



# **COMP9415 Computer Graphics**

**Project Proposal: The Six Days of Uncreation**

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# *Introduction*

This project aims to explore the philosophical theme of the collapse of order and the affirmation of existence through gameplay. While traditional platformers emphasize mastery and progression, this work deliberately inverts that logic: players gradually lose their rational anchors (UI, stable gravity, reliable light), and are forced to rely on instinct, intuition, and sensory perception to move forward in uncertainty.

The design corresponds to Nietzsche's proposition: when truth collapses, life can still be affirmed. The game is not only a test of skill but also an existential experience: leading players from the loss of safety, to the acceptance of void, and finally to acting within chaos.

Through the rhythm of level design, the psychological curve evolves from control to disorientation, from anxiety to release—demonstrating how interactive media can embody abstract philosophy.

Ultimately, the project seeks to prove that **even after the death of order, freedom can still emerge.**

## *1. Comparison with Existing Systems*

To clearly define the unique position of “Six Days” within the gaming landscape, we compare it to several representative games across key genres—those renowned for their gameplay, narrative, or philosophical expression. These comparisons illustrate that “Six Days” does not merely inherit conventions from a single genre but, through a disruptive design philosophy, fuses physical challenge, mythic storytelling, and existential reflection into an inseparable, unified experience.

### *1.1 Analysis of Reference Games*

#### **● Parkour/Platformer Games (Core Gameplay Reference)**

This genre forms the foundation of “Six Days” high-intensity action experience, but our project achieves a fundamental transcendence in narrative depth and emotional arc.

**Temple Run[2] / Subway Surfers[1]**

Strengths: Established the paradigm for intuitive controls and fast-paced "endless running," effectively providing sustained tension and exhilaration.



Limitations: Highly repetitive experience lacking context. The game loop is a pure test of reflexes, devoid of narrative purpose or emotional evolution, resulting in player engagement that remains superficial.

Differentiator for "Six Days": Through its "finite, progressively evolving six stages", "Six Days" elevates the player's journey from a monotonous cycle to a defined "mythic arc" with a clear beginning, climax, and end. Running is no longer for a high score, but to physically experience and comprehend the meaning of "existence" within a world destined for oblivion.

- **Philosophy/Narrative-Driven Games (Thematic Expression Reference)**

These games share "Six Days" desire to explore profound themes, but our project creates a more visceral, "embodied" experience through a tighter integration of mechanics and theme.

### **Inside [3]/ Limbo[4]**

Strengths: Excel in crafting a masterful, gloomy atmosphere and profound environmental storytelling, conveying heavy themes about control, the individual, and the collective through visual metaphor.



Limitations: The pacing is relatively slow, focusing more on environmental puzzles and atmospheric immersion than the speed- and reaction-based survival pressure emphasized in "Six Days".

Differentiator for "Six Days": "Six Days" forces immediate philosophical engagement while maintaining a high-speed, high-intensity parkour pace. The player's survival instinct and existential anxiety are triggered simultaneously; thought and action are compressed into life-or-death moments, creating a philosophical experience distinct from silent contemplation—one that is far more visceral and pressing.

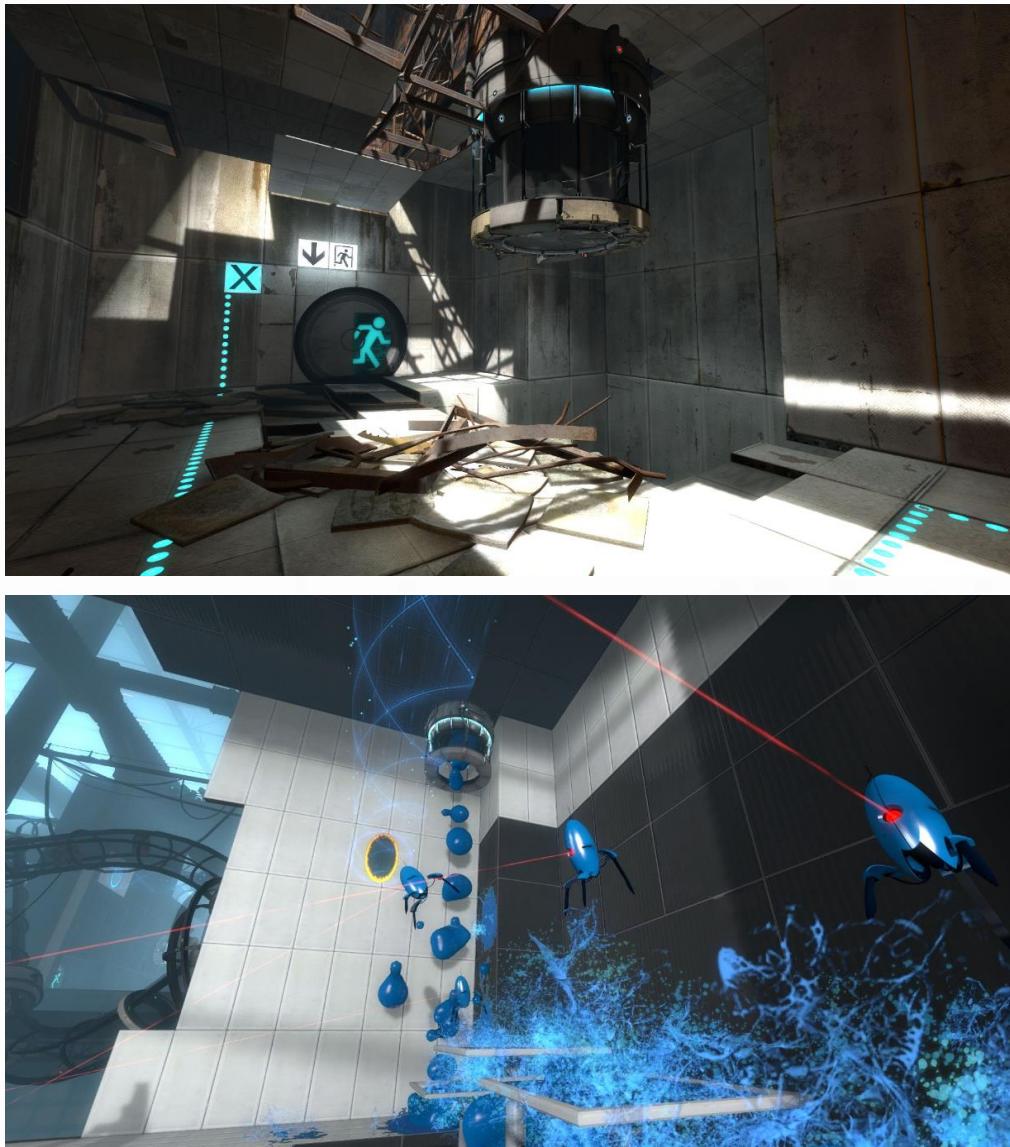
- **Systems-Deconstruction & Mechanic-as-Metaphor Games (Rules-as-Narrative Reference)**

