Character

Ghost 1 (Frank) - Male, 25y old, Real estate agent, Desperate, happy, honest, (nervous and shy), a bit annoying. Ghost constantly tries to sell the player the house and also helps them guide the player through the location - He can't leave because he hasn't sold a single house, He really likes his job but just sucks, he doesn't know how to sell stuff. He's Desperate, which can get annoying. He does like his job so he is pretty happy to find a new person to sell the house to(friendly to the player).just finished school. He died in an accident while trying to sell the house to some customers. Gets more desperate as the game reaches its end.

Ghost 2 (Gerald) - Male, 50-60, War veteran, General rank. Aggressive, Harsh, Honest They are aggressively telling the kid to stand up for himself more. He wants to help them but his old habits make him look angry and upset which makes people afraid of the guy, he just wants a friend since he got really lonely after the war. He lost his old friends in the war. wants to help people. He Aggressively corrects the player if they do something wrong. He died of alcoholism. He is drunk most of the time (if not all the time)

Ghost 3 (Susan) - Female, 18y old, Sassy, Sarcastic, Rude, No regards for consequences. someone who is aware that they're a ghost and they just try to annoy the player. They're really bored, They've been there for an incredibly long time (like over 100 years). She can't fulfill her regret because she blocks the memories of anything negative in a really unhealthy way. This ghost would set up puzzle 2.

Ghost 4 (Charlie) - Male, 32y old, Bouncer, Cautious, Chill like that, protective. He died after someone threw a bottle of beer at his head when a party was being held at the house. He hasn't accepted yet that he has died, so he stubbornly clings onto the world of the living. He makes sure the kid doesn't die in the house. He smokes.

Ghost 5 (Granny) - Female, 86y old, Grandma, overbearingly protective, Wholesome, lonely(so she tries to keep you in the house). Stay at home wife. Died of old age. She doesn't want to leave the mortal plane since she really wanted a grandkid in her life. She is hoping for the player to become her grandkid. She tries to help the player in the beginning but after she realizes you want to leave she tries to convince the player to stay.

Ghost 6 (Harry) - Male, 55y old, Clown, (Nervous,) Upbeat, Happy go lucky. he is really bad at being a clown, tells the worst jokes (like in a dad jokes kinda way). He is one of those characters where you either love him or hate him. His regret is that he wants children to actually find him funny. He died by trying to perform a backflip but landed wrong and died. (he tries to distract the player by for example tossing balloons at them)

Work this out a little bit more
What they do for the player
Maybe change this / remove this
maybe add this

Child (Gregory / <Insert player name>) - 11y old, doesn't talk. He gets bullied a lot.

Story

When? **1980**
Where? **In a forest**
Why are the ghosts in that house?
They have some lingering regret so they can't leave the house and pass on.

Rainy thunderstorms at night.

Why is the kid entering the house?
He is running from his bullies who are beating him up!

Why is the kid trapped in the house?
He passed out in the house, woke up in the bedroom and since the ghosts are really bored and want someone to talk to, they set up puzzles to interact with the kid and entertain themselves.

Why are the ghosts interacting with the kid?
The ghosts are bored because they've had no one else to talk to besides themselves.

Why does the kid want to leave the house?
He wants to go back home because it's getting late and his parents will miss him.

How does the kid end up so deep in the house?
The ghosts carry the kid into the house to take care of the kid who just passed out, and also cus they're bored.