

Core Mechanics:

1. Camera Visual
 - a. 60 degree top down angle, wide field of view. Static, Centered on player. Black vignette on outer edges.
2. Movement
 - a. WASD - Up Down Left Right (combo to move diagonally)
 - b. E - (toggle) Sneak/Hide
 - c. Space - Jump
 - d. Hold Shift - Run
 - e. Left Mouse - Attack/Use Inventory slot one item
 - f. Right Mouse - Use Inventory slot two item
3. Stealth
 - a. Sneaking or Hiding will reduce/negate the ability for the enemy to find you.
4. Stamina limitations
 - a. If you are spotted, you can try to outrun your enemy, but it will drain your stamina.
 - b. You must refrain from moving to regenerate or pick up a restorative collectible.
5. Survival
 - a. You cannot heal yourself. Taking damage reduces your maximum stamina limit.
6. Weapons/Items/Collectibles
 - a. Walking Stick - the only weapon useful for escaping if caught.
 - b. Cave stones - if in a hiding spot, you can throw a stone to trick your enemy to move away from you.
 - c. The blessed ribbon - has the power to repel/negate your enemy for a short time before needing a cooldown.
 - d. Fruit with faces - grants stamina, obscures vision and hearing abilities for a short while. The vignette on the camera will contract and turns into the silhouette of gnashing spirits of the dead upon consuming fruit.
 - e. Magi Tablet Piece - the written folktale on a broken stone tablet.
7. Inventory
 - a. You may carry any combination of two items at any time (stick, rock, fruit, ribbon)
 - b. The walking stick & ribbon each take up a slot.
8. Deteriorating Combat
 - a. Walking stick- will break down as used. 1 hit will drive away an enemy. 10 hits will break part of it off. 100 hits will destroy the weapon completely.
 - b. The blessed ribbon drives away your enemy for 10 seconds, then requires a 60 second recharge period.
9. Mapless Maze Navigation
 - a. There are 5 floors from bottom to top of the mountain.
 - b. Some parts can only be accessed on the way up, some, only on the way down.
10. Impeded movement
 - a. If walking across living vines, player movement will reduce slowly until they are completely stationary. You use stamina or use the walking stick to escape.

11. Sound-Based Suspense/Guidance

- a. You can detect the enemy approaching by listening for the telling sound of snapping bones and oozing goo.

12. Visual Guidance

- a. Black ooze on the ground shows the direction the enemy went. Fades over time.

13. Mic Integration (Conceptual)

- a. If mic integration is turned on, any sound made in the real world will help the in game enemy locate the player.

Key Events:

1. General Gameplay Interactions:

- a. Enemy- Patrol, Approach, Search, Attack, Take Damage, Flee
- b. Obstacle - Impede/Slow/Stop Movement
- c. Collectible - Pick up, Use, Increase Stamina, Decrease Vision/Hearing
- d. Player - Walk, Run, Hide, Attack, Take Damage, Sneak, Hide, Distract

2. Entering the mountains perimeter at the beginning of the game causes the player to become trapped on the mountain, as the living vines block your way out.

3. Upon picking up the ribbon, an illustrated cutscene shows the Krikrak following the player into the caldera. The player has to go down a different tunnel than the one they came up from to escape immediate death.

Objectives:

- 1. Survive while searching for the blessed ribbon, so you can escape the mountain.

Challenges:

- 1. Each floor has 2 pieces of the broken magi tablet, that can be collected for a total of 10. 1 can be obtained going up, and 1 can be obtained going down.

Rewards:

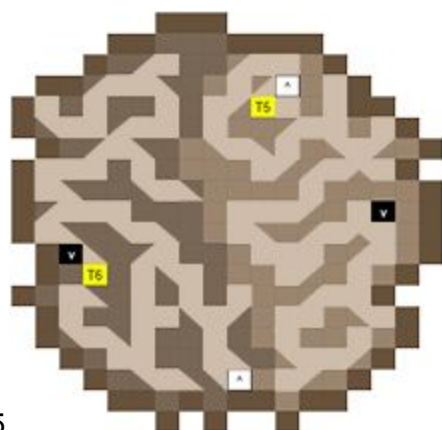
- 1. If the ribbon is collected & brought back down, you win.
- 2. 3 possible endings:
 - a. If you die on the mountain:
 - i. Game Over/Restart
 - ii. Restart at checkpoint (latest ascent or descent spot)
 - b. If you succeed, but don't collect the tablet pieces:
 - i. An illustrated cutscene shows the player character at home. Outside their window, you see the Krikrak's eyes open and it grins ominously.
 - c. If you succeed and collect the tablet pieces:
 - i. An illustrated cutscene shows the player character going to train as a magi, in the hopes of banishing the Krikrak once and for all.
 - 1. (perhaps hinting at a sequel game?)
 - ii. Collecting all the tablet pieces will unlock a bonus feature accessible from the main menu: an illustrated/narrated cutscene of the whole folktale.