These games are pioneers in using rules to tell a story, and "Six Days" builds upon this foundation by injecting a more pronounced existential and tragic core.

## Portal Series

Strengths: Renowned for its revolutionary spatial puzzle mechanics and sharp, darkly humorous narrative. It successfully transforms its core mechanic (portals) into a tool for

narrative and thematic expression, empowering players to gain freedom and defy authority by learning and subverting environmental rules.



Limitations: Its philosophical exploration leans more towards rational inquiry and satire of technology, systems, and free will. The tone is more intellectual and detached. The player's core challenge lies in solving complex spatial logic problems.

Differentiator for “Six Days”: The rule-breaking in “Six Days” is a one-way, irreversible, systemic collapse, not a tool the player can flexibly wield to solve problems. If “Portal” is about using wit to break artificial rules for liberation, then “Six Days” is about “finding a reason to persist in action amidst the natural decay of the cosmos’s very foundations”. Its tone is existential and tragic, not humorous or satirical. The core challenge shifts from “How do I solve this puzzle?” to “Why should I proceed when all

understanding fails?"

## 1.2 Summary of Core Differences

Copilot said: | Dimension | Traditional Parkour (e.g., Temple Run)

<i>Dimension</i>	<i>Traditional Parkour (e.g., Temple Run)</i>	<i>Philosophical Narrative (e.g., Inside)</i>	<i>Systems Deconstruction (e.g., Portal)</i>	<i>Six Days</i>
<i>Narrative Method</i>	<i>Almost none</i>	<i>Environmental, implied narrative</i>	<i>Mechanics-as-Narrative (Tool-like, Masterable)</i>	<i>Mechanics-as-Narrative (Collapsing, Unstoppable)</i>
<i>Difficulty Design</i>	<i>Numerical/Reflex</i>	<i>Puzzle Difficulty</i>	<i>Spatial Logic Difficulty</i>	<i>Philosophical/Existential Difficulty</i>
<i>Player Goal</i>	<i>High Score / Endless Survival</i>	<i>Understand the Story</i>	<i>Solve Problems, Subvert the System</i>	<i>Experience Collapse, Persist in Action</i>
<i>Emotional Experience</i>	<i>Tension / Thrill</i>	<i>Contemplation / Oppression / Melancholy</i>	<i>Curiosity / Intellectual Satisfaction / Humor</i>	<i>Anxiety, Despair, Acceptance, Peace</i>
<i>Rules Evolution</i>	<i>Static</i>	<i>Static</i>	<i>Player-led Rule Changing</i>	<i>System-led, One-way Rule Decay</i>

## 1.3 Key Innovations

Inverse Progression System:

Unlike most games that give you more powers, "Six Days" slowly takes away things you rely on like solid ground, steady gravity, even light. This raises the difficulty in step with the world falling apart.

Mechanics-Narrative Integration:

Every big rule change isn't just for variety or challenges, it's how the game makes the player thinking why he should keep moving and make the game more real and playable. You're not just watching a disaster, you need to think it and have to deal with it.

#### The Embodiment of Philosophical Experience:

It abstract Nietzschean ideas, for example, the death of God, nihilism, eternal return, turn into real time survival problems and choices. Philosophy isn't something you think about after, it's a live, real experience throughout the game.

## *2. Purpose of the System*

### *2.1 Overall Purpose*

The purpose of this game is to create a combined experience of decryption and parkour, integrating "Genesis" with the existentialist Nietzsche. Players will witness the gradual collapse of the world firsthand, and also experience the sense of disintegration caused by the collapse in the game - relying on the shooting skills of different levels and the creativity of the players themselves. Each stage's corresponding level enables players to immerse themselves in experiencing these philosophical symbolic meanings in the game, which is exactly the same as the philosophical struggle against chaos and meaninglessness.

At its core, *Six Days* invites players into a **progressive descent from order to chaos**, where mechanical mastery and existential awareness become inseparable. The game is difficult by design: platforms disintegrate, gravity shifts unpredictably, and visibility fades. The challenge is not only to survive but to **continue acting when understanding fails**, mirroring Nietzsche's idea of affirming life even when stripped of divine structure.

The difficulty level of the game is not the main aspect of the experience. Rather, it is designed to allow players to appreciate the philosophical implications of the main storyline within the game. As players fail in the levels and repeatedly try again, they can gradually understand the symbolism and meaning behind the level design - exploring nihilism and individual existentialism, and moving step by step towards the truth they firmly believe in. After passing the levels, they will experience the principle of how the world was created in the beginning, and the reverse creation reading is precisely the manifestation of human will overcoming the disorderly state of the universe's creation.

At the end of the game, the protagonist, after experiencing the real world, separates his own emotions and combines himself with the creation philosophy, triggering resonant thoughts in the players and leading to a contemplation of nihilism. As the world proceeds in reverse according to the reverse glass and destruction of the creation of the world, the players will transform from a passive subject to a creator of existential meaning.

