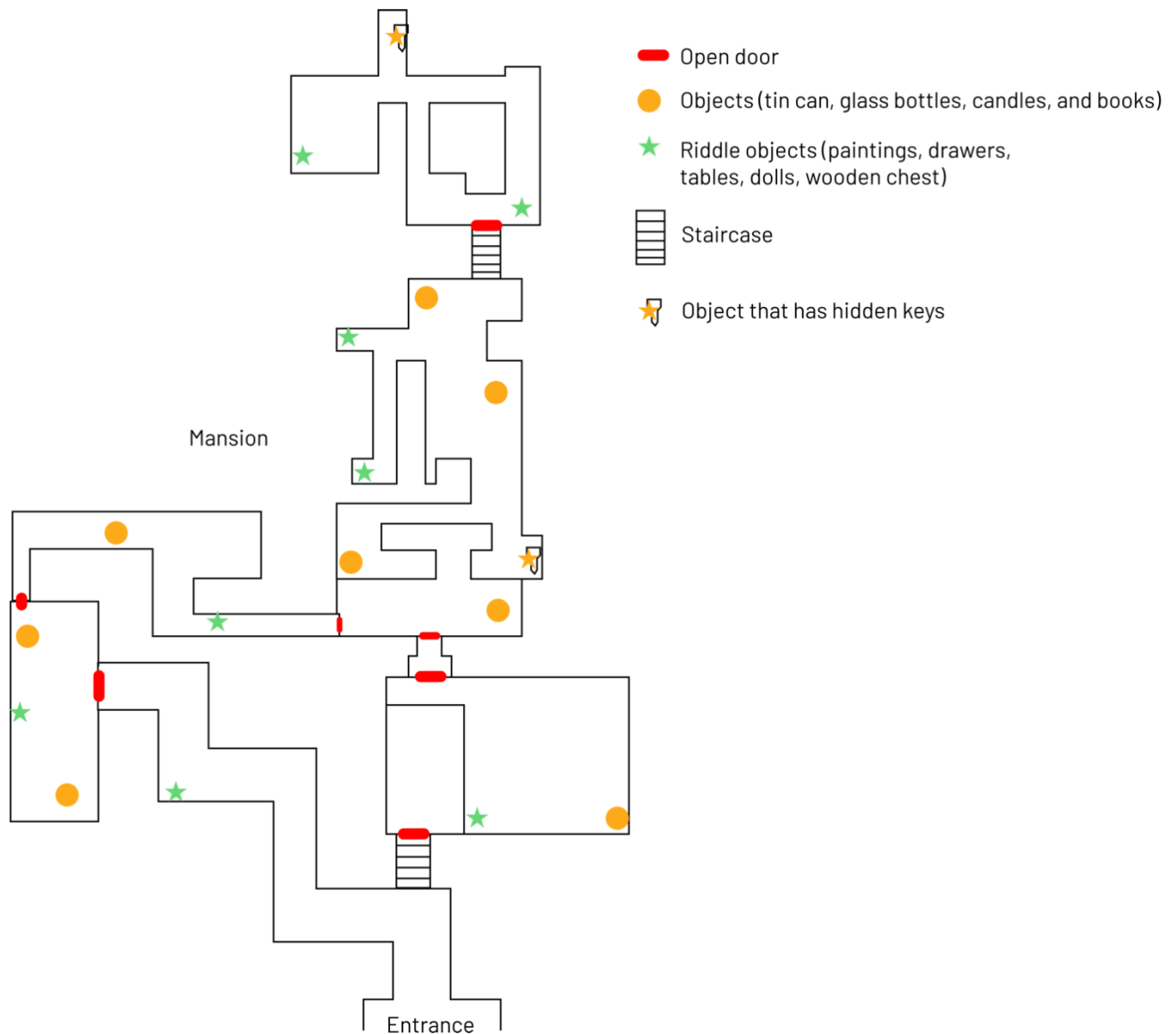
Images from Resident evil 4



Images from AI



Level Map



Level 1 – The Awakening

The player wakes up in a dark, dusty room with an old wooden door. Player must explore the area, opening doors and searching objects like tin cans, glass bottles, candles, and books for clues. The Whisperer will throw a riddle. Riddles are hidden in paintings, drawers, tables, dolls, and a wooden chest. The first key may be inside a small box hidden in a drawer. The player must avoid making noise while moving towards the staircase to reach the next level.

Level 2 – The Echoing Halls

This level will have longer hallways and more open doors. Some objects can be picked up and thrown to create distractions. The riddle objects are now trickier where some paintings and tables hold false clues, while only one leads to the key. The hidden key will be inside a book with a hollow space inside, placed on a dusty shelf. The Warden starts patrolling more frequently, reacting to any sound.

