The Offering of Liquids

The first step of the ritual demands the union of two essences.
The Hall will not speak plainly of what is needed. Its whispers are hidden in the Marks upon the walls.
Lift your Seeing Glass and peer into the shadows, for only through its lens will the Symbols be revealed.

Before you may begin, raise your Seeing Glass and look carefully upon the walls. The Symbols hidden there will guide your hand, for the Hall does not speak plainly of what it demands. Only through the lens of the glass may you discern the signs and know which essences to gather."

"If you see a Triangle, the Fang of the Beast calls for Red and Blue to be joined in the vessel. Should a Star burn faintly upon the wall, the Ascendant Flame bids you mix Yellow and Red. When the Square appears, the Cage of Order demands Green and Blue. The presence of an Eyeball, the Ever-Watcher, marks Red and Green as necessary. And beware: should the Watcher double its gaze, two Eyes upon the walls, then the Hall wills Yellow and Blue to be combined instead."

"Once the colors are chosen, remember that each essence carries its own will. The Blood of Fire, Red, dominates the waters of Blue (75/25), flows evenly alongside Yellow (50/50), and dominates Green (75/25). The Sun's Breath, Yellow, overcomes Green (75/25) but yields evenly to Red (50/50). The Verdant Growth, Green, thrives equally with Blue (50/50). Pour carefully, for imbalance will summon smoke, cracking glass, and whispers that chill the bone. The vessel knows, and the Beast watches those who falter.

Goal: Player pours **two liquids** into a vial in the correct combination and ratio.

How it Works

Detect Symbols:

Player uses the camera to scan the walls. Symbols determine **which two liquids** must be chosen:

Symbol	Liquids to Mix
Triangle	Red + Blue
Star	Yellow + Red
Square	Green + Blue
Eyeball	Red + Green
Two Eyeballs	Yellow + Blue

Select Liquids:

Player chooses the two liquids from available options.

Set Ratio:

Based on the chosen pair, use these **dominance rules**:

Colour Pair	Correct Ratio (First : Second)
Red / Blue	75 / 25
Red / Yellow	50 / 50
Red / Green	75 / 25
Yellow / Green	75 / 25
Yellow / Red	50 / 50
Green / Blue	50 / 50
Yellow / Blue (Two Eyeballs)	75 / 25

(Ratios are always from first selected liquid : second selected liquid.)

Check Success:

If **liquids match the correct pair** AND **ratio matches rule**, success → move to next ritual step.

Otherwise → failure feedback (smoke -> liquids are reset)

Programming: Let's say there's 5 game objects at the start of the game, and one is randomly set to active. These are the different symbols on the walls (Triangle, star, square, eyeball, two eyeballs). The script for this game will then detect which one is on and based on that determine which colours are the correct ones to add in which ratio. There's only 5 options so 5 if statements for example if triangle is active, click red 3 times and blue once.

Assets needed:
- 4 Identical vials with liquid inside
- Goblet to pour liquids into
- Table

When interacting with any part of the ritual the player position and camera should be locked to a set position to keep it consistent. To interact with a step in the ritual the player must click on it.

The Flame of Invocation

The Hall demands fire, yet not all flames may rise. Look upon the walls with your Seeing Glass, for the Symbols whisper which fires must dance. Before you, the circle holds several candles, four, five, or six, but only certain flames are to awaken.

The Symbol you discover will guide your hand, yet the number of candles determines which must burn. Fail to heed this guidance, and smoke shall curl from the vessel, the flames will falter, and the Beast will stir from the shadows. Only by the proper fire shall the ritual continue.

Consult the table below: it reveals which candles to light for each Symbol and number of candles. Let your eyes guide your hands, and your hands guide the flame.

Symbol/Candles	4 Candles	5 Candles	6 Candles
Triangle	1 & 2	1 & 3	1 & 4
Star	2 & 3	1 & 5	2 & 6
Square	3 & 4	2 & 4	3 & 5
Eyeball	1 & 4	2 & 5	1 & 6
Two Eyeballs	1 & 3	2 & 4	3 & 6

Objective:

The player must light the correct candles based on two factors: the **active symbol** on the wall and the **number of candles** in the ritual circle.

The player uses the **Seeing Glass** to look at the walls to detect which symbol is active

Variables / Data Needed

1. **Candles**: Each candle has a boolean property isLit to track whether it is currently burning.

2. **Active Symbol**: Determined by which of the 5 symbol GameObjects is active at the start of the round.

3. **Number of Candles**: The total candles spawned in the ritual circle (4, 5, or 6).

4. **Target Candle Indexes**: The list of candle positions that must be lit for the active symbol and number of candles.

Using the **active symbol** and the **number of candles**, look up which candles must be lit in the spreadsheet. Player lights candles by clicking on them. T**rack the candles that the player lights as a list of indexes.**

Check for Success:

Compare the **player-lit candle indexes** to the **target candle indexes**. Success requires:

- All target candles are lit.
- No extra candles are lit.
- The order of lighting does **not** matter; only the correct candles must be lit.

Success: Ritual progresses to the next step.

Failure: Big Fire, all candles go out, player has to try again and monster is upset.

Assets needed:
- 1 Tall Candle (human height)

When interacting with any part of the ritual the player position and camera should be locked to a set position facing said step to keep it consistent. To interact with a step in the ritual the player must click on it.