

## Stealth-Horror Gardening TRPG

To play this game requires a grid, the smaller the grid size the harder, so roll what dimensions the grid is and make plots with tree-spots, rock-spots and whatever “visuals” for desire. The game is turn-based with a timer. The cell size will be dependent on how many bodies the player rolls to have in the van. The difficulty is based on the sheer number of bodies to put to earth based on that.

- Graves need to be dug and filled is the main goal.
- Every once in a while an NPC will come to investigate and the player will need to persuade them away. Their sentences are classified as: “Suspicious”, “Inocuous”, or “Uncertain” and to pass the check requires the best 2 out of 3.
  - NPC is literally just the GM interrogating the player. Or the player having some prompts to explain via improv.
  - Progression clock of like 8 segments that shades 1 segment per minute for how long until someone goes to investigate.
  - Roll a d8 for how many many segments the progression clock has per.
    - So sometimes, you’ve already seen someone and you are just prepared to persuade them.
  - Could co-op by having a secondary or such take interference but with added difficulty due to extra context.
- The player has an unmarked van that’s idle, in the van are seeds and bodies.
- The unmarked van must be placed at any part of the grid in a four quadrant and should take up a 5x3 space.
- Players need to plot their waypath to where they want to dig in 30 seconds.
  - Double tap where to dig.
  - Any inaccessible space must be avoided.
  - Then after digging, return to the van, and dump the body (which can be a specific color per entity)
  - They fill the grave (by shading where they want it in the correct 2x4 for a grave), and plant the correlated seed (denoted by a symbol)
  - The graves must be parallel as in `[]---[]---[]` or the same but vertical in colors to be a match.
- Roll for what list of bodies you have to bury that’s in the van.

The graves cannot be tightly compact, they must be spread at least three squares apart from each other in w and h as padding. You cannot cut down trees, remove rocks, or other stuff to make more space either.

- Every once in a while you have to fill the graves with the bodies of entities. There is a multiplier for comboing the bodies, which you will then plant a seed. You need specific bodies and an entity class to grow specific seeds.

The goal is to not get caught, and to successfully fill the graves and make sure a flora or fungi sprouts.

**Entity Archetypes & Seeds Types**

<b>M</b>	<b>Entity</b>	<b>Seed</b>	<b>Color</b>	<b>Symbol</b>
1	Vampire	Belladonna	Purple	†
2	Werewolf	Hemlock	Brown	Δ
3	Zombie	Fungi	Green	Δ
4	Human	Sunflowers	Yellow	ψ

The end result of this game is a skill-building game at its core. There's logic and persuasion, plus quick spatial resolving.

