

2020



ASYLUM

GAME DESIGN DOCUMENT
JOSH HARDY

SOUTHAMPTON SOLENT UNIVERSITY | Southampton

Contents

CHEAT SHEET	2
LEVEL OUTLINE	3
SUMMARY	3
CHARACTERS	3
VISUAL THEMES	3
SEGMENT SUMMARY	5
CONTEXT	5
OBJECTIVES	5
KEY EVENTS	6
SEGMENT FLOW	6
PACING	6
GREYBOX	7
FLOW SUMMARY	10
FLOW DIAGRAM WITH EVENTS	11
PUZZLES & SOLUTIONS	12
SCRIPTED EVENTS	19
DOCUMENTS	19
WIREFRAMES	20
REFERENCES	23
APPENDICES	24

Cheat Sheet



Abilities

- Walk/Run
- Jump
- Interact with items (Open/Close doors, Pickup items, Use items)
- Flashlight
- Hold/Throw/Move certain objects

Items



Flashlight



Bedside Tables



Axe



Screwdriver



Mallet



Match



Fire extinguisher



Terminal



Evacuate button



Documents



Padlock/Keys



Crowbar



Cabinets



Crates/Boxes



Tap

LEVEL OUTLINE

Name: "The Asylum"

Designer: Josh Hardy

Document Date: 08/03/2020

SUMMARY

In "The Asylum", a first-person puzzle segment with horror elements for a short collection of puzzle games, the player awakes in a dark, abandoned asylum with no recollection of how he got there. They need to get out by the main entrance doors. These doors, however, are only unlockable via the reception computer using the evacuation code and button. The player needs to get the evacuation button to the computer, find the password and unlock the door. This seemingly easy task is riddled with hurdles that will be later explained in section **5. SEGMENT SUMMARY**.

The premise of the story is that the player is in a dream state so the going's on are not quite real. The abandoned asylum that the player must escape was once inhabited by the notorious puzzle master and serial killer "Robert Gein". Robert Gein and a worker at the asylum fell in love and she tried to set Gein free. However, Gein killed everyone and left Betty inside, telling her that if she knew him and loved him, she would solve his puzzle and escape.

CHARACTERS

Character	Description
Player	An unknown man in dire need to escape
Betty	A deranged ex-worker that is trapped inside.
Robert Gein	An ex-patient. Not seen in the game but his letters to Betty are.

VISUAL THEMES

Theme	Description
Old hospital	Rundown hospital with rusted metal surfaces, chipped tiles and little electric powered appliances.
Horror	Decrepit characters with jump scares and little to no lighting. Ominous sounds.

Asylum GDD



Figure 1 - Outlast (2013)

The style will be like that of Outlast in which it is an asylum that is inhabited by inhuman entities (See figure 1). My game, however, is limited to 6 rooms and it being a puzzle game means that the NPC will be inactive and serve more like a jump scare and/or as a puzzle purpose. They also help set the story and theme of the level. It will also not be as gruesome as Outlast and there will be less blood and gore as this is not an action horror and the blood and gore would not fit with the genre of the game.



Figure 2- Resident Evil 2 (2019)

Asylum GDD

The game will also be like Resident Evil 2 (Figure 2) with it being a low-lit horror with a “safe zone” for the player in which they feel more at ease. Again, this is just a visual reference and will not relate to gameplay whatsoever.



Figure 3 - Old hospital dormitory (Ann Arbor News, 1937)

SEGMENT SUMMARY

Context

This segment begins with the player immediately waking in a dormitory of the asylum. They have nothing in their inventory and the room will have small lighting and will be an introductory puzzle room to the game.

Objectives

- Primary - Escape bedroom
- Secondary - Find Code and Button
- Final - Escape the asylum
- Optional - Learn about what happened

Asylum GDD

Key Events

- *Escape Room puzzle*
The player learns all the mechanics in this area. They will learn to pick up items, use the flashlight and other pickups.
- *Door Openings- Each new door allows access to a new location for the player to investigate.*
- *PC- the Pc is a mechanic in which entering codes spawn objects and is the tool used to open the exit door.*

SEGMENT FLOW

Pacing

The intensity of the game increases slightly throughout the game. There is no action and the game is naturally played at the player's own pace as players would be of varying skill levels. However, as they progress, they encounter jump scares and become more engrossed in the story. Therefore, the enjoyment and intensity increase the more they play, until they reach the climax (shown in figure 4).

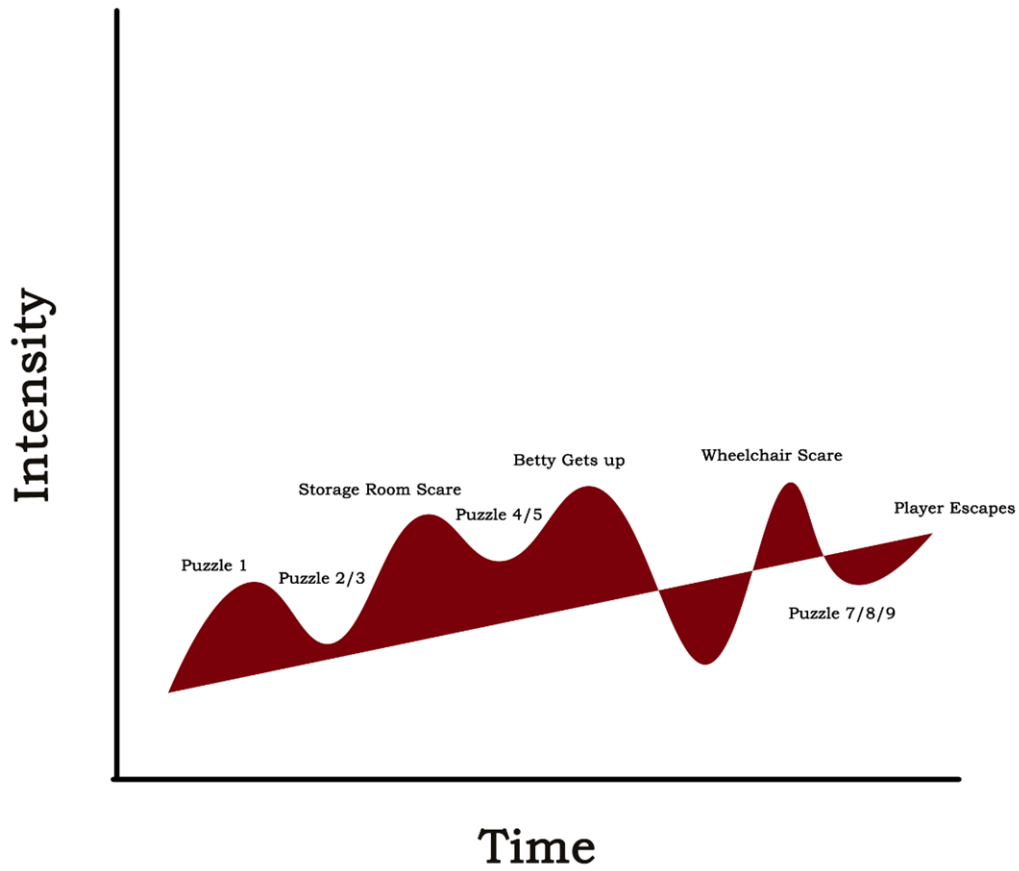


Figure 4 - Pacing graph

Greybox

Images below represent the areas on the map. The legend is as Start room/
Dormitory

