**GAME WORLD:** The nightmare world is in Daedalus’ mind and takes the form of his home, but the house is not normal. All the rooms of his house don’t connect properly making it a labyrinthian style house. In a dark house and equipped only with a flashlight, Daedalus must get through his house by conquering his fears, acquire a key and make it back to his room.

Each night Daedalus must make his way through the house going from room to room defeating small fears and/or puzzles. Only when Daedalus conquers that fear or solve the puzzle can he move on to the next room. The final room of each night is something that happened to Daedalus on that day. The final fears can range from bullying to a fear of heights.

When the final fear each night is overcome Daedalus will obtain a key and then he can start to make his way back to his bedroom, use the key to unlock the door and finish the night.

**GAME MECHANICS:** There are a few mechanics and enemies available to Daedalus.

Mechanics:

* Daedalus can only walk in each nightmare.
* Jumping
* Crouching- for hiding from fears
* Interacting with objects such as doors, keys and other things in rooms
* Flashlight- the house is nearly pitch black, so the flashlight helps guide your way, but it requires batteries to keep it on.

Fears:

* Bullies - The bully will try to fight you physically in hand to hand combat, but Daedalus can fight them by not fighting by dodging out of the way of attacks and trying to wear out the bully since violence is never the answer.
* Parents - The parents during this night will talk about problems they have in real life. Examples of these would be if they talk about the water bill the room will start to fill with water.
* Principal - the principal roams the house looking for you, if you get caught the night starts over. You can hide to avoid the principal such as hiding in a closet or under a table.
* Dogs - Hellhound spawn in behind you when the night starts, and they try to catch you. Making the night a sort of time trial.
* Heights - Daedalus is the size of a doll in this fear and he must use household objects to manoeuvre around the house such as using a ruler as a catapult to get to another room. Hazards in this night will be things such as left on hobs, knives and falling off the countertop.
* Peer pressure - In this Daedalus must get through a maze of black smoke, needles and puddles of alcohol to get to the key.
* Himself - This is the final fear Daedalus himself is he fear. This fear is a mixture of the past fears, so you must learn from the past to be able to complete the final night.