# Chthonic Caretaker: Disposal Service In Haste(sic)

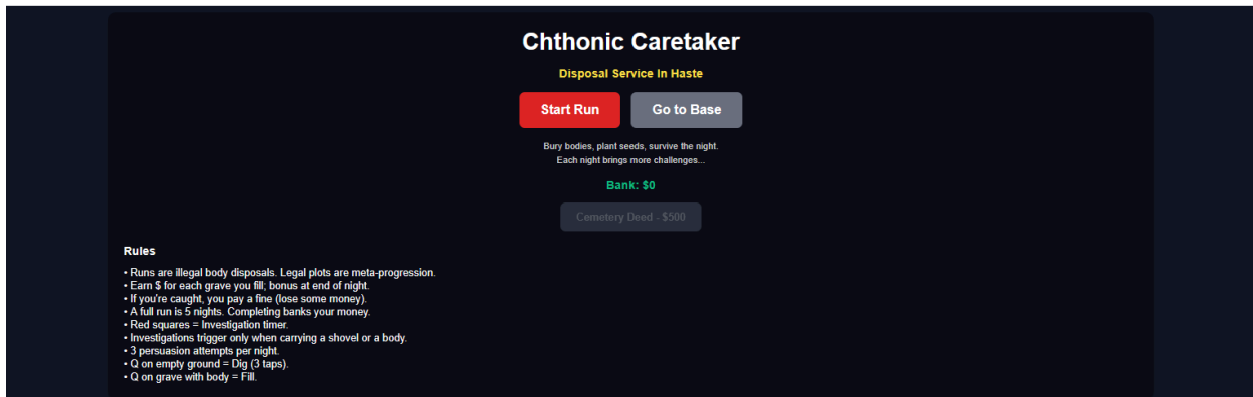
Datorien Anderson

Occybyte

## Digital Prototype

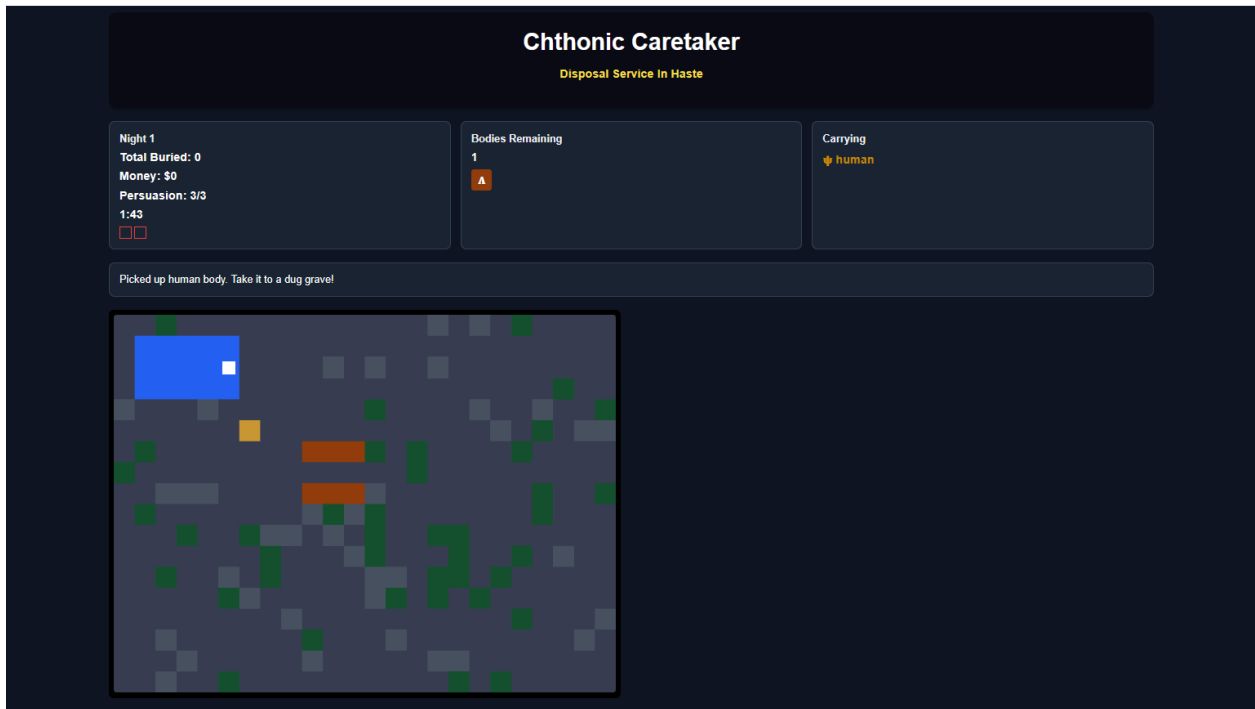
In the digital prototype of chthonic caretaker – we assume the role of a daughter of Hypnos, though this is unknown to the player character for now. The game has developed into a rogue-lite as it fit the mechanical design of the game, and I've made a very rough prototype that works!

