Atmosphere Design Brief

Player Experience

- Explore a foggy, dark, ruined early 1900s-style Catholic school.
- Peek into rooms before committing to exploring it out of fear of what's inside.
- Footsteps reverberating through the lonely halls.
- Old, rusted lights flickering violently, enticing the player to keep moving forward.
- Dim candles flicker down dim corridors.
- Walking between cluttered chairs and tables.
- Items will be outlined, signifying they can be interacted with when the player approaches them.

Player Emotions

- Damn this place is creepy… (anticipation)
- I'm too scared to keep moving forward! (nerves, excitement)
- What is going on? (shock)
- What was that sound?! (surprise)

Critical Questions

- What sort of story elements will reinforce the player's experience?
  - The player will pick up notes detailing other people's experiences in the mirror world. These notes will provide insight into how to deal with the monster and how the world came to be.
- What presence, if any, will the monster occupy in the world?
  - Monster is drawn in some of the lore notes, scribbled on to the walls in some areas. As of right now, we do not plan to have the monster modeled and placed into the world since we are prototyping the atmosphere, item system, and mirror system.
- How "claustrophobic" do we want to make areas? (how large should areas be)
  - Hallways should be typical to that of a school - about the width of 2.5 people. We want the player to feel comfortable (at times) navigating the halls. Some areas may be blocked off and they'll have to find a shortcut, but the player shouldn't feel too surrounded and claustrophobic.

Restrooms (Movement) Design Brief

Player Experience

- Inside the restrooms will be mirrors the player can use to teleport between previously discovered mirrors.
- The player can only regain health in the restroom.

Player Emotions

- Shit, I thought I heard something around me. (Relief).
- I gotta get outta here! (Stress / Panic)
- Phew! I'm out! (Calm)

Critical Questions

- How does the player discern which restroom they will teleport to?
    - After interacting with the mirror, the player's cursor is released, and a map will appear with a list of available restrooms to teleport to. Only discovered restrooms will be available.
- How does the player regenerate health in the restroom?
    - Simply by walking into the restroom. If the player is low on health (indicated by the blood on the screen), the blood will begin to slowly disappear. Once at full health, the blood will be completely gone.
        - Audio cues as well? (on damage taken).

Inventory and Item Finding Design Brief

Player Experience

- As the player explores the school, a variety of items can be picked up.
  - Lore Items: scrolls, books, notes, etc., written by people who have been in this world before. These notes detail how the world came to be, how action items are used, and how to deal with the monster stalking the player.
  - Action items: For this prototype, the hand mirror is the only action item. It can be used to teleport the player to a random restroom.

Player Emotions

- What is this glowing object? (Curiosity)
- Are there other types of items I can use like this? (Curiosity)

Critical Questions

- How will the player know they can interact with an item?
  - Items will display an outline when the player gets near, and UI will appear displaying the button to press to interact with that item.
- How will players figure out what items do?
  - The player will find a note or other informational item in the same room, explaining in broad strokes what the item does in a diegetic way
- How will the player look back at or select a different item, what is the inventory system like?
  - The player will press a button (TAB or I) and a GUI will appear. A group of boxes will appear. These boxes are populated with the items the player collects throughout the game. The inventory will hold all of the items the player will ever need, so there is no need to manage its space.