### *2.2 Purpose in Different Level*

Each day in *Six Days of Uncreation* represents the reverse collapse of the world's birth and the philosophical exploration of the disintegration of existentialism.

As the world collapses according to the creation rules, players not only experience a relative game state but also gradually develop corresponding thoughts along with the game's main

storyline.

During the gameplay, the survival of the character is no longer important: the existentialism that players think about is also the metaphor proposed by Nietzsche - even though life is fading away, one must affirm it.

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### **Day 1 — Stability (The Remaining World)**

Before the world began to collapse, its existence was complete. Players could truly experience everything here - standing on solid ground, beneath a blue and eternally real sky. This reasonable existence made people believe that all things in the world existed rationally and remained unchanged forever. From a philosophical perspective, the calmness of the first day was the firm belief in one's inner faith; from a psychological standpoint, it allowed people to calmly and peacefully pass through. However, within all this reasonable existence, there were also some unreasonable precursors. Skull heads that defy gravity, celestial disasters that fall from the sky, ground that no longer feels solid, and disappearing light sources. These subtle unreasonable aspects were the origin of all that happened, and at the same time gave rise to terrifying questions: If this reality is fragile?

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### **Day 2 — Fracture (The Ground Breaks)**

The initial collapse originated from the actual fragmentation. The existence of the ground no longer felt real; the places one stepped on would break apart and be swallowed by nothingness. The solid earth, which was once firmly established – your unwavering certainty – easily crumbled. Everything now, every step, is a questioning of faith. Even stepping on the correct ground can bring a faint unease. This is the collapse of the first law of "existence". From this, the originally firm heart began to crack and felt a hint of fear; this unease does not disappear with the completion of the journey; instead, it brings back memories of the unreasonable existences on the first day, that is, the stability and existence of the world will be questioned. Faith has undergone an irreversible reversal: from understanding the world to a hint of distrust, from the proof that "I am existing in this world" to the cognition that "the existence of the world will eventually collapse".

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### **Day 3 — Weightlessness (Gravity Lost)**

Gravity falters. The concept of gravity no longer merely pointing towards the center of the

earth. The direction of gravity will be determined by the player's own interaction. The degree of freedom within the level will be greatly enhanced, yet the infinite possibilities also constitute a cage. This is the abyss depicted by Nietzsche - the moment when the core that supports everything collapses. The reversal of gravity is not merely about 'up' and 'down'; the reversal of 'inside' and 'outside' of the organism also confirms the monster in the first day where the skeleton turned back into a zombie. The mind struggles between the excitement of liberation and the fear of dizziness. While gaining freedom, a sense of emptiness also arises. When common sense and rules are overturned, the core of the world is shaken, and then all reasonable existence will face the crisis of collapse.

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#### **Day 4 — The Fall of Heaven (The Sky Shatters)**

The very firmament shatters. The celestial dome, once the immutable symbol of divine order, now ruptures, sending stars and cosmic debris crashing down in a violent rain. The heavens have become a falling tomb. The player is no longer exploring, but dodging the ruins of the sky itself, forced to confront a terrifying truth: even the cosmos is mortal. This is the ultimate death of transcendence; all that was lofty and 'above' has collapsed into the chaos below. Emotionally, this marks the descent into true despair—the recognition that no domain, however sacred, is spared from entropy's touch. The drive to progress finally breaks, replaced by the raw, primal will to persist even as meaning itself is annihilated.

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#### **Day 5 — The Silence of Light (Darkness Returns)**

The Great Dimming begins. Illumination bleeds from the world, leaving the player in a sea of near-blackness. Navigation becomes a matter of sound, instinct, and the desperate, fleeting memory of sight. This is the death of knowledge itself—the failure of perception at its most fundamental level. Every step forward is now an act of pure faith, a direct echo of the Nietzschean ideal: to affirm a world they can no longer perceive. Yet here, in the total void, a paradoxical calm often emerges. The sharp edge of fear softens into a profound acceptance. Stripped of sight, players learn to listen to the world's whispers. They learn to move by intuition, not by map. In this surrender to the unknown, they find the first, fragile glimpse of a freedom that exists beyond all comprehension.

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#### **Day 6 — The Stillness (Cinematic Ending)**

The final day contains no interactivity. The player cannot move, jump, or influence

anything. A short cinematic unfolds: the world collapses in silence, light extinguishes, and the screen fades to black. This ending is not a failure state but a **philosophical closure** — the moment where action ceases and observation becomes the only possible act. In Nietzschean terms, this is *the eternal recurrence of nothingness*; in emotional terms, it is stillness after exhaustion, resignation after struggle. The player no longer fights the void — they become its witness. The system ends where agency dies, transforming helplessness into reflection.

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### Emotional and Philosophical Arc Summary

Day	Theme	Philosophical Meaning	Player Emotion
1	Stability	Faith in order	Calm, confidence
2	Fracture	Collapse of certainty	Anxiety, loss of trust
3	Weightlessness	Freedom without direction	Exhilaration, vertigo
4	Fall of Heaven	Death of transcendence	Despair, survival instinct
5	Silence of Light	Death of knowledge	Fear → acceptance
6	Stillness	End of agency, witness of void	Resignation, peace

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Through these six days, the player undergoes the same journey that the world does — a descent from belief to understanding, from control to acceptance. The game ends not with victory, but with comprehension: **to exist, even briefly, inside the void is to know creation from its opposite.**

## *3. Different Features of the System*

### *3.1 Technical Features*

- **User Interaction**

Player will use keyboard and mouse or a controller for parkour moves like jump and dash

The game graphics will shake when you're weightless or the ground collapses to make it feel more real.