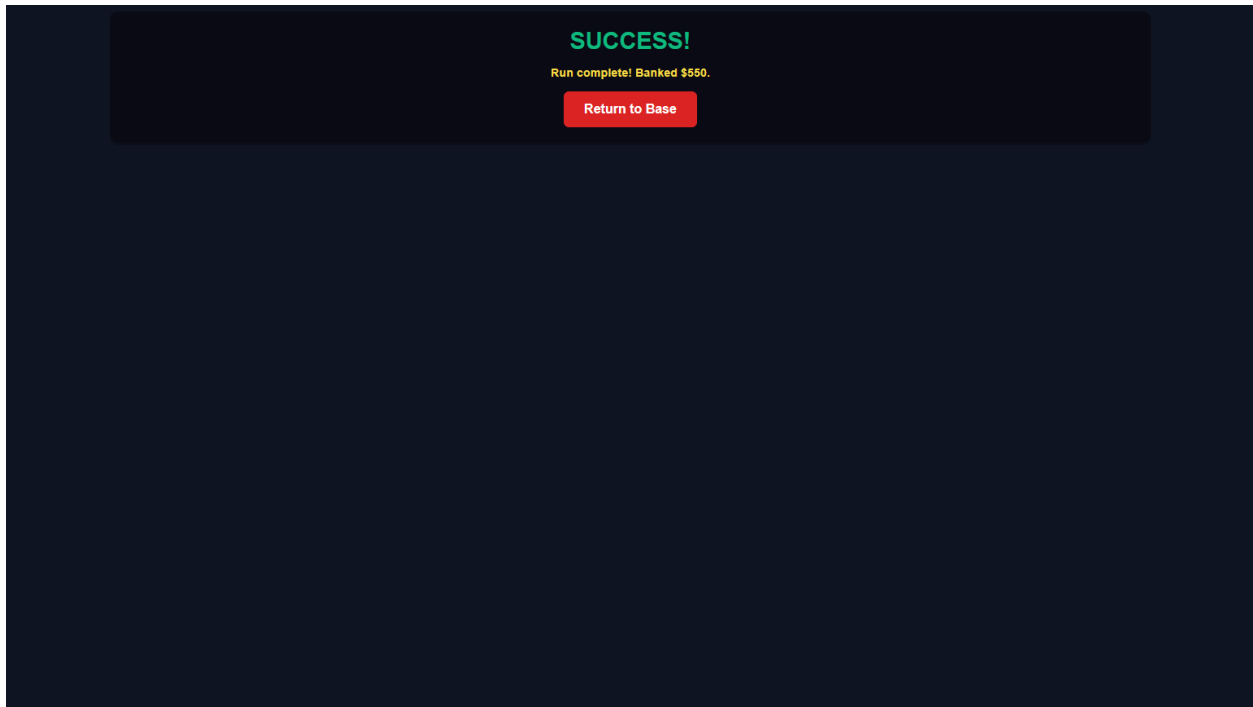
## Main Menu →



## Game Loop →







After the loop, the player banks the earned money, and can buy the Cemetery Deed to unlock the full base, and install upgrades for the Van and the Cemetery.

One upgrade for the Cemetery is a fence and a shed, the shed unlocks the black market merchant and allows for spirits to spawn for the player to catch.

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## Changelist (HTML5/WebGL version)

- Core port
  - Rebuilt `Chthonic Caretaker` from React to single-page HTML + vanilla JS + WebGL canvas.
  - Implemented class `ChthonicCaretakerGame` with explicit `gameState` (grid, player, items, timer, clock, graves, bodies, etc.).
- Rendering
  - WebGL init, shaders, quad buffer; rectangle drawing with color; grid-based rendering.
  - Player, cells, van, shovel on ground, dug/body\_placed/filled grave states.
  - Grave outline preview while carrying the shovel.
  - Motes rendered as lightweight “circular” visuals (quad approximation) and non-blocking.
- Controls
  - WASD: move; E: interact; Q: dig/fill (context); R: rotate (1x3/3x1); T: cancel dig; Space: persuade; X: collect soul mote (hands free).

### Occybyte

- Movement disabled while actively digging; canceling prompts messaging.
- Digging and burying
  - Digging requires shovel; 3 taps to dig grave (configurable; planned upgrade to 2).
  - Fill action only on a `body_placed` grave with shovel.
  - “Bury fast” bonus: On fill, add base pay + bonus proportional to remaining time in current investigation segment.
- Grave placement rules
  - Clean 1-tile border around all existing graves (rect intersection).
  - Consistent van collision: van is 5x3 rectangle; grave placement requires  $\geq 2$  tiles buffer around it.
  - “Cannot dig here” messaging covers non-empty and proximity failures.
- Shovel/body logic
  - Only one shovel; states: `van`, `ground`, `carried` with ground coordinates.
  - Can’t carry shovel and body simultaneously.
  - Body can be returned to van if picked up prematurely.
  - Visual indicator for shovel on the ground.
- Night progression and runs
  - Continuous nights; Night 5 ends run and banks on-hand money to `localStorage`.
  - Runs are always illegal dumps in forest layouts; cemetery/base are meta only.
  - Night bonuses added per night number; total buried tracked.
- Investigation and persuasion
  - Segment-based “investigation clock” (red squares).
  - Clock ticks only while suspicious (carrying shovel/body).
  - When all segments elapse, investigator appears → persuasion via Space; timer paused during persuasion.
  - No instant capture on timer zero; capture only on failed/no persuasion.
- Money and fines
  - Money in run shown in HUD; grave fill grants base + fast-bury bonus.
  - Capture/failure applies fine (50%) to on-hand money.
  - Banking at run end updates `cc_bank`.
- Main menu and HUD
  - “Start Run” and “Go to Base” buttons; rules written clearly (investigation segments, contextual suspects, Q dig/fill behavior, run length).
  - HUD shows Night, Total Buried, Money, Souls, Persuasion attempts, Timer, Investigation Clock.
- Base meta-progression
  - Base screen toggle with “Return to Base” at game over.
  - Bank display; property status (cemetery owned).
  - Visuals: plot area with subtle grid, house (owned), van, plots, fence outline, shed, small merchant marker.

