

O'SHANTER WOODS

Immersive Spatial Narrative Concept

NARRATIVE DESIGN BY LOUISIA BLACKSHEAR-JONES

EVERY SUNSET YOU BECOME PREY.

Condemned humans transform into woodland creatures each night, slowly losing their humanity unless they seek out why.

**CAN YOU SURVIVE LONG ENOUGH TO FIND
THE ONE WHO CONDEMNS?**



EXPERIENCE VISION

EXPERIENCE PILLARS

"I WANT PLAYERS TO WALK THROUGH A FAMILIAR PARK AND NEVER LOOK AT IT
THE SAME WAY AGAIN."



WONDER

A woodland park known to provide peace and serenity, becomes an unknowable wilderness through shifting perspectives.



VULNERABILITY

You experience the world as prey rather than human or predator. Power is replaced by fragility.



REFLECTION

Your actions—not your intentions—determine whether redemption is possible.

BECOME THE CONDEMNED.

You awaken every night trapped inside the body of a meadow vole. Your instincts aren't yours.

Every shadow hunts you. Every sunrise steals another piece of your humanity.

Tonight may be your final chance.



WHY THIS STORY EXISTS

DESIGN INTENT

I built O'Shanter Woods because imagination changes how we experience familiar places. One park can hold thousands of stories depending on whose eyes we're looking through.

TARGET PLAYERS

Designed for those who enjoy atmospheric exploration, moral choices, and environmental storytelling within a psychological fantasy framework.

EXPERIENCE MEDIUMS

BROWSER-BASED INTERACTIVE FICTION

Experience

Players experience O'Shanter Woods through branching narrative, moral choices, and multiple endings.

Why this medium?

- Accessible on desktop and mobile browsers
- Encourages replayability
- Focuses attention on story, dialogue, and consequence

Player Experience

"Who will you become before sunrise?"

IMMERSIVE REALITY (VR & AR)

Experience

Players don't just imagine becoming a meadow vole—they experience the world from its scale.

Why this medium?

- VR creates embodied vulnerability through physical scale.
- AR transforms the player's own environment into the woodland by shrinking them into the experience.

Player Experience

"See the world through the eyes of a meadow vole." Players become the condemned. Their own image is transformed to meadow vole scale within the surrounding environment.

LOCATION-BASED INSTALLATION

Experience

A walk-through environmental exhibit that recreates O'Shanter Woods at meadow vole scale.

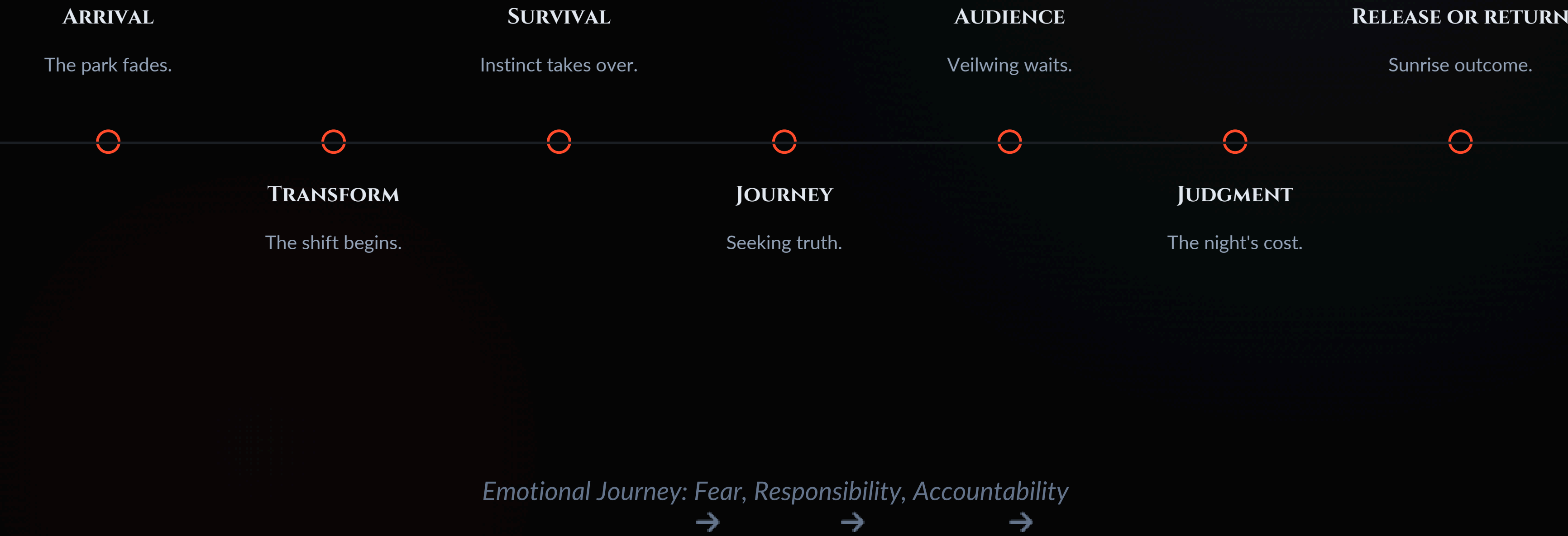
Why this medium?