Level 3 – The Warden's Watch

The player must be extra careful as The Warden is now more aggressive. The level has secret rooms, and players must check dolls, wooden chests, and drawers to solve the riddle. The key is hidden inside a candle that needs to be broken to reveal it. The player must sneak past the Warden and reach the staircase without getting caught.

Level 4 – The Maze of Doors

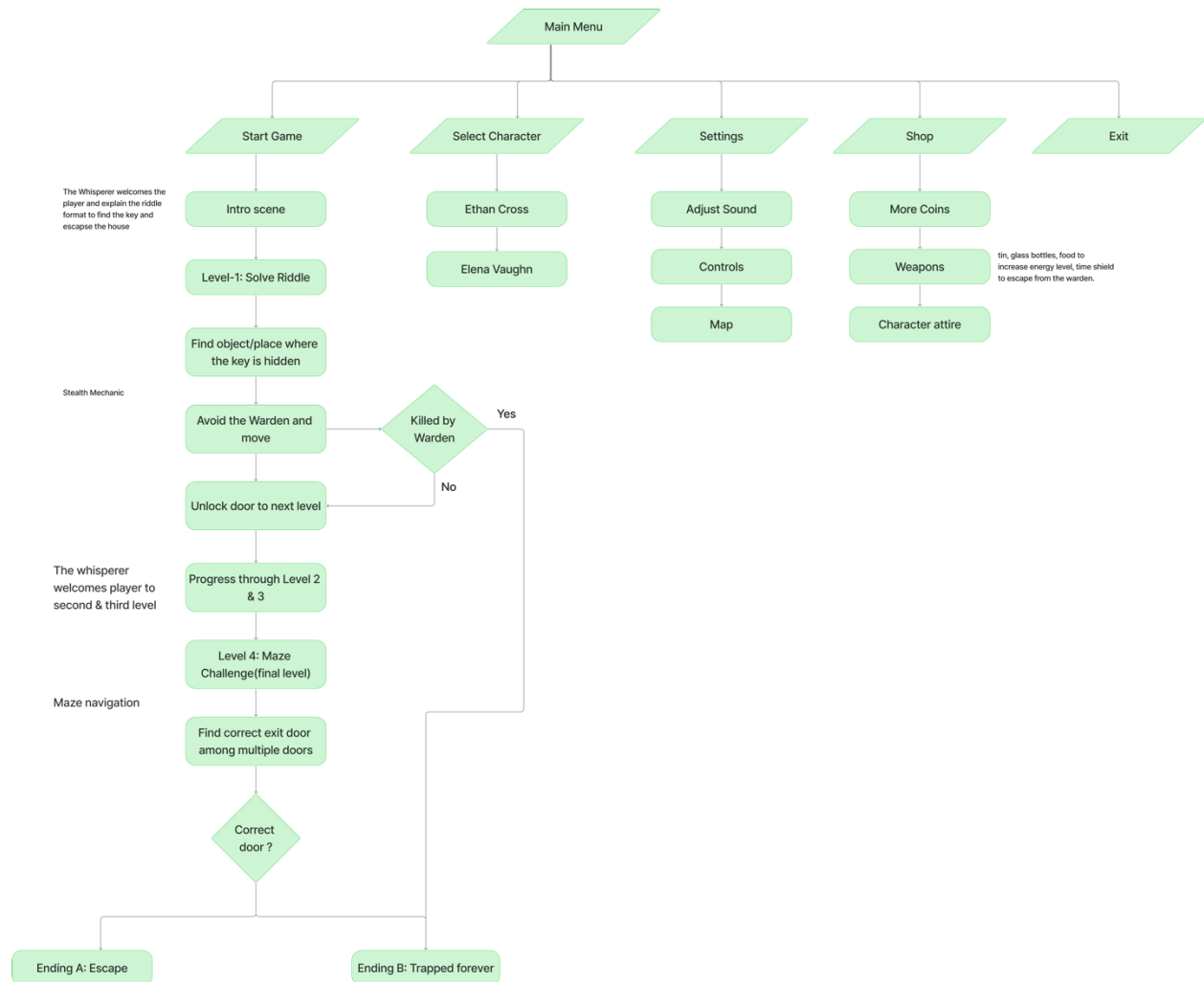
The final level is a twisting maze of fake doors. The walls shift, making it harder to escape. The riddle here guides the player to the correct exit. If they pick the wrong door, they get trapped. The key is placed inside a table drawer, but it is hidden among many fake keys. The player must choose wisely and escape before time runs out.

Interface

Mock-up Image



Game flow



Tech

The engine used will be Unreal Engine Version 5 which can offer High quality realistic graphics, advanced sound system and detailed environments.

Concept Art

The game will be in 3D. In certain areas, resources can be reused across different rooms to create distinct atmospheres.



References & Inspirations:

- **Resident Evil 4** – Intense gameplay and survival mechanics.
- **Visage** – Psychological horror elements and immersive atmosphere.
- **Layers of Fear** – Distorted environments and unsettling visuals.





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Version #3