- Right-click house: context menu with dynamic prices:
  - Buy acre (scaled; persistent)
  - Buy fence (one-time)
  - Build shed (unlocks merchant/motes; one-time)
  - Inspect property
  - Menu disables entries once purchased.
- Right-click van: Hybrid conversion upgrade (one-time), badge render, effect applied.
- Purchases persist in localStorage.
- Van upgrade
  - Hybrid Conversion: 25% chance one night has no investigator (segments set to 0), message displayed.
- Motes and souls
  - When shed is owned: motes can spawn per night (chance), drift as player moves, collectible with X when hands free.
  - Souls are persistent; HUD display.
- Property tax
  - Every 4 completed runs: flat base + multiplier × asset count, capped; deducted from bank when banking after Night 5.
  - Assets: plots + fence + shed.
- Balancing/bugfixes
  - Fixed adjacent-to-van digs; consistent 5x3 van.
  - Fixed infinite shovels and carrying both items.
  - Fixed placement loop at van; body can be returned.
  - Dig cancel restores state safely.
  - Base menus show correct prices; options disable after purchase.
  - Shed relocated near house; no overlap with van.

## Design Specifications (current state)

- Grid and entities
  - Grid: 24x18 cells, 32px cell size (WebGL canvas 768x576).
  - Cell types: empty, tree, rock, van, dug, body\_placed, filled.
  - Van footprint: 5x3 cells. Grave footprints: 1x3 or 3x1.
- Player loop
  - Acquire shovel → select spot obeying spacing rules → dig (3 taps) → return for body → place body → fill with Q → earn base + fast-bury bonus.
  - Repeat until bodies done; progress to next night; at Night 5 bank everything.
- Controls
  - Movement: WASD.
  - Interact: E; pick up/place; drop shovel on ground.

- Orientation: R toggles 1x3 vs 3x1 for digging.
- Dig/fill: Q (contextual).
- Cancel dig: T (prompt).
- Persuasion: Space (when investigator appears).
- Collect soul motes: X (only when not carrying).
- Investigation
  - Clock: 1–8 segments (60s per segment by default).
  - Ticks only when suspicious (carrying shovel/body).
  - All segments elapsed → investigator appears; persuasion to avoid capture.
  - Timer paused during persuasion; success resets clock; failure triggers capture/fine.
- Money and rewards
  - Fill base pay: \$25.
  - Fast-bury bonus:  $\text{floor}(10 \times \text{fractionRemainingOfCurrentSegment})$ , only if not investigating.
  - Night completion bonus:  $10 \times \text{nightNumber}$ .
  - Capture fine: 50% of on-hand money.
  - Banking: after Night 5; goes to `cc_bank`.
- Souls and motes
  - Enabled by shed ownership.
  - Per night spawn chance (default 30%), count 1–3; motes drift; collect with X (hands free) for +1 soul.
  - Souls persisted (`cc_souls`); displayed in HUD.
- Base/meta
  - Cemetery deed purchase (main menu).
  - Plots: scalable cost (base 300,  $\times 1.4$  growth), persistent count; drawn as green 64px tiles.
  - Fence: \$350, draws amber border around plot area.
  - Shed: \$450, small purple building next to house, unlocks motes/merchant.
  - Merchant (visual marker): right-click menu container prepared; will sell soul-based upgrades.
  - Van: Hybrid Conversion \$400; badge render; 25% “no investigator tonight” effect.
- Property tax
  - Every 4 runs:  $\text{tax} = \min(50 + 25 \times \text{assets}, 300)$ .
  - $\text{Assets} = \text{plots} + \text{fence}(1) + \text{shed}(1)$ .
  - Deducted from bank at banking.
- Persistence (localStorage keys)
  - `cc_bank`, `cc_cemetery_deed`, `cc_owned_plots`, `cc_fence_owned`, `cc_shed_owned`, `cc_hybrid_owned`, `cc_souls`, `cc_runs_completed`.
- Visual language
  - Forest tiles: dark green trees; gray rocks.
  - Van: blue.
  - House: brown; shed: purple; merchant: small orange dot near shed.

- Shovel on ground: gold.
- Motes: teal “circular” sprites (non-blocking).
- Grave states: dug (brown), body\_placed (darker), filled (takes body-type color).
- Grave preview: yellow outline.
- Menus
  - Main menu: Start Run, Go to Base; rules and bank/buy deed.
  - Base screen: HUD, canvas, legend, hint, buttons.

### 1. Layout per run (not per night):

- Forest layout now generates only once at Night 1 of each run
- Nights 2-5 keep the same van/tree/rock positions
- Only grave-related cells (`dug`, `body_placed`, `filled`) get cleared between nights
- Graves array resets each night, but the terrain stays consistent

### 2. Same-type body adjacency rule:

- Bodies of the same type can be buried adjacent to each other (touching)
- Different body types still require the 1-tile buffer
- The logic checks `grave.bodyType` vs `this.gameState.carriedBody.type`