1. Main Hall + Upstairs landing/corridor
2. Bathroom
3. Storage room
4. Medical room

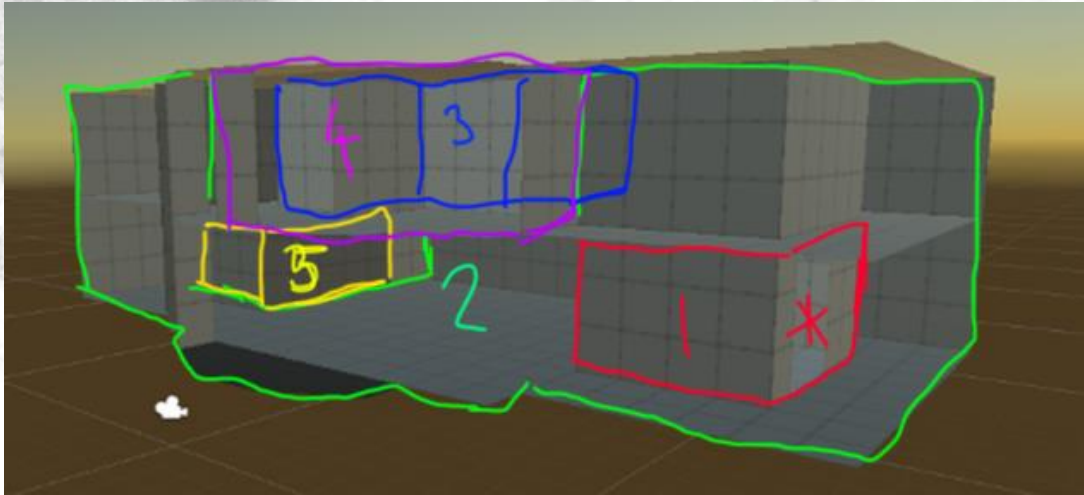


Figure 5 - Front-right view of the level

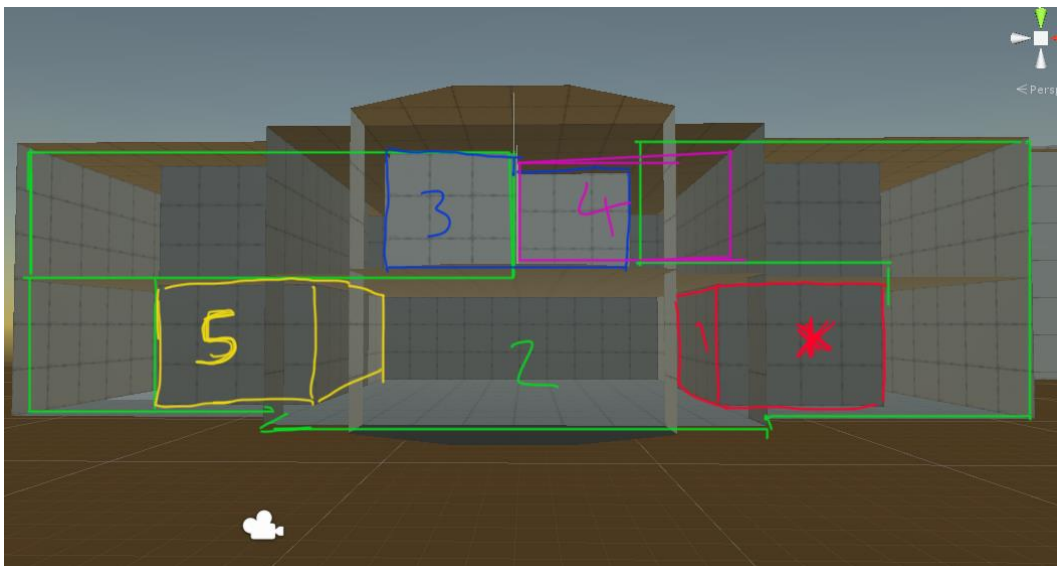


Figure 6 - Directly in-front view of the level

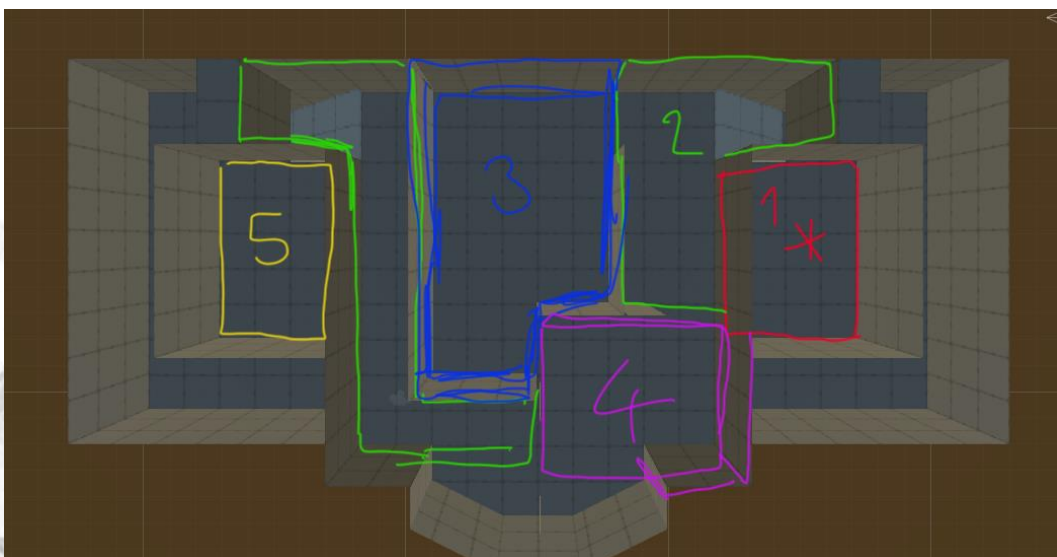


Figure 7 - Bird's eye view, 1 and 5 ceilings shown

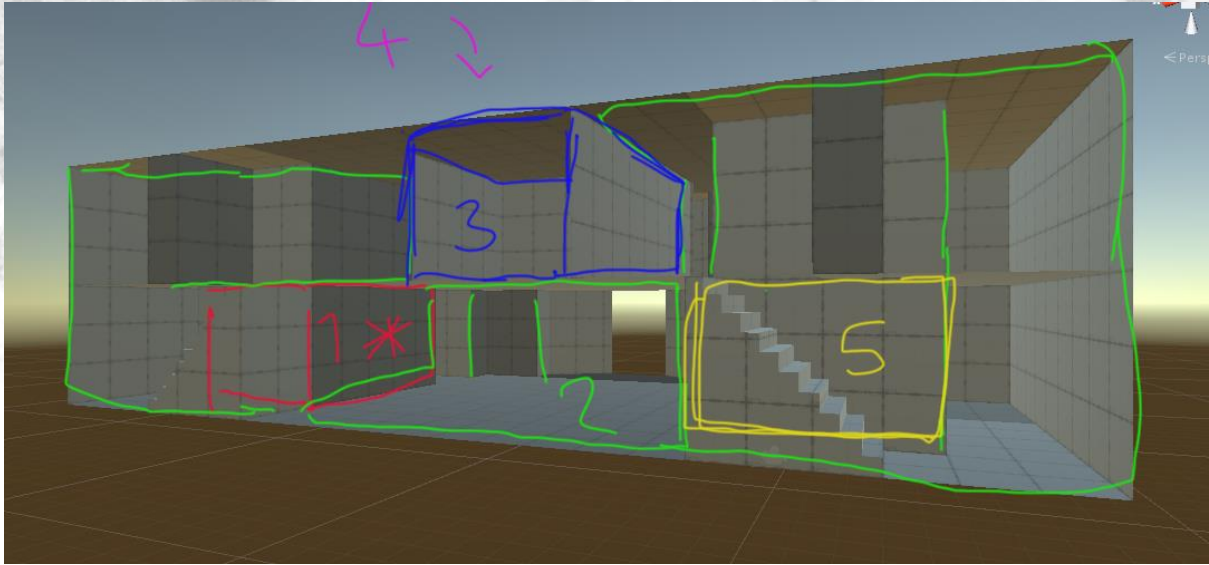


Figure 8 - Rear view of the level

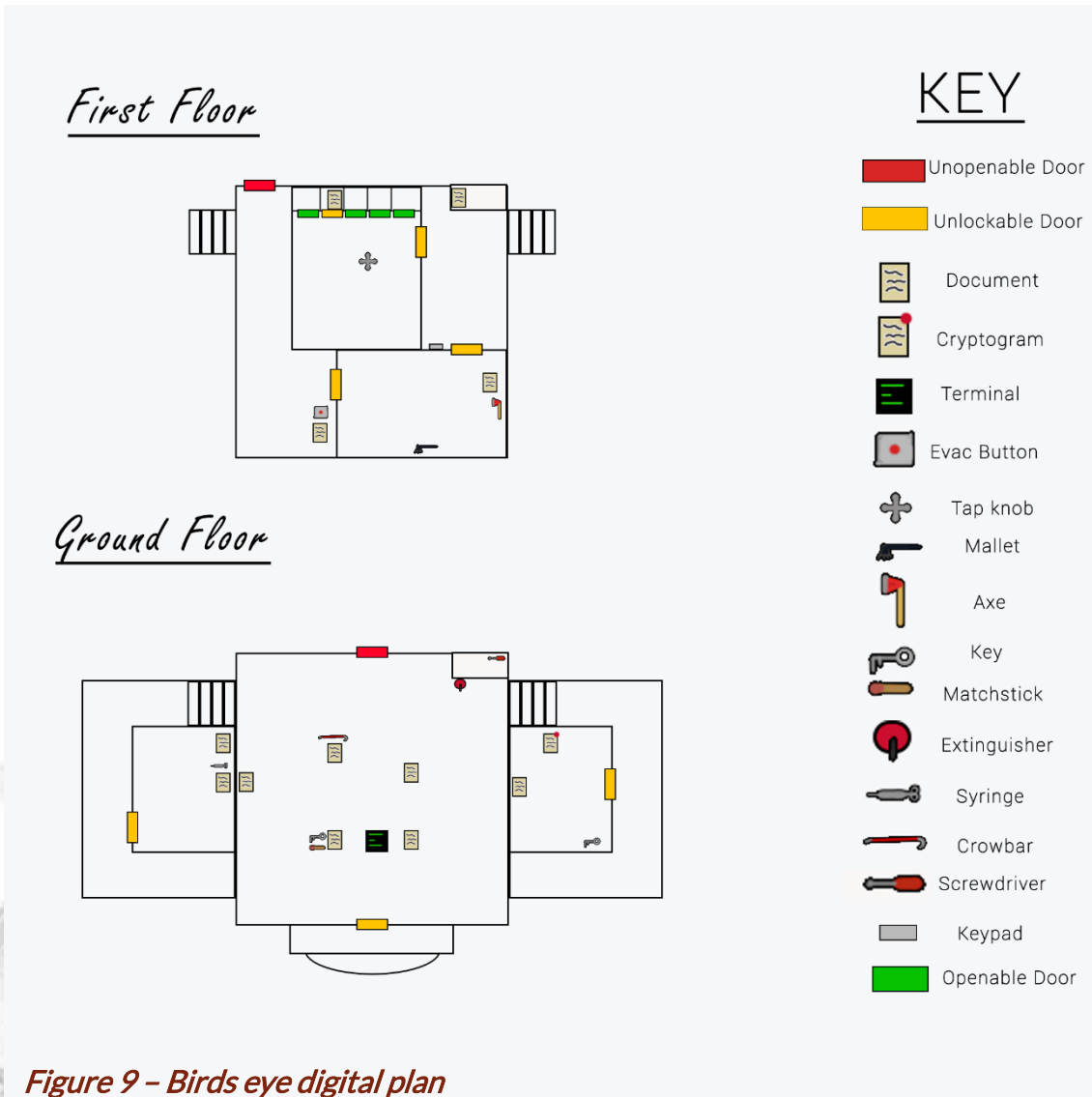


Figure 9 - Birds eye digital plan

Asylum GDD

Flow Summary

- The player wakes in the dormitory. They must follow the tooltips and search the room. * Indicated by the Asterix
- They need to move the painting and see half the code to unlock the padlock on the chest. They then need to search the bedside table for the other half. These together create the code for the padlock on the chest. The chest when opened reveals the door key.
- The player should also find the encoded letter in the drawer in the bedroom.
- The player now has access to the main hall and can search around.
- They can access the PC and are made aware that it is the answer to escaping with the missing evacuation button.
- The player is given a code to the PC and when entered a key for the bathroom appears.
- In the bathroom they find a shower knob and attach it to the shower and turn the shower on revealing a misty number on the mirror, the answer is for the storage room lock.
- Once in the storage room, the player must pick up the axe and smash open the wooden box in which a massive mallet lies.
- They need to use the mallet on the medical room door to open it.
- The player will then need to find the journal and a patient file, and these will reveal some of the letters found in the encoded letter and hint the password for the exit. The player will also find small hints and clues around the scene. The journal is found in the doctor's cupboard after solving the glass bottle puzzle.
- The player will also find a riddle in the medical room with some vials and a syringe. The riddle indicates that the player needs to use this on the body in the elevator. They must choose the correct vial to revive her or she will be poisoned.
- Once the player injects the body, the figure will get up and either die or survive, either way, it will free up the elevator entrance.
- If the player has not done so already, they will now need to obtain the crowbar from the top of the cupboard in the main hall. They will need to get the box from the starting room and carry it to the main hall to reach the crowbar. The crowbar is then used to wedge the elevator door open, allowing them to enter.
- They can now obtain the screwdriver and will learn that a button is missing on the elevator.
- They then will go back to the bathroom, open the screwed door, and pick up the riddle.
- They will then need to answer the riddle on the PC and will obtain a set of matches.
- The matches are used on the strongbox upstairs to burn it. Once burned the elevator button will be revealed.