Level Progression:

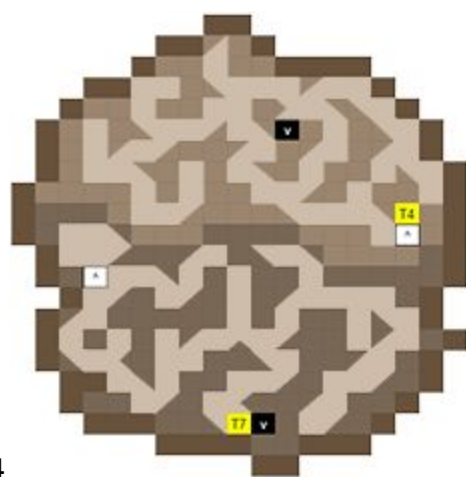
- 1. A 5 Tiered Maze split in half per floor. See diagram below:



Caldera












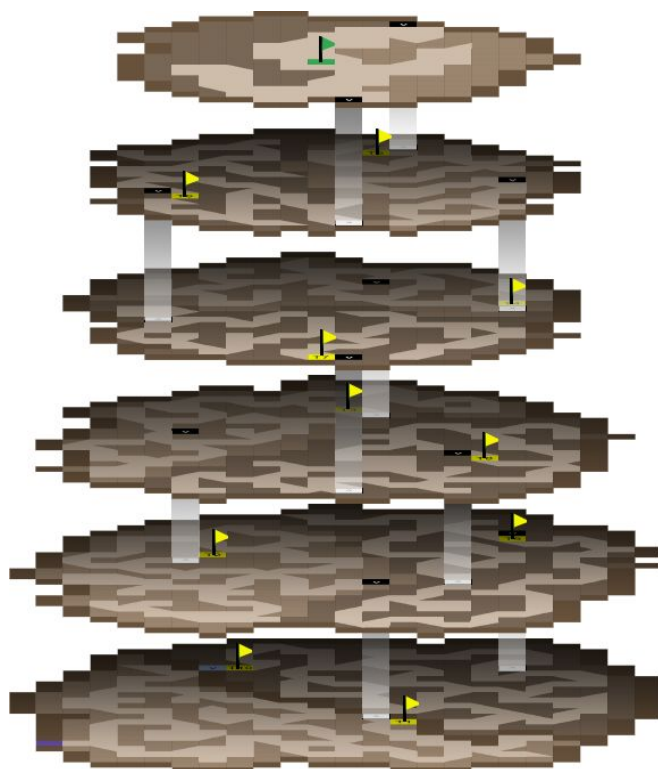
Level 5



Level 4

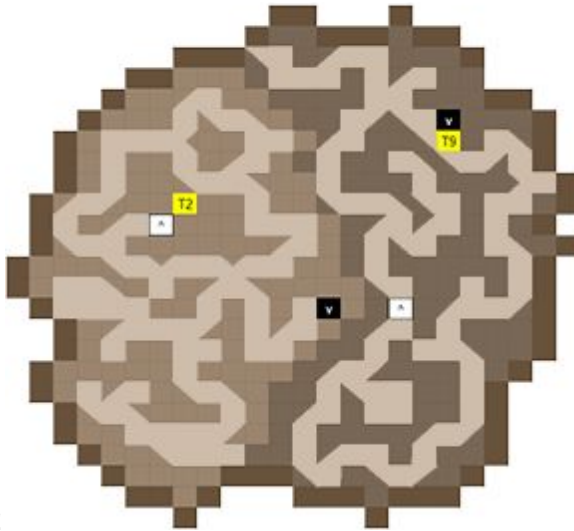
Key:

	Pathway		Up
	Ascending side		Down
	Descending side		Ribbon
	Entrance		Tablet Piece
	Level 1 Descent Point		





Level 3



Level 2



Level 1