- Visitors physically experience the woodland from the perspective of prey, surrounded by towering grass, oversized gravel, and predators that dwarf them.

Player Experience

"Walk through the world as something small enough to be overlooked."

NARRATIVE EXPERIENCE



FIVE NARRATIVE MOMENTS

CONDEMNATION

Your body twists. Human memories blur. **How long until I lose who I am?**

SURVIVAL

Fight or flight. Protect others or yourself. **Is my outcome already decided?**

THE JOURNEY

Decide what your freedom is worth.How do I find the creature?

THE AUDIENCE

Veilwing appears. Face the truth you've become. **Did I make the right choices?**

JUDGMENT

Dawn breaks the night. **Will my release be granted?**

CHOICE PHILOSOPHY

CHOICES REVEAL CHARACTER

The game doesn't ask "What do you want?" It asks "Who are you when survival has a cost?" Every interaction revealed as a mirror of your humanity.

Ethical Dilemma Archetypes:

- **Rabbit:** Compassion vs. Duty
- **Human Vole:** Responsibility vs. Self
- **Weasel:** Self-Sacrifice vs. Self-Preservation
- **Deer:** Means vs. Ends
- **Toad:** Wisdom vs. Control
- **Fox:** Sacrifice the Few vs. Goal Objective
- **Veilwing:** Ownership vs. Excuse

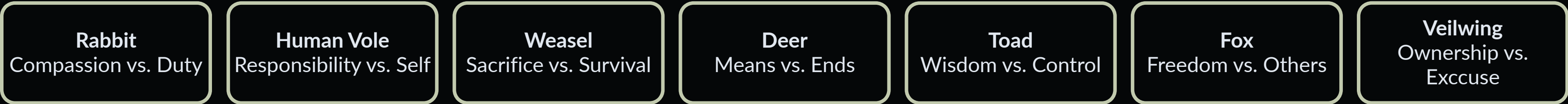
NARRATIVE SYSTEMS

DESIGN PRINCIPLE: JUDGMENT EMERGES FROM ACTION, NOT A METER.

Every ethical choice becomes evidence for Veilwing’s final judgment.



Evidence gathered across the night



Outcome: Release, Conditional Release, Quiet Failure, Active Failure, or Too Late

MOODBOARD

O'SHANTER WOODS

AN IMMERSIVE SPATIAL NARRATIVE GAME

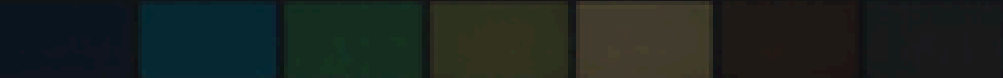
Condemned humans transform into woodland animals each night and slowly lose their humanity unless they seek out the mysterious creature that resides deep in the woods.