- This will then let them go up the elevator one floor and the elevator doors will not open but have a letter on the inside. This letter will contain a lot of the letters needed for the passcode.
- The player now only needs the evacuation button. This button lies in the locked cabinet upstairs. The cabinet is unlocked by rotating the angles into the correct order, however, one of the angles is missing in the storage room. If they have not picked it up, they will quickly obtain the angel and replace it.

Asylum GDD

- The rotation answer is in the main hall on the walls, there are 4 paintings of the angels in a row in the correct rotation combination. They can then rotate the angels as shown and unlock the cabinet door, revealing the evacuation button.
- The player then needs to put the evacuation button in place.
- The player then needs to type the evacuation code into the computer and then press the evacuate button to escape.

Flow diagram with Events

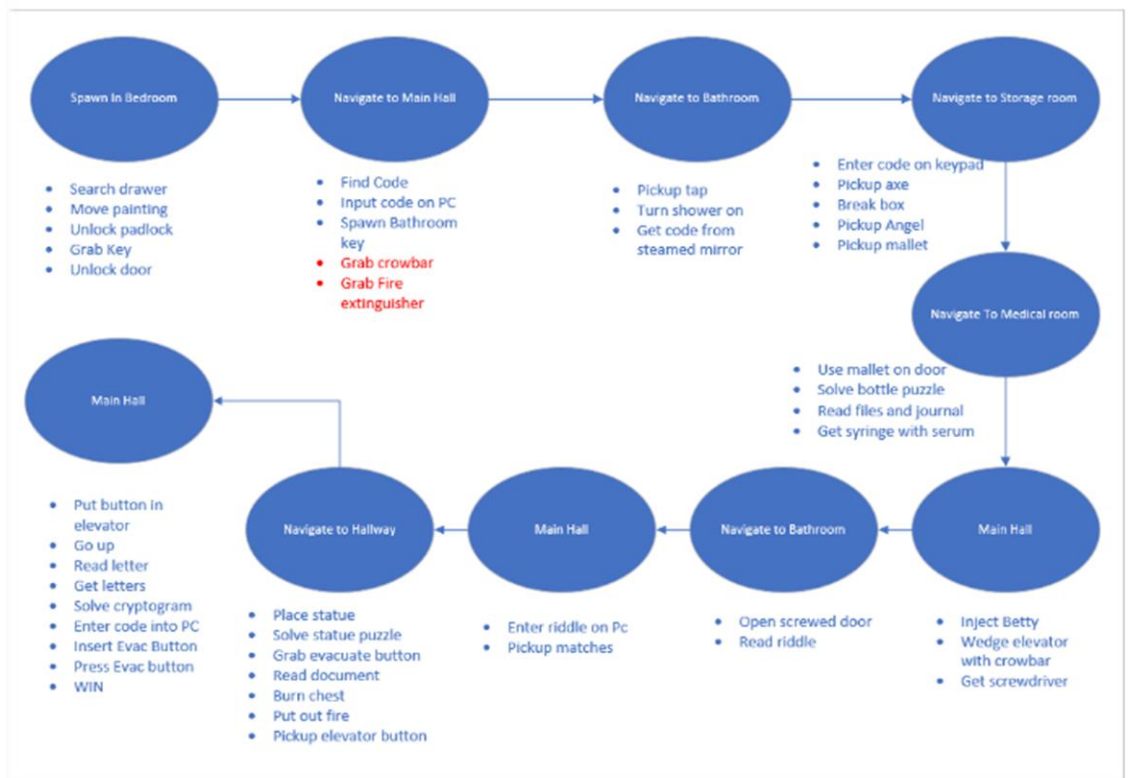


Figure 10 - Flow diagram with events

Asylum GDD

Puzzles & Solutions

Puzzle 1 – Escape the dorm (Escape puzzle)

The player awakens in the asylum dormitory with nothing but a flashlight. The door is locked, and they need to get out. The bedroom has a few beds, a painting on the wall, a chest cupboard in the corner, a bedside table, and a crate in front of the door.

Solution

The player must search the bedside table and read the torn note. Then they must move the painting to find the other half. This code is the combination of the padlock on the chest. The chest when opened contains the key, which is used to unlock the door.

Clues

- This puzzle is very simple and has no clue directly related to it but does include the flashlight, cryptogram, and inventory tutorials
- There is a dialogue popup on the door saying it is locked forcing them to look around the room.

Step by Step

1. Start game
2. Turn around
3. Move painting
4. Read note (“...D”)
5. Go to bedside table
6. Open cupboard door
7. Read note (“DE...”)
8. Go to chest in corner
9. Select the code (“DED”) on the padlock
10. Pickup Key
11. Equip Key
12. Use on door

Puzzle 2 – Get the bathroom Key (GUI puzzle)

This is a small puzzle that will be super easy to solve so the player is mainly learning the mechanic of the PC.

Solution

The code will be in a letter next to the PC in which when writing in the correct code the bathroom key spawns on the desk next to the PC.

Asylum GDD

Clues

This puzzle is also extremely easy and is teaching the player mechanics of the terminal rather than puzzling them.

Step by Step

1. Escape Bedroom
2. Go to main Hall
3. Read document next to PC
4. Type in given code on the terminal ("STEAMY")

Puzzle 3 – Unlock the storage room (QPQ, Logical, GUI)

This puzzle is completable when the player enters the bathroom. The storage room has a number lock via the keypad, so the player needs to find the code to unlock it.

