

Game Brief

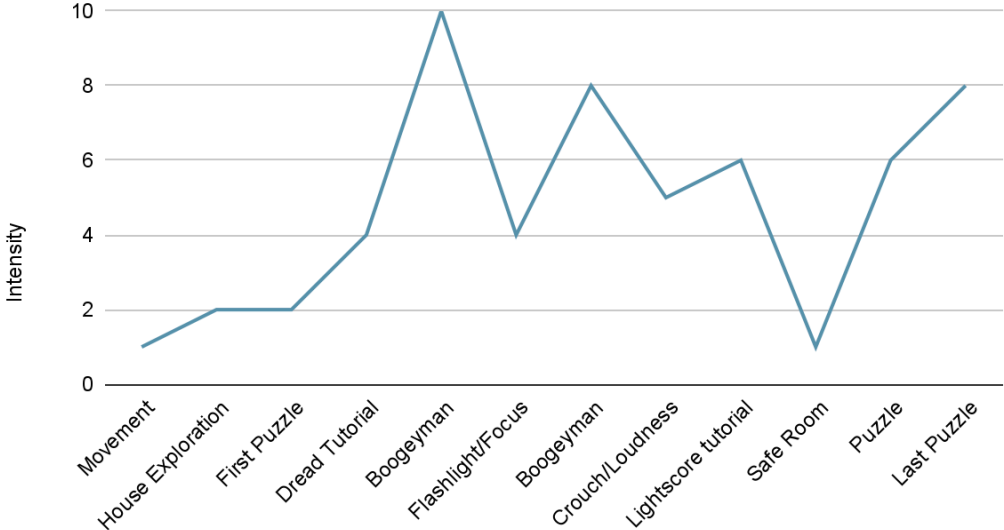
- House introduction
- First tutorial movement (Classic movement, crouch)
- House exploration
 - Rooms are lit
 - The environment is safe
 - One hallway is not explorable because of dark (dread rises)
- First puzzle
 - Resolve the puzzle means to obtain the flashlight
- With the flashlight the player can see the dark area
 - In this zone is possible to open the attic door where the boogeyman comes out
- The Boogeyman will appear and all the house becomes unlit
- In the house will now appear smokey vines “trap that are just above the ground” that to be surpassed need to be focused with the flashlight (Focus tutorial)
- After this section the boogeyman will show himself, literally, for the first time
- Second tutorial (Crouch, loudness, Lightscore)
- Player will enter safe room
- From here after there will be no longer tutorial and the game flow will be the same as the prototype (Find puzzles, find key items and solve puzzles)
- Main Puzzle
 - The main puzzle will be spread within different room
 - V.1 Each puzzle unlock the next one and will continue like this until the last one
 - V.2 Each puzzle will give an item to the player that will be useful to complete the last puzzle
 - There will be three types of puzzle:
 - Main Puzzles, these puzzles will help the player to obtain objects or hints for the final puzzle, they are mandatory.
 - Unlocking Puzzles, these puzzles will unlock new areas of the mansion. These areas can be unlocked either using the memory of the character or using items (key or crowbar for example) to remove obstacles. These are mandatory
 - Optional Puzzles, these puzzles will unlock memories from the past and give the player items as a reward, for example batteries. This are not mandatory
- Final Puzzle

In this section of the game the pace will increase. The general difficulty will increase and to solve this the player could need to do backtracking in the rooms he already explored (Easier to do instead of creating new areas). After solving it the House will be lit again.

The final puzzle could be a hallway with a lever to reactivate the lights in the house. In the moment that the player starts to walk towards this, the hallway will grow and

the lever will be further (Even if the player runs) On the sides will appear text related to the grandfather, red on the right, and the grandmother, blue on the left. Thanks to the narrative the player could understand that the grandfather was not a bad man and that the boogeyman was the representation of him. The player has now to choose whether to turn on the lights, not thinking about the trauma anymore, or go into the darkness and face it, overcoming it and restoring the good memory of his grandpa.

Intensity Diagram



Following can be found an approximate Intensity Diagram, where the value 1 means complete flat and value 10 means ~~anxiety or fear~~ emotion at its highest.