- **Physics Simulation**

Gravity will change and sometimes even disappears as the game keep running

Platforms and terrain will break and collapse since day 2 level

Debris and falling objects from the sky will hit player and will follow real physics

- **Environmental Gameplay**

Every days' levels keep changing, players need to quick learn and use

Key objects like platforms, lights, reflective surfaces will directly affect your chances to survive

Backgrounds will stay static to make a more real end world feeling without influence the way to play

- **Lighting and Rendering**

The lighting will get darker and darker over time until it's almost pitch-black in day 5

Colors will be removed and some effects like noise and blur will be added to simulate your senses breaking down.

- **Completion Conditions**

Win: Survive until the end of each "Day" and reach designated checkpoints

Lose: Fall into the void or be consumed by environmental disasters, resetting the Day

### *3.2 Game Mechanics*

- **Core Mechanics**

Environmental storytelling through sound and visual symbols only

Checkpoint-based save system at the start of each Day or key nodes

Event-triggered locks (e.g., activating all light crystals opens new areas)

Symbolic "key" progression (e.g., activated crystals unlock next stages)

### Puzzle-Specific Features

- **Environmental Sequence Challenges**

First-person perspective interactions with focus on hand actions

Single-item carry limit to emphasize decision significance

- **Dynamic Gravity Adaptation (Day 3)**

Local gravity field activation to change fall direction

Momentum conservation in low-gravity environments requiring precise control

- **Survival Chase Scenes (Day 4)**

Progress bar interaction (e.g., holding a key to stabilize temporary barriers)

Safe checkpoints during chase sequences

"ghost" enemy: Certain threats (such as the chasing void creatures) will pursue the player, slow down the player.

## *3.3 Non-Technical Features*

- **Visual Theme/Environment Design**

Mythic ruin aesthetic blending classical creation imagery (Eden, Babel) with post-apocalyptic decay

Aging details: dust particles, cobwebs, peeling wall textures

Evolution from lush vegetation and warm light to monochrome palette and fragmented geometry

- **User Interface Design**

Minimalist in-game HUD with environmental cues indicating health and objectives

Dark-themed main and pause menus with clean options

No traditional inventory; key information shown through environmental changes

- **Storyline and Narrative**

Fixed main plot (six-day world collapse) with exploratory freedom within each Day

Silent awakening in a structured world with only escape instinct

Environmental storytelling through world state and decay rather than text

Philosophical narrative interactively demonstrating Nietzschean concepts

Optional background details for players to discover deeper world implications

## 4. Novelty of the System

Many parkour or survival games showcase their gameplay through precision, reaction speed and strategic choices, but they overlook the connection and mapping between their mechanics and the deeper main storyline and philosophical concepts.

The novelty of *Six Days of Uncreation* lies in its combination of player body interaction, mythological story-level narration, and existential & nihilistic philosophy, creating a virtual world where the game progression corresponds to philosophical contemplation.

The uniqueness of our gameplay system does not lie in the composition of each level, but in how the design of the levels and the adoption of elements are fully mapped onto the main storyline and philosophical contemplation, moving from the thinking of orderliness to chaos.

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### Addressing Shortcomings in Existing Systems

- **Lack of Thematic Depth:**

Some existing skateboarding games in the market, such as *Temple Run* or *Subway Surfers*, directly present the gameplay of the players through reaction speed, but lack emotional or storyline development. Players only experience the game by collecting and running, without any story-based thinking or philosophical exploration. However, "*Six Days*" breaks this stereotypical pattern. The design and mechanics of each level are mapped onto a philosophical framework. The steps and interactions during the level play directly reflect the philosophical thinking and story nature of the entire game - this means that every failure has both game and symbolic meanings.

- **Linear, Static Environments:**

Most games play by a consistent set of rules, ramping up the challenge by making things faster or more crowded. Our game is different. All of this will leave the players with no time to react. The absence of the laws of the world corresponds to the different changes of each day. The solid ground beneath the players begins to collapse. Gravity no longer becomes the core. The sky breaks apart, accompanied by the arrival of a natural disaster, and the light is swallowed by darkness. Not only as a challenge for the game levels, but all of this is showing you the elements that create the world, and how they are 'reclaimed' when the world collapses.

- **Absence of Emotional Closure:**

Most games end with a complete victory or the conclusion of the final chapter. However, "*Six Days*" uses a step-by-step approach to bring out the players' sense of helplessness at

the end. On the last day, everything the players have experienced will be lost. The interactive world in this game gradually collapses, and the players will no longer rely on its existence. They will bid farewell to the world that once existed. The failure and success of the game's ending are not the main points; what's more important is the reflection on the game's content and philosophy. Through the subversion of belief cognition, players can consider the existence meaning and symbolic significance of objects in the world from a deeper perspective.

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## Mechanics

- **Progressive Rule Destruction:**

The uniqueness of the overall gameplay system of the game lies in its special mechanism of "strategic reduction" of levels. It is not about creating new interactions or game rules, but rather eliminating the rules and interactions that players originally experienced as the game progresses. As a result, the difficulty of the player's challenges will increase. This design perfectly combines the levels of gameplay, game logic, and story: as the world order collapses, each interaction and level experience will carry different meanings.

- **Environmental Symbolism:**

Each change corresponding to the completion of a level reflects a theme:

The shattered earth - unstable existence

Disordered gravity - chaotic stability

The fading light - the fading of hope

The existence of these mechanisms allows players to gradually experience the collapse of the game world while also stimulating their thinking.

- **Adaptive Challenge Curve:**

As the environment ruined orders become to chaos. Players must adjust to unfamiliar physics and limited visibility, embodying Nietzsche's idea of perseverance in the absence of certainty.

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## Story

The narrative is **non-verbal and mythic**.

It retells the Book of Genesis in reverse — not as divine creation but as the unraveling of existence.

Each day corresponds to a stage of unmaking, reflecting both biblical cosmology and

Nietzsche's declaration of the "death of God."

There is no dialogue, only visual and environmental storytelling: the sky falling, the stars burning out, the player's world narrowing to silence.

By the final cinematic, the player realizes that survival was never victory — it was participation in the slow extinction of meaning.

