Level design: sleepwalking

Background story：

John was diagnosed to have somnambulism, in other words, sleepwalking since a very young age. The symptom has only gotten worse throughout years. The cause of developing symptoms was due to an incident when he was age nine; as John regularly walked around due to somnambulism, he walked out of the house before his house was set on fire. When he returned to consciousness from sleeping, he realized he was the only one in his family who escaped from the house fire due to his illness. The incident has haunted John since then.

According to recently diagnosed record, John would occasionally One night he broke the window

Room introduction:

When the player enters the room, he doesn’t know what room it is. As the player wanders around the room, the general construction of the room he is in matches the descriptions of the room in John’s “dream”.

This room is a reflection of the John’s childhood house. It generally reflects an adolescent room based on the decorations.

A bed, a chair, a table with two drawers. A kanoodle box

Game Flow:

First find out what the room is.

Get the diary under the bed.

Find a bathtub under one chair leg.

Find the key to the bathroom.

Find the duster cloth and a missing chess piece in the drawer.

put the missing chess piece onto the chess board

get second piece of the diary and the back is filled with some marks (blanket)

Use bathtub to fill the hole and put water

Put the second piece of the diary into water. The back ran and became a picture.

Find the missing piece of mirror under the blanket covered by the third piece of diary.

Clean the mirror piece using water and duster cloth and put it into the mirror

The mirror reflects a wooden box in the table

Find a wooden box

Open the box and find the fourth piece of the notebook

As the player is reading it, windows are broken

Get one piece of the window and see through it

the house starts to burn and find fifth part of the diary (on fire)

Open the code case with number 11251980

Maybe the room starts to burn

Get the key and a part of the strange mirror

Escape the room

Inventory:

1. Diary: It’s going to be placed under the bed.
   1. a diary from the sleepwalker John, but missing several pages
2. A broken mirror with one missing part in front of the bed. Above the table.
3. Bathtub without plug
4. A wooden puzzle box
5. A bookcase with two lockers and a bunch of books.
6. A blanket that covers a sewer, and there’s a part of the kanoodle under the sewer.
7. duster cloth:
8. A matchbox
9. Diary pieces
10. A dirty mirror piece
11. A safe box with a missing diary part and a drawing inside.
12. A photo with his family but his part was burned unclear.
13. A chess board with one missing piece. It’s on the table
14. Newspaper: from 1980. It’s inside a book.

At 04:47 on September 1 this year, a fire broke out at the House of Mr. Letterman at 346 Mill Court Fort Lee, NJ. After receiving the alarm, the public security, fire-fighting and other departments immediately rushed to the scene to dispose of and start the plan. The fire was extinguished at 05:01. During the clean-up process, two civilians were killed. Only their son survived mysteriously. There were no witnesses. The cause of the fire is still under investigation

Notebook

September 3rd

It’s that thing again. My nightmare. Every night I wake up in a different place; every night I sleep into another person.

September 10th

I went to the doctor today, and he thinks I have to be sent to a psychiatric hospital for treated. I don’t know what else to try.

Unknown date

I'm woken in the middle of the night. I'm staring into the mirror, wondering if there's another world beyond it. Somewhere away from here. All the way away from here.

November 25th

It’s that time of the year again. Guilt is swallowing me.

I have to go. I have to get away from myself.