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THE LIGHTHOUSE KEEPER

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THE LIGHTHOUSE KEEPER

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Genre:

Mystery · Psychological Detective · Cinematic Adventure

Setting:

Abandoned island off the British coast, **Year: 1859**

A stormy, isolated environment where technology barely meets myth. The only light guiding ships is the towering, decaying **Lighthouse of Eldmere**.

PLOT SYNOPSIS

"Some lights never fade... even when the souls behind them do."

You play as **Jink**, a detective and temporary lighthouse keeper sent to investigate why the lighthouse light has gone out.

Since the beacon's failure, **ships have vanished mysteriously**, crashing against unseen rocks.

As Jink explores the island, he begins to uncover unsettling traces of the **previous keeper and his lover**, who once tended the light.

Her death remains unexplained but her presence lingers.

Through notes, old recordings, and faint ghostly echoes, Jink learns that **the lighthouse is more than a structure; it's a vessel of trapped memories**.

Keeping the light alive may be the only way to set them free... or lose himself trying.

CINEMATIC STYLE

- **Visual Tone:** Vintage cinematic color grade sepia, soft desaturation, flickering film grain.
 - **Aspect Ratio:** 2.35:1 (cinematic black bars).
 - **Lighting:** Candle-lit interiors, foggy exteriors, volumetric rain and mist.
 - **Camera Work:** Slow pans, dolly zooms, and motion blur for emotional focus.
 - **Cutscenes:** Blend between playable camera transitions and filmic montages.
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GAMEPLAY DESIGN

1. Exploration & Investigation

- Explore **The Island**, **The Keeper's Cabin**, and **The Lighthouse Tower**.
- Collect clues: letters, broken clocks, ship manifests, sketches.

- Use a **lantern system** oil based light that fades with time, forcing the player to manage light sources.
 - Environmental storytelling (blood stains, decayed journals, broken clocks ticking backward).
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2. Detective Mechanics

- Reconstruct memories using “Echo Mode” interact with ghostly shadows of past events.
 - Solve environmental puzzles to restore power or unlock sealed areas.
 - Detect hidden objects by aligning light angles (real-time lighting puzzles using Unity’s HDRP).
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3. Emotional Narrative Progression

- Each act reveals a phase of Jink’s descent into obsession.
- The environment reacts subtly, the wind grows stronger, lights flicker, echoes whisper.
- Occasional apparitions of his **lover**, whose fate he uncovers through fragmented visions.

4. The Lighthouse Activation Sequence (Final Chapter)

- The storm intensifies. Waves crash against the island.
- You must reach the **top of the lighthouse**, manually ignite the great lantern, and stabilize the rotation mechanism.
- As you do, hallucinations merge with reality his lover's voice guides him, revealing her death was **a tragic accident he caused unknowingly**.
- The final moment: he lights the beacon and vanishes into the storm as ships find safety again.

ENDING (CLOSURE)

The camera pans out from the lighthouse, now glowing bright through the mist.

Two ghostly silhouettes Jink and his lover stand side by side, overlooking the ocean.

The light flickers once... then steadies.

"You kept the light alive."

Fade to black.

Title appears: **THE LIGHTHOUSE KEEPER — A Game by Jaikar**

LEVEL STRUCTURE OVERVIEW

L e v e l	Nam e	Description	Gameplay Focus
1	The Doc k	Arrival during storm, intro cinematic	Movement, lighting mechanics
2	The Keeper's Cabin	Discover belongings, first clue	Object interaction, clue discovery
3	Forest Pathway	Traversal under rain & wind	Environmental puzzles
4	Lighthouse Base	Restore generator, climb tower	Vertical exploration
5	Lighthouse	Machinery puzzles, hallucinations	Detective mechanics

	Interior		
6	The Beacon Room	Final sequence & cinematic ending	Emotional climax

TECHNICAL DETAILS

- **Engine:** Unity 6 (HDRP for realism).
- **Lighting:** Volumetric fog, reflection probes, and flickering emissive lights.
- **Post-Processing:** Bloom, Vignette, Film Grain, Chromatic Aberration.
- **Sound Design:**
 - Ambient wind & ocean.
 - Wooden floor creaks.
 - Distant foghorns.
 - Whispered ghost dialogue (spatialized audio).

- **Performance Target:** 60 FPS at 1080p on mid-range PCs.

TRAILER / CINEMATIC VIDEO PLAN

I can help you plan your **Unity 6 cinematic video sequence**, including:

1. **Camera timeline setup** (Cinemachine + Timeline).
2. **Rain and fog particle systems** for the exterior scenes.
3. **Lighting transitions** between flashback and reality.
4. **Music cue sheet** for emotional pacing (e.g., piano, cello, sea ambience).
5. **Ending montage storyboard** (Jink + lover's ghost silhouette).