This structure makes the story both **experience**, encourage

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## Aesthetic

- The visual direction combines **mythic ruin and minimalist desolation**.  
Early stages use natural light, vegetation, and horizon lines to evoke creation's harmony.  
As the days progress, the color palette desaturates; geometry fragments into abstraction.  
By the fifth day, only shadow and residual glow remain.
  - **Lighting and sound** act as emotional instruments rather than decoration.  
Each loss of a world element corresponds to a loss in the audiovisual field — for instance, when light fades, sound becomes muffled, simulating the thinning of existence.
  - The overall art style evokes a **ritualistic decay**, reinforcing the tone of sacred unmaking.  
The absence of UI or dialogue contributes to immersion, allowing the environment itself to "speak" to the player.
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## Summary

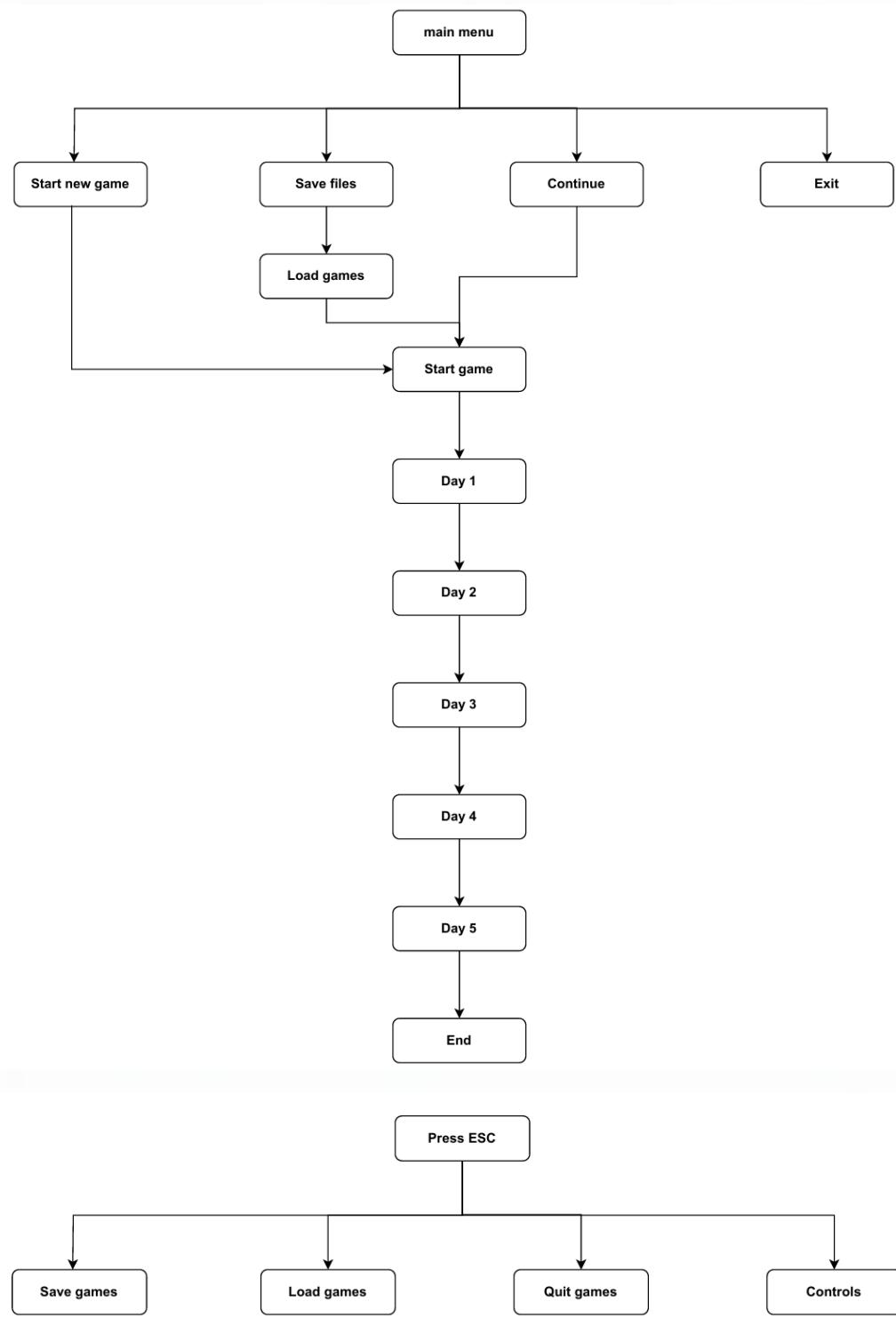
In essence, the novelty of *Six Days of Uncreation* lies not in any single mechanic, story, or aesthetic, but in the **unified philosophy** that binds them.

It converts gameplay systems into metaphors of existential loss and transforms difficulty into a spiritual language.