Solution

The solution is for the player to replace the shower tap found in the bathroom sink. This then allows the player to turn on the shower and ultimately steam the room up and mist the mirrors. One of the mirrors will have a number written on which is the code for the storage room number pad.

Clues

- There is a note in the drawer next to the terminal explaining that the shower taps are broken. There is also only one shower the player can get in to ensure it is more obvious.
- A dialogue pops up with the shower tap if the player does not have the new tap equipped telling them they need a new one.

Step by Step

1. Escape bedroom
2. Get the bathroom Key
3. (Optional) Read document in the drawer by terminal
4. Go to bathroom
5. Equip Key
6. Open door
7. Go to sink
8. Pick up Tap
9. Fix showers tap and turn it on
10. Look at centre mirror with the steamed backwards number on
11. Go to storage room keypad
12. Type in the code (6436)

Puzzle 4 - Medical room (QPQ)

The player now needs entry into the medical room to continue their escape. To get into the medical room they need to find something strong as it is securely locked.

Solution

The player will need to go into the storage room and pick up the axe on the metal table. They then need to throw the axe at the wooden chest next to the table which is holding a large mallet. This mallet is then used to smash open the medical room door.

Clues

- The only clue the player receives for this puzzle is a dialogue popup when trying to enter the medical room. It explains the doors bolted and needs brute force to open. Once receiving a large mallet, I believe this is obvious enough for the player to solve.

Step by Step

1. Get into Storage room
2. Hold the axe next to the table
3. Throw at crate
4. Pickup mallet
5. Go to doctor's door
6. Use mallet on the door

Puzzle 5- Doctors journal (Sequence?)

This puzzle requires the player to unlock access to the doctor's cupboard that contains his journal. The player will walk up to the cupboard and see glass bottles inside of various sizes.

Solution

The player must move the glass bottles in their allocated spots for the cupboard door to open. The glass bottles have the letters IEGN and they need to be put into a line to spell GEIN. This is on the post-it notes in the main hall and the bottles change colour to aid them.

Clues

- This puzzle requires a little bit of thinking with the main story character being Gein it should be intuitive. However, there is a post-it notes on the terminal with a picture of the cupboard with the word "ME" with bottles on the shelf. At one point in the game the post-it's are brought up in dialogue so the player will look at them eventually.

Asylum GDD

Step by Step

1. (Optional) Look at Post-it notes on Terminal
2. Get into medical room
3. Go to Cupboard in the corner with bottles in
4. Rearrange the bottles to spell "GEIN".

Puzzle 6 – Get into the elevator/Save Or Kill Betty (QPQ and Riddle)

The elevator is jammed and keeps trying to open but it cannot. Something needs to be put in its way to wedge it open. Also, there is a body in the elevator, presumably an ex-patient (Betty).

Solution

The way to wedge the elevator open is with the crowbar. The crowbar is found on top of the cabinet in the main hall. For the player to reach it they need to get onto the box behind the cabinet. The player is intended to go into the bedroom and pick up the crate at the start to jump onto and then jump up to the bigger crate.

The player also needs to get Betty out of the way. This is done by injecting the body with a serum found in the medical room. The player will have choices of vials to choose from and a riddle with the one that will keep the body alive. Once the player injects the body it gets out of the way (then dies or keeps walking around) In the elevator the player picks up a screwdriver and (hopefully) notices a missing elevator button.

Vial 3 is the safe serum.

Clues

- The cupboard with the crowbar on has a message and an arrow saying, "look up". This forces the player to see the crowbar in the first place.
- The box used to step up is purposely put in the players way, so they are reminded that it is there easily.
- There is not a clue for the vial as the players choice does not effect the games main result (Player still escapes)

Step by Step

1. Get into main medical room
2. Read the riddle
3. Pickup syringe
4. Fill syringe with a solution from a vial (Any will work but Vial 3 saves Betty)
5. Go to Betty in the elevator
6. Equip filled syringe
7. Inject Betty
8. Get/Hold the crate found in the East wing downstairs hall
9. Bring behind the cupboard in the main hall by Betty and put next to other box
10. Jump on small crate
11. Jump onto the bigger crate
12. Look up and pickup the crowbar on top of the cupboard

Puzzle 7 - Obtain the elevator button (QPQ / Repeated action)

The player eventually needs the elevator button to go up the elevator shaft. The inside of the upstairs elevator doors contains a note that contains a lot of encoded letters.

Solution

The elevator button is obtained in a chest in the hallway. This chest needs to be destroyed but is too tough to be broken by hand yet is still made of wood. Therefore, the only way to destroy it is to burn it. The player needs to find the locked door in the bathroom in which paper lies within. The player needs to undo the screws with the screwdriver found in the elevator and then pick up the riddle. The riddle's answer will then need to be typed into the PC in the main hall and then a box of matches will spawn. The player will also need the fire extinguisher found in the main hall (this can be picked up before or after burning the chest). The player will then proceed to use the matches to burn the chest and then use the extinguisher to put out the fire. Once out, they can then pick up the metal button.

Clues

- The strongbox has dialogue when interacted with saying the box is too strong to break and another way is needed to open it.
- The box also has a flammable sticker on it indicating fire is the way to go.
- With the fire, a dialogue pops up when interacted saying they need to put it out.
- If the player tries to throw the axe at the box as with the crate in the storage room the axe breaks and a popup tells them its too strong to break.
- The riddle has a picture of the terminal, so the player knows what to do with the answer
- There are candles in the bathroom that appear after reading the riddle
- The post it notes change on the terminal when they have read the riddle to a picture of a candle.
- A few hints will be needed as the riddle could be multiple things

Step by Step

1. Get into elevator
2. Pickup screwdriver
3. Go to bathroom
4. Go to screwed door
5. Equip screwdriver
6. Unscrew the screws
7. Open door
8. Pickup/Read riddle
9. Type answer to riddle on the terminal ("candle")
10. Pickup matches
11. Go next to the elevator and pickup fire extinguisher on the wall
12. Go upstairs to the strongbox
13. Equip matches to set box alight
14. Equip extinguisher and put out the fire
15. Pick up the elevator button

Asylum GDD

Puzzle 8 – Retrieve the emergency escape button (Sequence/Memory)

The player will have the whole game to find the cabinet upstairs. The cabinet contains 4 statuettes that need to be rotated in certain positions for the cupboards doors to open. One of the statuettes is missing.

Solution

The player needs to find the statue in a bed in the storage room and place it with the other statues. The answer to the angel's combination is in paintings in the main hall. They show the angel's order and rotations. The player must use this to correctly rotate the angels and unlock the cabinet doors.

Clues

- Within the main hall there are paintings on one wall with the angles in their rotated positions. This tells the player explicitly the order to rotate the angels.
- Before the player has the missing statue, a faint mark is visible to them and when interacting with it, it tells them that an angel is missing, encouraging them to find one first.

Step by Step

1. Get into storage room
2. Pickup angel in the small bed in the corner
3. Go to cabinet in upstairs hallway
4. Place the angel in its position
5. (optional) Go downstairs into the main hall and look at the paintings on the West wing wall
6. Rotate angels into their unlocking position (2,1,0,3) (Backwards, Right, Forward, Left)
7. Pick up the Button

Puzzle 9 – Decode the letter/Enter Passcode (Cryptogram/GUI)

The player will now have explored the whole map and hopefully have found most of the documents containing the characters and their meaning. They then need to decode the encrypted letter to get the escape passcode

Asylum GDD

Solution

The player must collect the patient files, doctors' journals, and read stray documents and be observant to find out what characters represent. The player must then translate the document into a word and the answer will be the emergency exit code. The player then inputs the code and escapes. The password is also thrown around in the patient file and the diary entries as Gein was obsessed with his mother: AUGUSTA. Once the player enters the letters in the cryptogram panel, a message pops up saying, "This looks right, I should enter this into the PC".

Clues

- This puzzle has many hints to the answer. Within the patient file of Mr. Gein and some of Betty's notes are hints that Mr. Gein was obsessed with his mother.
- Augusta's name is mentioned quite a lot throughout the notes as well and in the patient files to nail the name into the players head.
- A message popup when they type the letters in the cryptogram panel telling them that it looks right also ensures if they enter the name, they know it is correct without having to test it on the terminal.

