••Script during moving through a hallway at most 5 lines like a 20 second scene.

Script when getting close to a puzzle item (I need to know the puzzle and the items that we need to talk about)

Character lines

- Short introductions for the ghosts while you wake up
- Very short line while transitioning to the next puzzle. (~10 seconds)
- Outro for when Charlie lets you through the door at the last puzzle. This is where you leave.

Intro scene

Frank (standing nervously next to the bed): G-Guys, I-I think they woke up!

Harry (getting all up in the players face, excited): Ohh, They finally woke up! Hello little guy! How are you doing!

Charlie(pulling Harry away, tired / exhausted): Harry, step away from the kid… can't you see they're uncomfortable…

Harry : Awwww, you always ruin the fun Charlie… C'mon isn't the mood dead enough already!

Frank(still nervous) : G-Guys, the kid is staring at us.

Charlie(surprised): ohh? they can see us? that's new..

Harry(delighted): OHhHH, THEY CAN SEE US!?! YAAAAY, Now we can finally talk to someone! I'll get the puzzles ready for our play-date!!!

Frank(hesitating): e-erm, shouldn't we stop him?
Charlie: Do you want to try stopping him, Frank?
Charlie: Are you alright kid? Sorry you're in this mess but we can't really solve it for you…. the best we can do is try to help you out.

Frank : I-I know this might be scary, b-but trust me when I say this we're not bad ghosts!
Charlie : Let's get you out of bed, you still need to fix those puzzles to get out of here. Don't want your parents to start worrying.

<<ending of the "cutscene">>

(Note. Add / change some of this stuff it's still a bit short)
Ending script

Harry: I had such fun tonight! Thanks for showing up kiddo!
Frank: Y-yeah, I really enjoyed having you around, Thanks kid.
Charlie: I enjoyed it as well, so thanks kid!
Charlie: you should really get going though, your parents are probably worried sick already!
Harry: I second that! let's get you outside kiddo!
<<Kid get walked to the exit / border of where the ghosts can walk>>
Charlie: Hey kid, Stand up for yourself more alright!
Frank: See you later kiddo! See if you can visit us sometime!
Harry: Hope you had a fun night, kid! If you're ever looking for some more fun, You know where to find me!
<<The end?>>

I was thinking for the hallway we could get to know one of the ghosts more in depth? maybe make it like based on a randomizer which version you get?

Hallway Script (Charlie's version)

Charlie: I noticed you're kinda down…
Charlie: Someone bullying you?
<<player can't talk so silence>>
Charlie: I'll take that as a yes.
Charlie: I won't force you to do anything you don't want to but I think you should ask someone for help with this.
Charlie: Trust me, as someone who died with plenty of regrets, you don't want a stupid ending to your story like getting bullied.
Charlie: Take this advice from someone who died in a really dumb way.
Charlie: Make sure you enjoy your life.

<<Next room>>

(Note. This might be a bit too sappy but I do think Charlie would try to help the kid with his bullying?)

Hallway Script (Frank's version)

Frank : S-So, how did you end up in the house anyways?
<<player can't talk so just some silence>>
Frank : O-oh, Sorry. That might have been insensitive.
Frank : E-erm, I don't know if you're having fun, but at least you're safe right?
Frank: I-I mean… This house is really nice! If you know anyone who wants to buy it make sure to send them to me! I'll make sure to give this house a new life!
Frank: Can't just let it rot away like me right? **<<with like a sad smile kinda way>>**
Frank: O-oh, looks like we're at the next puzzle already! let's say hi to the others!

<<Next room>>

Hallway Script (Harry's version?)

Harry: SOOOOO **<<Gets in the players face>>**
Harry(Excited): How are you enjoying your time so far??
<<player can't talk so just some silence>>
Harry(Nervous): D-did you not like the puzzle??
Harry(whispering): S-sorry**…**
Harry: BUT! I'll make sure the next one will be a lot more fun!
Harry: Don't worry! I'd sooner die than not have a kid laugh over my jokes!
Harry: … wait
Harry: Erm… You get what I mean…

<<Next room>>

Puzzle 1 area script

blacklight pickup
Ghost explains the puzzle a bit.
Frank: I-I heard that blacklights can reveal some hidden drawings…
Charlie: damn, I used to have one of these as a kid… remember writing secret messages on some paper you could only see with one of these.
Harry: OHh, Maybe this can enlighten you on the first puzzle!

Closet talk
(when the player enters the closet)

Easy hints

(check the walls)
Frank: I-I saw Harry draw some stuff on these walls while we were talking…
Charlie: The walls of this house hold many secrets kiddo.
Harry: I can't think of any jokes about walls? guess my creativity's kinda blocked? just check the walls…

Medium hints
(maybe the shapes mean something)
Frank: I-I saw some similarities between the shapes on the keypad and the walls!
Charlie: Kid, the shapes on the walls must mean something right?
Harry: I'm trying to shape a cool puzzle here!! Get it??

Just tells the player what to do
Frank: H-have you tried putting the number of shapes into the keypad in the correct order?
Charlie: Really kid? Still no clue? Alright check the amount of shapes on the walls and their correlation with the keypad.
Harry: O-oh… was this puzzle too difficult… ermm. Well! have you tried checking the amount of shapes on the wall with the shapes on the keypad!

Puzzle 3

2 items per ghost, they hold a personal connection to a ghost.
make 1 question per item.

Old wooden horse toy.
Question: What item relates to Frank's death?
Frank died after tripping over this horse.
Frank: O-oh.. This thing… I remember when my first customers came by to see the house! I was so excited about showing them around that I forgot to check where I walked. I tripped over this old toy.. It all happened so fast, Last thing I saw was the shock on their faces.. I haven't seen them around lately so I guess they didn't like the house **(Sad laugh)**

Compass
Question: What item is important to Charlie?
Charlie's mom gave him this for one of his birthdays, one of the few items he can still remember her by.
Charlie: I still remember my mom giving me this for my birthday. I was around 10 I think? One of the last things I remember her by.

Chair
Question: What item relates to Harry's death?
Harry died when doing a trick on this chair, he fell of and broke his neck
Harry: I remember doing a balloon trick on this for some kids! I lost my balance when the balloon popped in my face… fell onto my neck. That party ended in a disaster.

Telephone
Question: What item reminds Frank of his work
Frank used this phone to contact customers about buying the house!
Frank: (Excited) This was the phone my first customers contacted me on! They wanted to buy the house! **(solemnly)** They were also the first customers that wanted to meet in person to check the house. Good times..

Tv
Question: What item reminds harry of becoming a clown?
Harry remembers the first time he saw a clown on this tv, that made him pursue his dream of making other kids laugh!
Harry: I remember watching a cool show about a clown on one of these! That clown was so funny that I immediately wanted to become one myself! Do you think they still run that show?

Mug
Question: What item killed charlie?
The item that killed Charlie
Charlie: (pissed) This Darn mug.. I was at the entrance of the party like any other job when some Idiot just tossed this at full power out the door.. Mug hit me straight in the head. Next thing I know I woke up dead… Darn fools didn't even realize I died until after the party.

Charlie answers

Correct answer
Charlie: Nice kiddo, knew you could figure it out!

wrong answer
Charlie: Nope, wrong answer kid, try again

Voice actors
- Frank: Daan

- Charlie: Tijmen
- Harry: Olaf