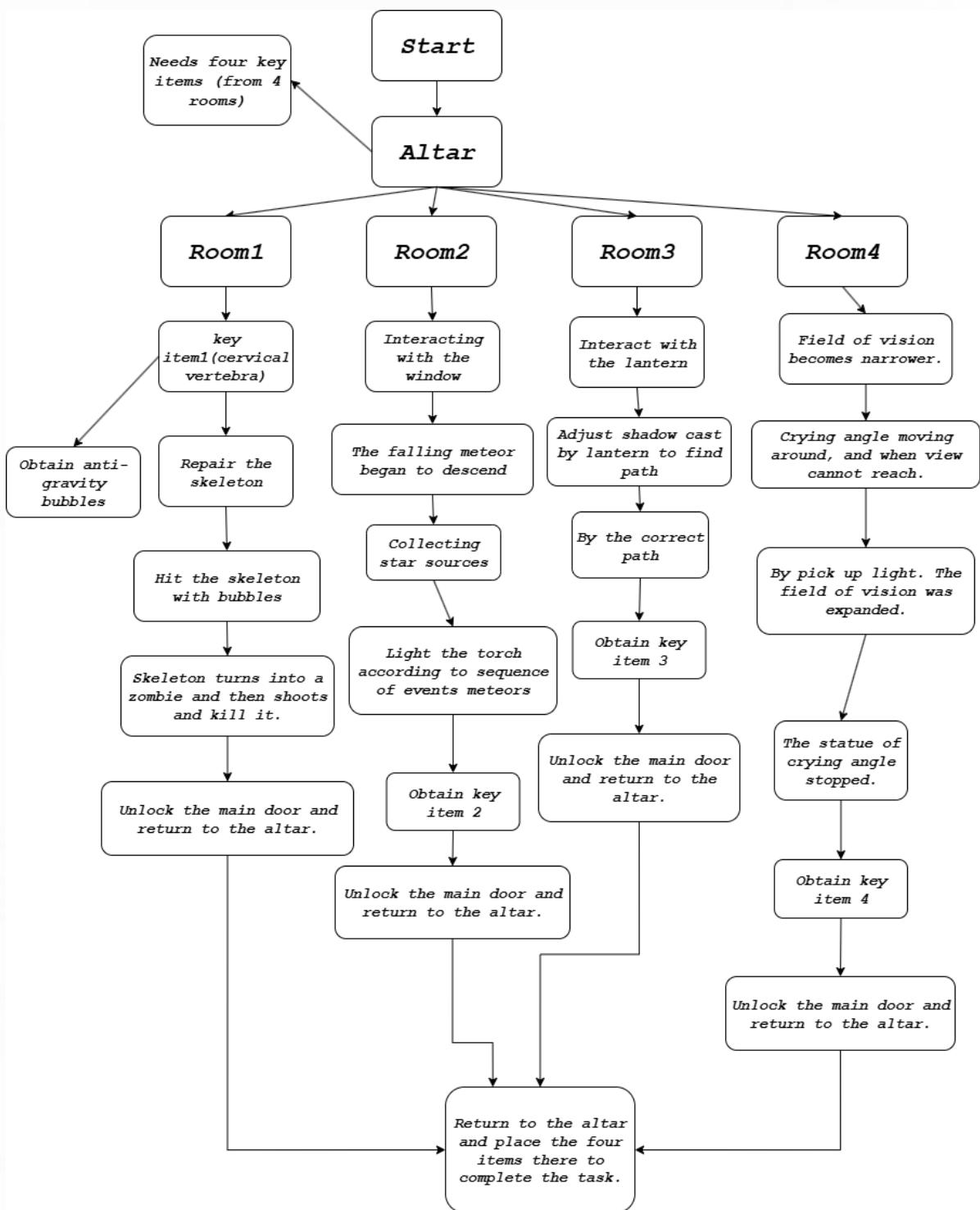
The player's journey from control to stillness is both a physical and philosophical experience — an experiment in turning **uncreation into meaning**.

## 5. System Flow

Overall system flow:



## Day 1



## *Overall layout and objectives*

The game takes place in a mysterious Victorian-era mansion, centered around an **altar** that serves as the hub area.

The ultimate goal is to **Leave this room and enter the next level** by unlocking the final altar mechanism. To do so, the player must collect **four key items** from four separate puzzle rooms — each representing a distinct supernatural phenomenon related to the mansion's curse.

## *Overall Structure*

- **Central Hub: Altar**

The starting and ending point of the game.

The altar requires **four key items** to activate the final sequence and complete the escape.

Serves as the return point after finishing each room.

- **Room 1 –The Hollow Bones (Gravity Distortion)**

Theme: Disorder of gravity and rebirth.

Main mechanic: Anti-gravity bubbles and skeletal repair.

Objective: Within the room stands a skeleton with its body intact but its skull floating weightlessly above it. The player must remove the **Cervical vertebra** from the skeleton — the **Key Item 1** — and then attach the floating skull back onto the body. Upon doing so, the player gains the ability to shoot gravity-reversing bubbles. When the skeleton is fully restored, using the bubble ability on it will cause the bones to regain flesh, transforming it into a zombie. Defeating this reanimated creature lifts the room's seal, allowing the player to proceed.

- **Room 2 – The star of disaster fell (Celestial Descent)**

Theme: The Star of Disaster and the Fragmentation of the Sky

Mechanic: Light collection and event sequencing.

Objective: When the player investigates the window, the glass suddenly shatters, and the sky fractures like cracked crystal. Three burning stars begin to fall, each representing one of Earth's great catastrophes — **The Permian Extinction, The Black Death, and The**

**Mauder Minimum.** These stars descend in the same chronological order as the historical events they symbolize. The player must ignite the **Star Altars** following this sequence to restore cosmic balance and obtain **Key Item 2**.

- **Room 3 – The Lantern’s Path (Shadow Alignment)**

Theme: Truth and shadow.

Mechanic: Use the lantern to cast shadows that reveal the correct path.

Objective: The player uses a lantern to cast shadows forming a serpent-shaped path — the only safe route through the dark corridor. Symbolizing **Jörmungandr**, represents the truth within illusion. Reaching the end of the path rewards the player with **Key Item 3**.

- **Room 4 – The creeping of darkness (Vision Suppression)**

Theme: Fear and Fading light.

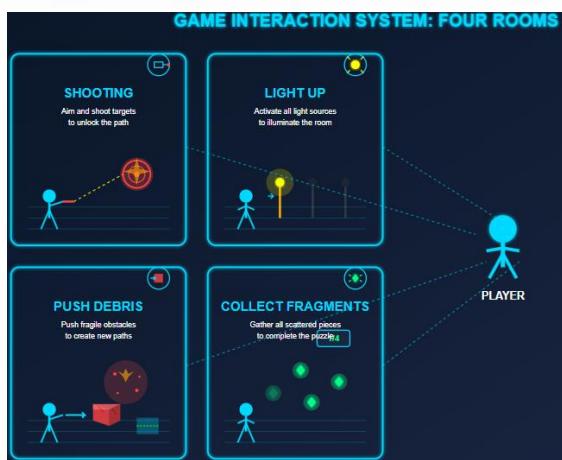
Mechanic: Field of vision gradually narrows, simulating sensory deprivation.

