Beat Chart

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|  | **Level01** | **Level02** | **Level03** | **Level04** |
| **Location** | Attic | Mansion | Mansion | Living room |
| **Gameplay** | Investigation | Investigation | Investigation/puzzle | Puzzle |
| **Objective** | Escape the attic and find the box | Find all cursed items | Trap all the ghosts | Defeat the witch |
| **Story Beat** | Player wakes up and needs to escape the attic to avenge her murdered family | Player must collect all the cursed items to weaken Elvira | Player must trap all of Elvira’s evil subordinates roaming the house | Player must defeat Elvira as the final boss |
| **New weapon** | Candle | Candle | Candle + box | Box |
| **Enemies** | Ghosts | Ghosts | Ghosts | Elvira |
| **Mechanics** | Pick up,walk,hide,throw,inspect | Pick up,walk,hide,throw,inspect | Pick up,walk,hide,throw,inspect | Pick up,walk,hide,throw,inspect |
| **NPC** | Ghosts | Ghosts | Ghosts | None |
| **Bonus Material** |  | Side mission | Side mission |  |
| **Time of day** | Night | Night | Night | Early morning |
| **Colour mapping** | Dark brown ,dark red, black | Grey, dark red ,black | Grey, dark red ,black | Grey, dark red ,black |