Step by Step

1. Go to the bedside table in Dormitory
2. Open drawer
3. Read/Take cryptogram
4. Get into storage room
5. Read note on table
6. Correspond the highlighted word with the letters at the bottom of the page ("Doctor" = "APLKPG")
7. Enter related letters in cryptogram Panel ("K = T")
8. Get into Medical Room
9. Read note in doctors desk drawer
10. Correspond Letters ("Matron" = "YHKGPO")
11. Enter related letters in cryptogram Panel ("H = A")
12. Get doctors journal
13. Correspond Letters ("Dosage" = "APJHBE")
14. Enter related letters in cryptogram Panel ("B = G", "J = G")
15. Get elevator button and clear elevator
16. Use button in the elevator
17. Read note at top of elevator
18. Correspond Letters ("YOU" = "NPZ")
19. Enter related letters in cryptogram Panel ("Z = U")
20. Read message pop up in the Cryptogram
21. (Optional) Read note on main hall bench by angel paintings
22. Insert evacuation button in its slot
23. Type in the code ("augusta")
24. Press the evacuation button
25. Leave

Asylum GDD

Scripted Events

Storage Room

- Jump Scare after picking up axe

Upstairs Hallway

- Wheelchairs jump scare when entering from the West wing
- Axe breaks once thrown at the strongbox to reinforce to the player the box is too strong to break

Bathroom

- Once the player reads the candle riddle, candles appear in the bathroom and on a post-it note on the terminal to help them with this answer as it could have multiple answers that fit the riddle.

Betty

- When she gets up, she will make a scary groan.
- Betty animates based on player's decisions. She will either die or roam around the hall.
- If she is alive at the end, she will appear in a short cinematic, leaving the building and celebrating (sort-of)

Documents

The game's story will unfold as the player reads the notes/documents scattered around the map. These letters have either: hints to puzzles, cryptogram letters, or add to the story. These documents can be read in full in the attached document (appendix 9).

This is a list of the documents and their corresponding locations:

- Cryptogram – Bedroom table drawer
- Bathroom Keynote – Main Hall table, next to terminal
- Escape instructions (Matron letter) – Main Hall, bench along west wing wall
- Page 1 Betty's diary – Main Hall medicine cupboard, lower half
- Page 2 Betty's diary – Main Hall small cupboard, lower half
- Candle riddle – Bathroom toilet number 2 (Second from left)
- Page 3 Betty's diary – Storage room table
- Page 4 Betty's diary – Doctors Drawer
- Page 5 Betty's diary – Cabinet upstairs hallway
- Letter from Rob – Inside elevator, floor 2
- Doctor's letter – Doctors table
- Patient file – File cabinet, Medical room
- Doctor's journal – Medical room cupboard, lower

Wireframes

Regarding the wireframes, I have included all the highest-fidelity wireframes here and the rough designs will be available in the appendices. The wireframes do slightly differ as choices made at the start were changed throughout production.

