

Playtest and Final Changes

Sounds

- ~~Water Dripping in the Restroom~~
- ~~Glass breaking~~
- ~~Door creaking open~~
- ~~Rising Tensions~~
- ~~Player breathing while walking~~
- ~~Books falling~~
- ~~Wind howling through the halls~~
- ~~Mirror Teleportation~~
- ~~Moaning~~

Game Mechanics

- **Opening and closing doors w/ SFX**
 - **Doors have soft locks that require a certain amount of shards.**
 - **Colored shards.**
- Monster has a presence
 - Create a hostile environment with SFX, small in-game events, etc.
 - Scripted events where the monster can be seen walking down the hall, and when out of sight deletes itself.
 - Fog can increase when this event plays, creepy SFX, etc.
- Mirror transportation between Restrooms
- Small in-game events
 - Walk into a room and **some books fall off a shelf**, or a sink turns on. Some ominous tone plays and maybe the player gasps.
- Picking up lore notes.

VFX

- More lighting
 - Light flickering SFX
- Varying levels of fog
 - Location and in-game event (monster presence??)
- Variable Depth of View for the player
- Room Specific VFX
 - Restrooms
 - In one bathroom, lights turn off initially, a thud plays, then resumes normal flickering.
 - Lights flickering
 - **Library**
 - **First time: Books fall off the shelf**
 - Classroom
 - On walk past: chalkboard scraping sound

Bug Fixing

- Colliders
- Tears/Clipping
- Make sure assets look nice

Models - narrow this list down

~~Lamps/lights/lanterns~~

~~Statues~~

~~stone/brick walls floors ceilings doorways/stylized chapel~~

~~arches~~

~~books~~

~~shelves(book shelves, wall shelves)~~

~~candles~~

~~pews~~

~~Courtyard stuffs~~

UI Elements

- ~~Title Screen~~
 - ~~Game Logo, Main Menu Buttons~~
- ~~Gameplay Screen~~
 - ~~Glass Shard Count~~
 - ~~Notes Inventory~~
 - Held Item Inventory (for the handheld mirror)
 - Restroom Teleportation Screen

CHALKMAN

~~EMOTE~~

- Picture fidelity does not matter.
- Synchrony (correct audio/video timing) is CRUCIAL.