Objective: In the darkness, the player collects **three light fragments** to gradually restore vision. **Weeping angel statues** move only when unseen, forcing the player to expand their field of view to stop them. After gathering all three fragments, the statues freeze, and the player obtains **Key Item 4**.

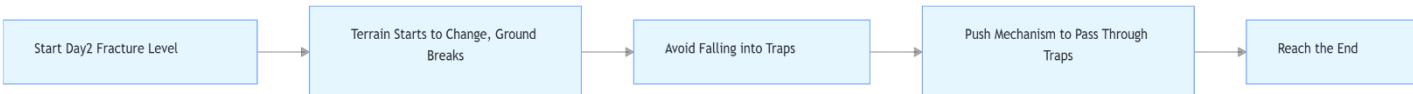
- **Final Phase – Return to Altar**

When all four items are returned, the altar activates.

The mansion trembles and the escape path opens, revealing the **true identity of the player as a headless statue** who trying to steal a human head to regain consciousness.

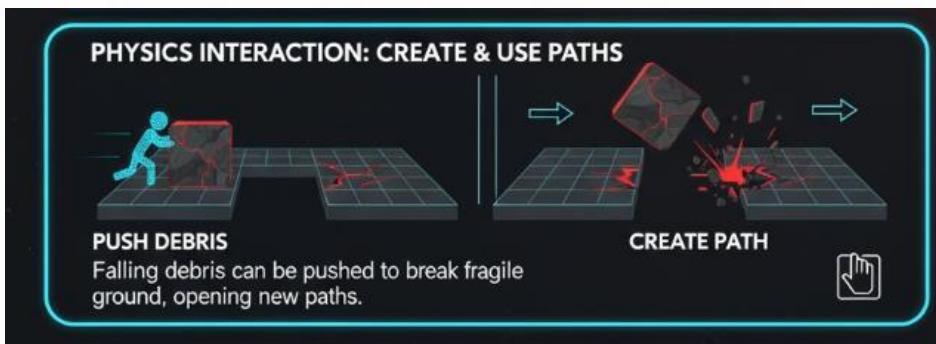


## Day 2



### *Overall Layout and Objective:*

The theme of this level is “*Fracture*.” The gameplay revolves around terrain transformation. The ground collapses, and the entire level remains in a constant state of dynamic disintegration. The player’s core objective is to **survive and advance through the collapsing environment** — avoiding traps and falling debris while cleverly using the fallen rocks to create new paths and reach the goal.

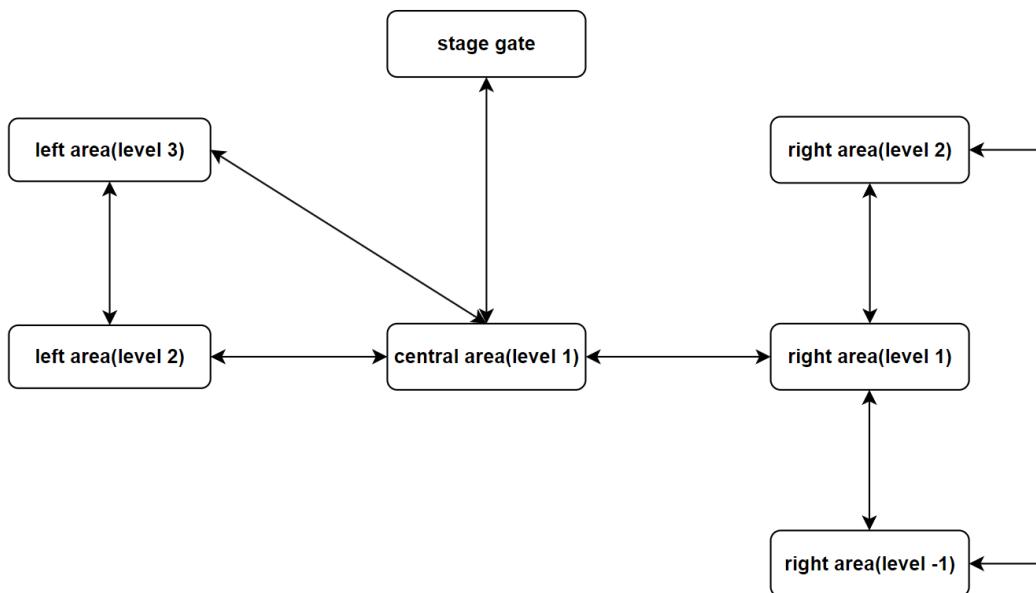


### *Scene Structure:*

The player starts in the initial area where the surrounding terrain begins to fracture. Both the ground and the ceiling are extremely unstable. The goal lies on a higher platform ahead. Along the way, the player will encounter collapsing floors, falling traps from above, swinging pendulums, and movable boulders. The player must adapt to the changing terrain, navigate through a series of obstacles, and finally climb onto the goal platform.