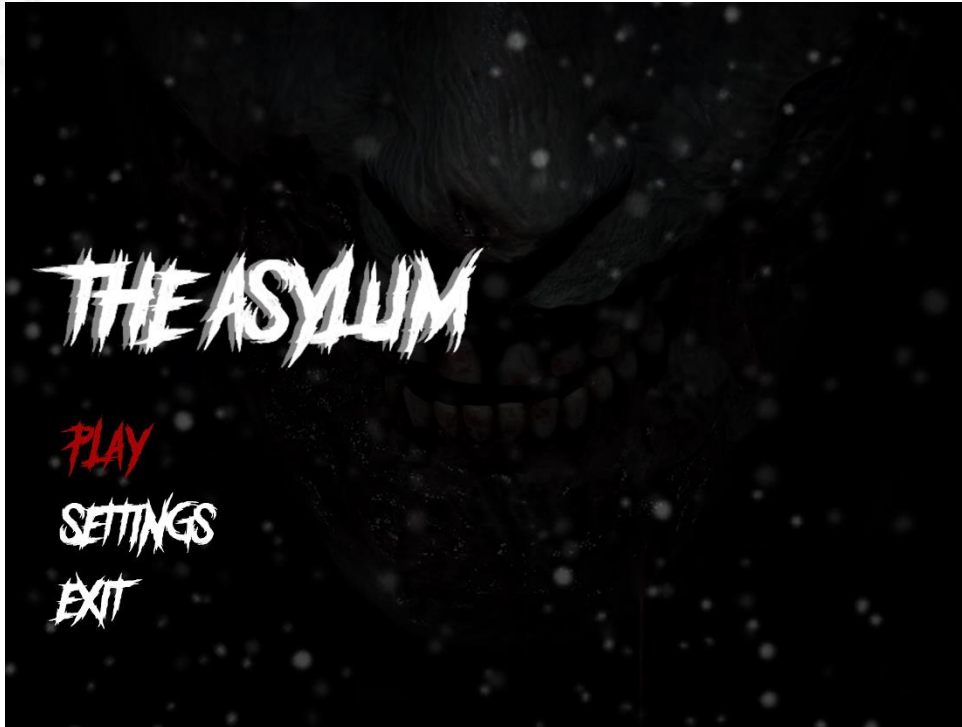


Figure 11- Original Main Menu Wireframe



Figure 12- In game HUD wireframe

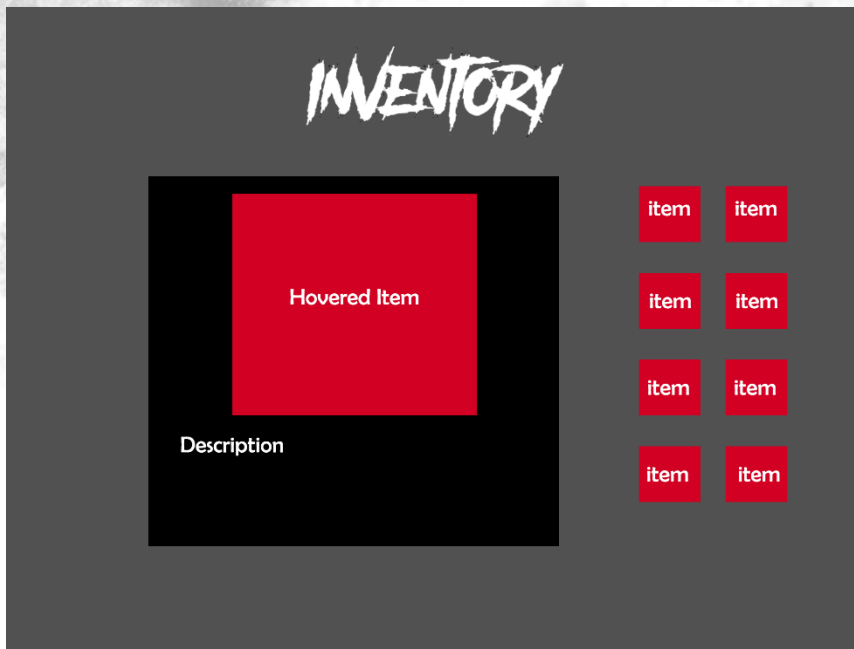


Figure 13- Inventory Wireframe

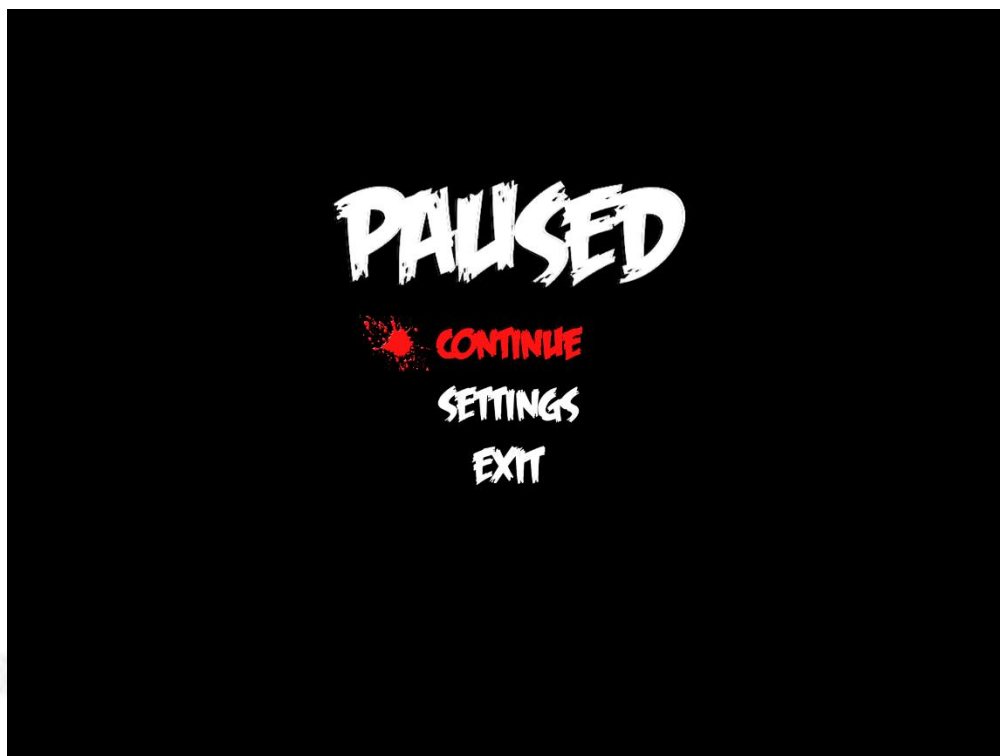


Figure 14- Pause menu Wireframe

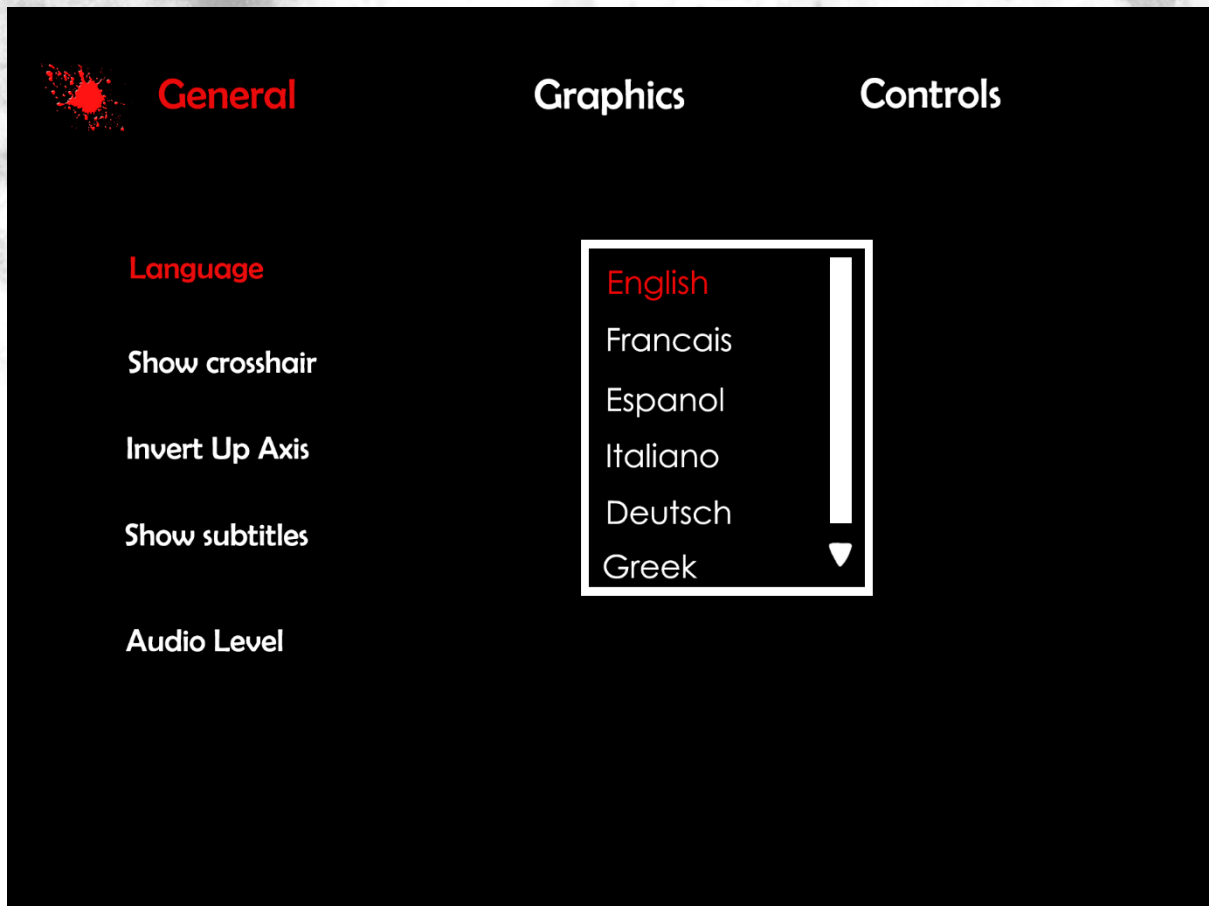


Figure 15- Settings screen Wireframe

References

Outlast. 2013. [video game] Red Barrels.

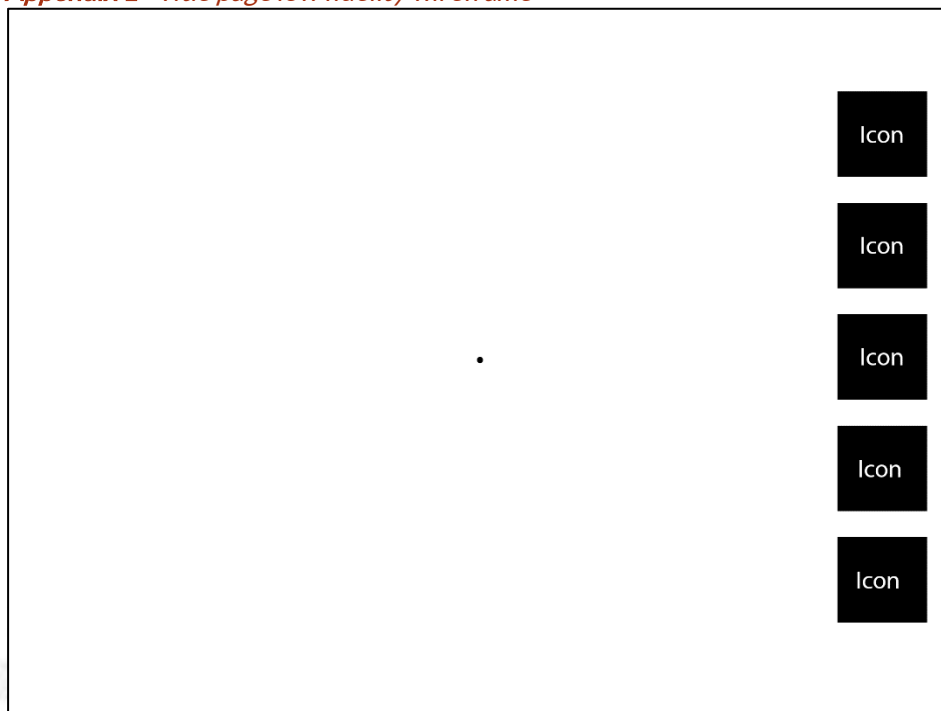
Resident Evil 2. 2020. [video game] Directed by K. Kadoi and Y. Anpo. Capcom.

Ann Arbor News, 1937. [image] Available at: <https://aadl.org/N022_0775_019> [Accessed 20 March 2020].