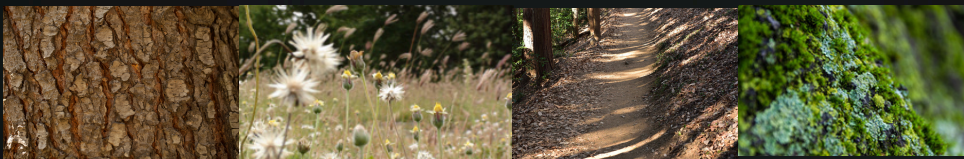
KEY THEMES

- IDENTITY & TRANSFORMATION
- EMPATHY & REDEMPTION
- POWER & CONTROL
- BEING SEEN (OR OVERLOOKED)
- NATURE AS JUDGE

COLOR PALETTE



TEXTURES & MATERIALS



PLAYER EXPERIENCE



Transform
See through
new eyes



Discover
the keeper
of the park



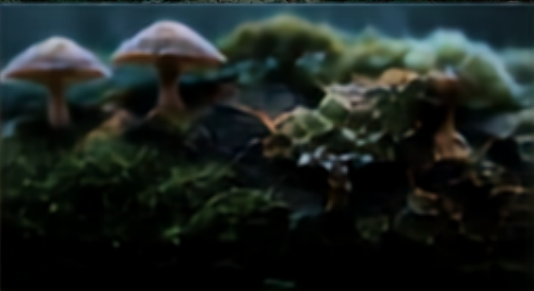
Choose how
you survive



Must
happen
before
sunrise

MOOD & TONE

HAUNTING
BEAUTIFUL
UNSETTLING
TRANSFORMATIONAL
ALONE, YET
WATCHED



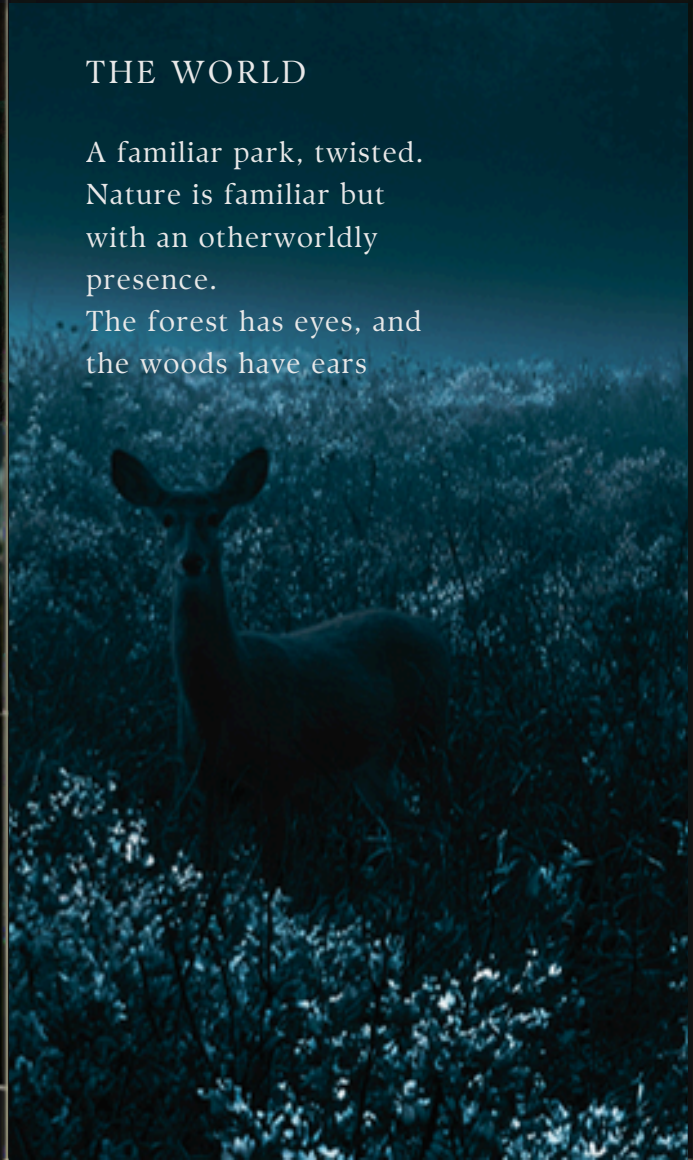
INSPIRATION

REIMAGINING NATURE INFUSED WITH THE UNKNOWN



THE WORLD

A familiar park, twisted.
Nature is familiar but
with an otherworldly
presence.
The forest has eyes, and
the woods have ears



STORY ESSENCE

You are not just
visiting the park.
You are
imprisoned here
nightly—
what will you do
to end the
transformation
and save your
humanity.

SURVIVE THE NIGHT.

SEEK OUT DANGER.

OR BE LOST TO THE WOODS.

DESIGNING THE FAMILIAR INTO THE UNFAMILIAR



Roots
Giant Labyrinths



Gravel
Mountainous Boulders



Grass
Towering Canopies

A familiar park becomes an alien wilderness when experienced at the scale of prey.

O'SHANTER WOODS

Narrative moment 1:
Loss of Human Identity



Narrative moment 2:
Responsibility vs. Survival



Narrative moment 3:
Journey through
temptations



Narrative moment 4:
The Audience is self-
confrontation



Narrative moment 5:
Judgement of
redemption or
condemnation





VEILWING

Nothing enters his woods unnoticed.

ACCESSIBILITY



PHYSICAL

Digital walkthrough option.
Seated VR mode. No uneven terrain requirement.
Temporary or onsite structure used for even terrain and all weather.



VISUAL

High contrast mode. Scalable UI. Subtitles. Visual predator indicators.



COGNITIVE

Quest recap & objective reminders.
Audio read of dialogue and choices.
Replayable dialogue. Pause during choices.



EMOTIONAL

Content warnings. Reduced intensity mode. Checkpoints before stress.

WHY NOW?

2026

People crave meaningful experiences.

Nature is increasingly experienced through screens.

Games increasingly reward power.

O'Shanter Woods instead explores vulnerability.

CULTURAL CONTEXT:

Cinematic Indie Resurgence: Narrative adventure games and cinematic platformers are having a major moment. Studios are blending moody, stylized art directions (like high-fidelity pixel art) with dialogue-heavy, narrative-driven hubs and action-oriented combat.

THE WOODS REMEMBER WHAT YOU DID.