Appendices



Appendix 1 - Title page low fidelity wireframe

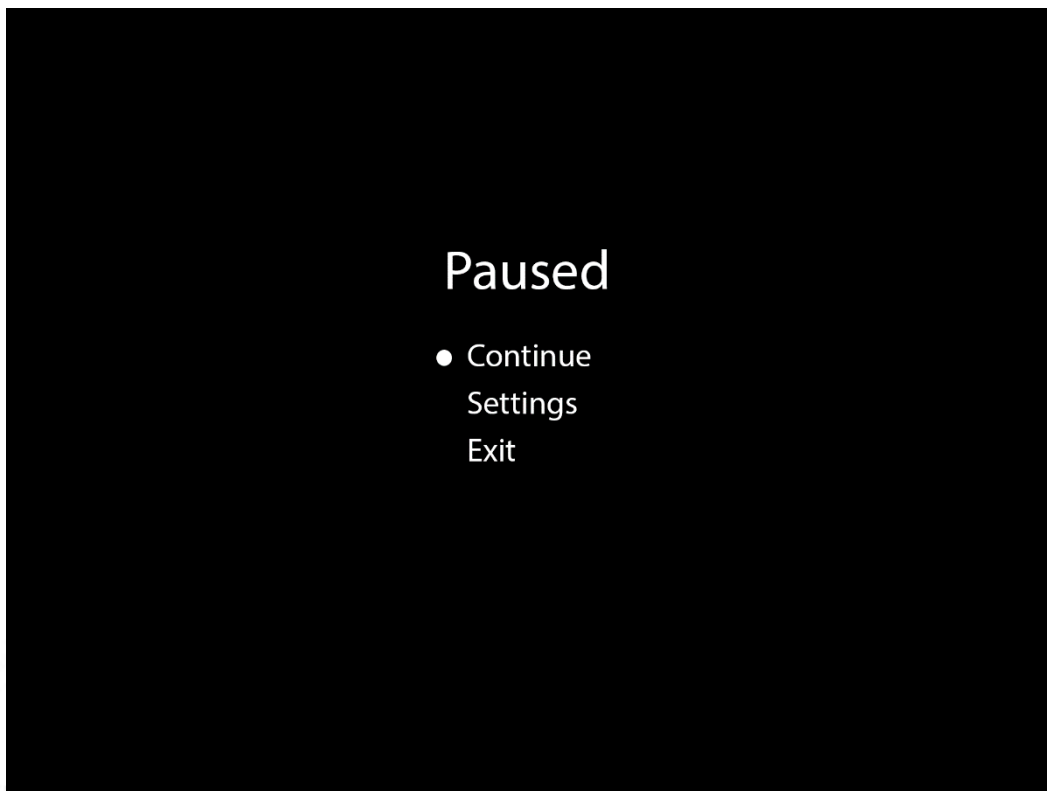


Appendix 2 - Low fidelity gameplay HUD

Asylum GDD

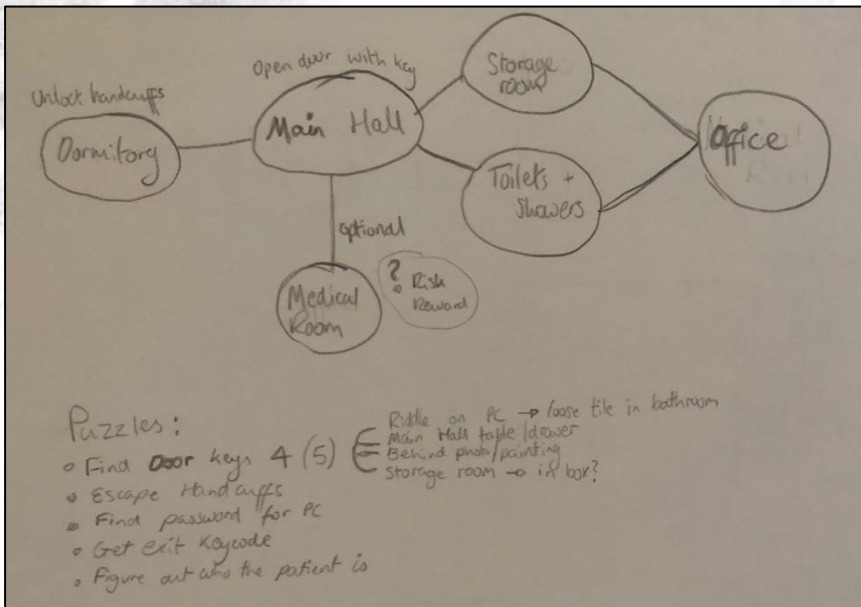
● Type	Type	Type
Setting		On/Off/Etc
● Setting		On/Off/Etc
Setting		On/Off/Etc
Setting		On/Off/Etc
Setting		On/Off/Etc

Appendix 4 - Low fidelity Settings menu

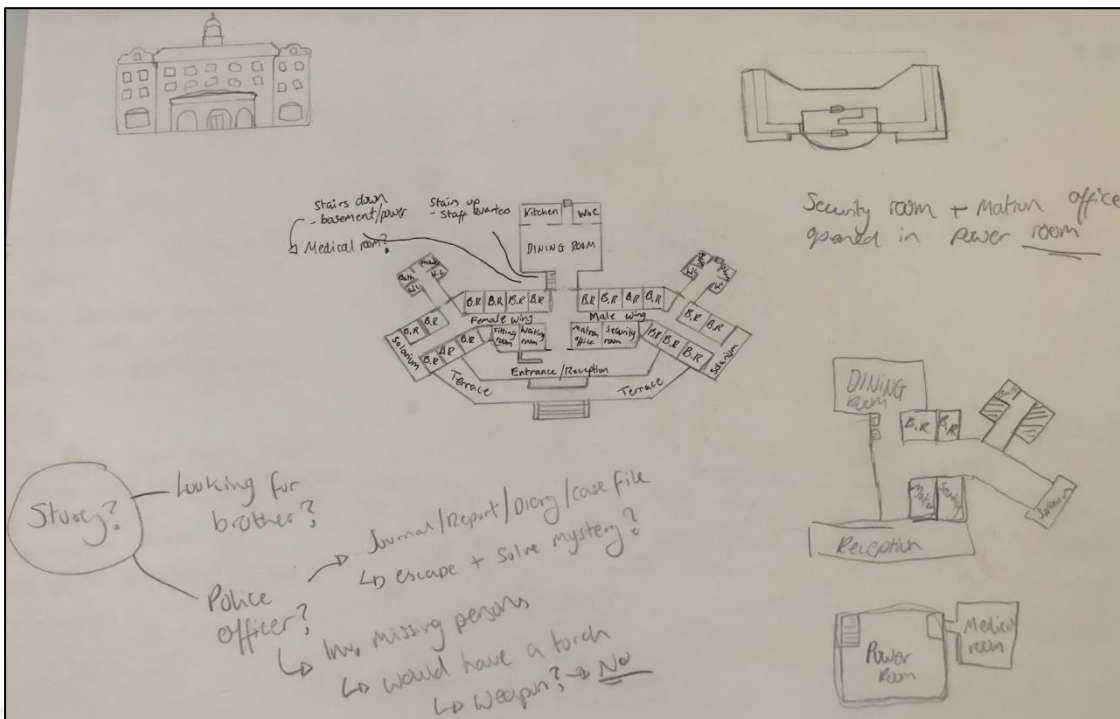


Appendix 3 - Low fidelity pause menu

Asylum GDD

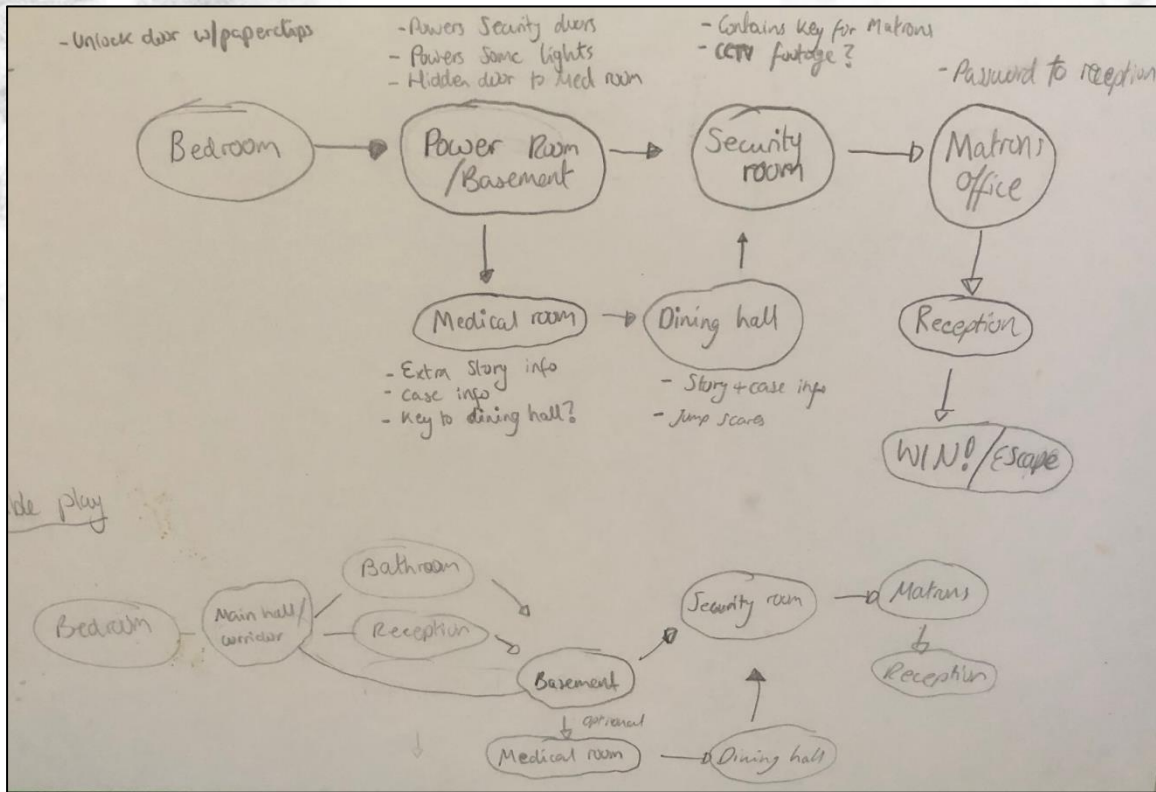


Appendix 5 - First bubble diagram

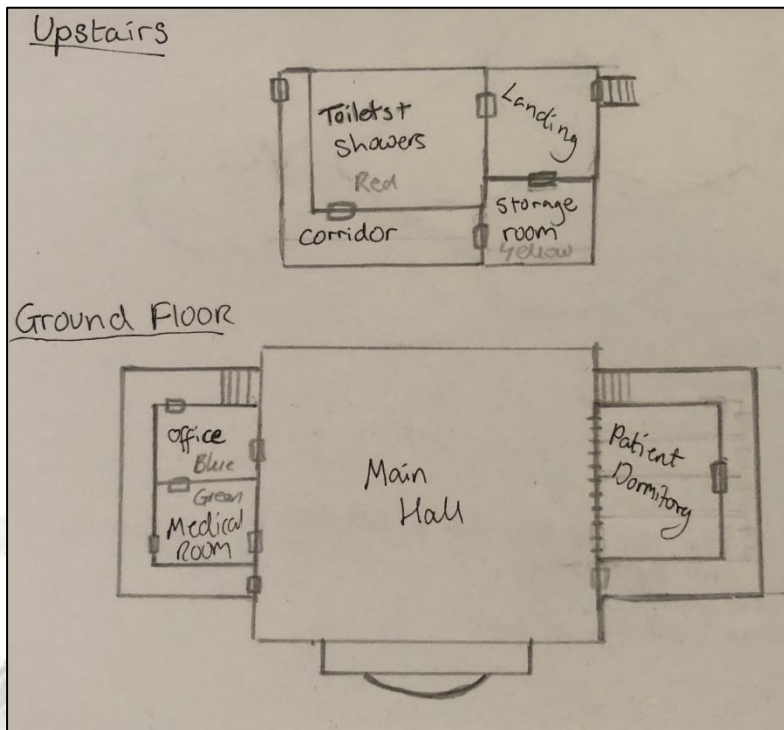


Appendix 6 - First level designs

Asylum GDD



Appendix 7 - Original Event progressions



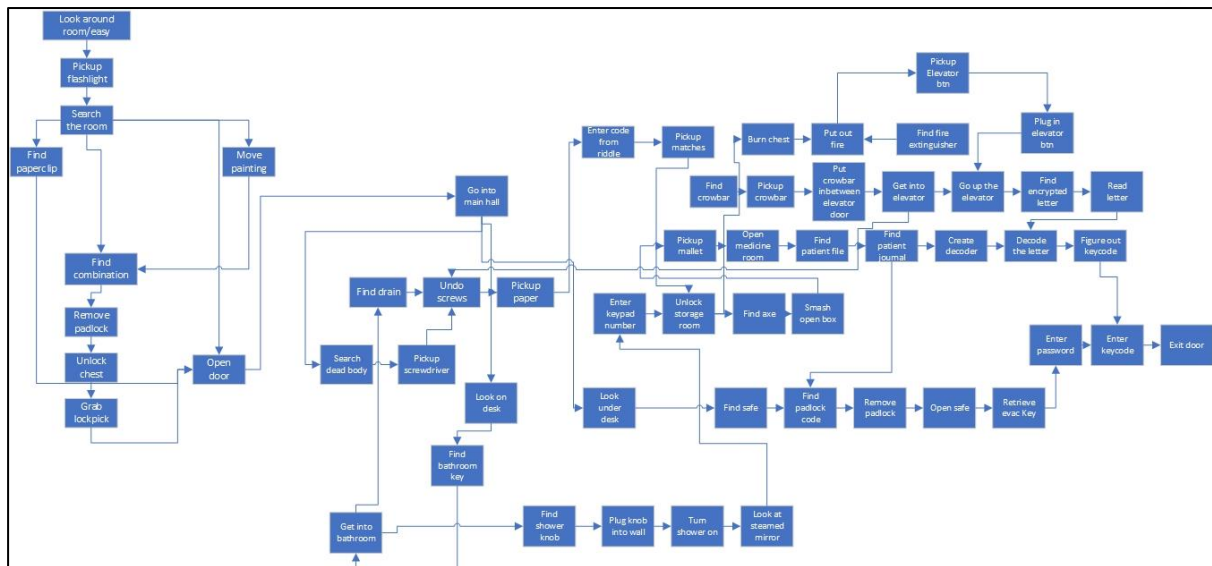
Appendix 8 - Final map designs

Asylum GDD



Documents.docx

Appendix 9 - In-game original documents – Full copy pasted at bottom of the document



Appendix 10 - Original game puzzle diagram

Monday 29th March

Dear Diary,

Today was my first day at St Peter's Asylum for the criminally insane. It was much better than I was anticipating. I made friends with the receptionist Gill and she gave me a tour of the building. I didn't get a very good vibe from the Doctor though he barely spoke to me the whole day.

The best part of the day was when I met the notorious serial killer, Robert Gein, and he was rather flirty. It was interesting to see how calm and normal he seemed considering the things he has done. He talked about his mother a lot. I think he misses her.

Excited for what I will see tomorrow!

Love Betty x

Asylum GDD

Friday 2nd April

Dear Diary,

That was the longest first week ever! There was so much to learn and so many things to remember. I spent a lot of time getting to know all the patients. I feel awfully sorry for them spending all day everyday staring at the same walls. I feel especially sorry for Mr Gein, the Doctor refuses to let him leave his room even for supper. But I'm sure the Doctor knows best.

Gill was ill today though so I had to spend all day at the desk. The computer behaves very strangely and took some time getting used to. It's strange that such a small outdated terminal can control almost everything in here.

Love Betty x

My Dearest Betty,

It was so nice speaking with you today. Thank you again for my crossword, you know how much I love puzzles. And thank you for allowing me supper when the Doctor banned it.

Rob xx

Thursday 2^{9th} April

Dear Diary,

It's been one month since I joined the asylum. I've been leaving Rob food and crosswords, he loves puzzles. The doctor is refusing to allow Rob to have food and claims its part of his "therapeutic conditioning", but I know the doctor just doesn't like him.

Rob's been telling me about why he's here, he doesn't seem that bad. I believe he just needs some guidance. The accidents - as he called them - were just that. He seems to get himself in bad situations.

Rob also taught me some of his secret language. SETTP means 'Hello' and INE means 'Bye'. It doesn't work as a spoken language, but he prefers to express himself through writing and alternate methods to speaking.

Interesting man.

Love Betty x

Friday 8th May

Dear Diary,

I'm sure the Doctor is mistreating patients. I saw his office today. It looks more like a torture room than a doctor's office. No one else seems to care though. It's all twisted, the workers here - apart from Gill - are the ones that need to be imprisoned. They're horrible to the sweetest of patients. Something should be done about this.

Love Betty x

Asylum GDD

Friday 14th May

Dear Diary,

I've had it. I could literally hear Robbie's scream from the reception. Everyone ignored it and acted like nothing happened. This place is wicked, and patients have no chance of recovery or reformation.

I'm going to go to the matron tomorrow and see what can be done.

Monday 21st May

Dear Diary,

THE MATRON KNOWS. She is behind this whole place. She had the integrity to call ME crazy. She even threatened to hurt my Robbie if I inform the authorities. There's only one way to save him now.

Love Betty x

My Dearest Betty,

Thank you for what you've done. Although you let me out of my room and gave me the screwdriver, I cannot just let you leave. I need to know you truly love me. I have locked the asylum down and set up a puzzle for you. Prove your love by escaping and we can be together.

From your Robbie x

DR NOTES

Patient File.

Name: Robert Gein

DOB: 20/04/1964

Reasons for Admission: Exhuming of Corpses and murder. Legally insane.

Dominant Psychopathic type: Charismatic

Gein confessed to killing two women: tavern owner Mary Hogan in 1984, and a hardware store owner, Bernice Worden, in 1992. Gein was found unfit to stand trial and confined to St Peter's Asylum for the Criminally insane.

It is known that his father passed away when he was young. Gein also has an unhealthy attachment to his mother, Augusta. It is believed that he also killed his brother Henry for insulting his mother behind her back, this however has not been proven.

A mix of psychoanalytic and CBT (Cognitive behavioural therapy) will be used to try rehabilitating Mr Gein, and render him fit for trial. If the therapy is unsuccessful, the patient will be transferred to a longer term and untreatable Mendota Mental Health institute.

DR JOURNAL

2/2/1993 - Mr Gein is a very charming character. He shows strong signs of narcissism and charisma. The treatment will most likely need to be very intense to generate any effect. I will start with the analysis of Mr Gein and I will try to understand his core emotions and reason. If I can see what principles and characteristics, he possesses I have a greater chance of reforming him.

Asylum GDD

He is going to be my hardest patient to date.

9/2/1993 - Mr Gein is smart. He displays a simple and charming surface, but he does not let people know how cunning he really is. This is a sign of trust issues, probably engrained into him from his rough upbringing and lack of social interaction as a child. Letting him become more trusting would increase his faith and trust in other humans, decreasing his hostility.

29/4/1993 - I happened to catch one of the new nurses leaving puzzles and food in Mr Gein's room. I will re-brief them all to ensure none of them forget the therapeutic conditioning is of utmost importance. I also noticed a scratch on Mr Gein's room wall. It spelt out "AQEAPLKPG". Mr Gein is either becoming increasingly more ill or has encrypted his messages so I cannot read them.

14/5/1993 - This new nurse has become clearly affectionate with Mr Gein. She also shows signs of psychopathic tendencies so I will need to have her removed from the facility before she interferes with my work. I will speak with the matron and write a formal letter to management.

Letter to management

To whom this may concern,

I am writing in accordance with the new Nurse (Employee number 0252) hired at the St Peter's Mental institute for the criminally insane. She has shown signs of affection with one of the patients and thus has been interfering with my work. I believe if she stays within the facility, she will herself become a victim t

Hey Betty,

I will not be in tomorrow as I am not very well.

Remember to open the bathroom door you need to enter this code onto the computer: STEAMY

I will see you again on Monday, try not to worry, I know you will be fine!

Gill.

CRYPTO NOTE

My darling Betty,

I've left you the password to the front door, but I've coded it so no one else can leave. You know I love my puzzles.

HZBZJKH

*See you soon,
Your Robert x*

Appendix 11 – Document wording copy