## Day 3



### *Overall Layout and Objective:*

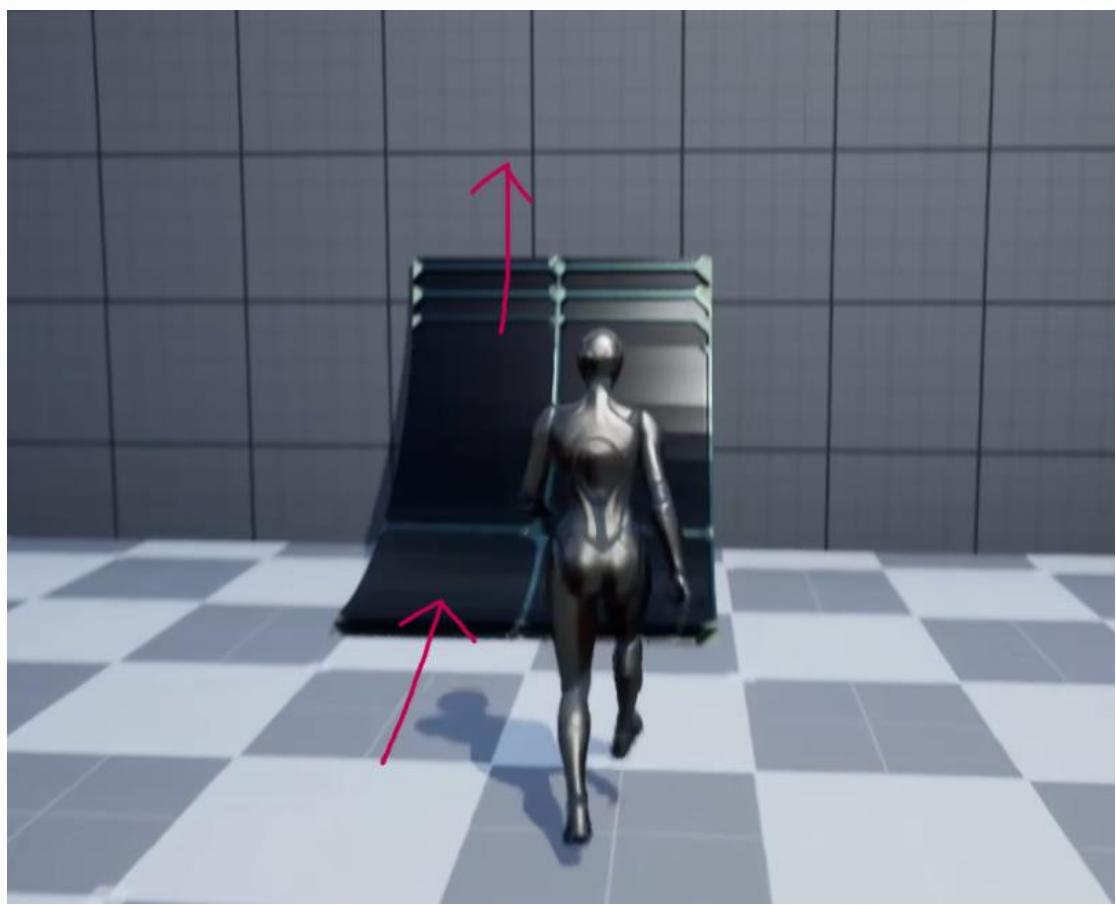
The theme of this level is "*The Collapse of Gravity.*" Upon entering, players will experience a world where gravity is distorted and space is inverted. The core gameplay revolves around **switching gravity directions**, requiring players to solve puzzles and explore the environment to gradually restore the gravity system, collect gems, and ultimately unlock the final gate.

### *Scene Structure:*

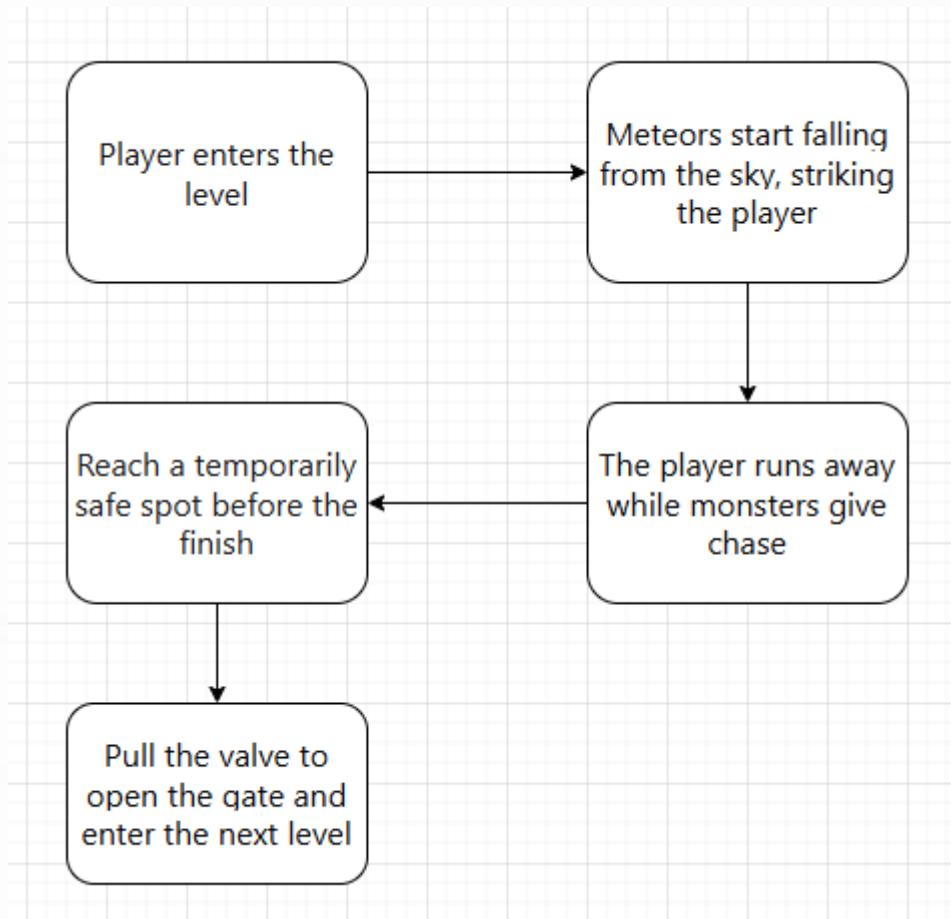
The player starts in the **Central Zone**, where three elevated platforms can be seen — one in front and one on each side.

Each platform features a **Gate of Completion**, and the main gate is embedded with **three gem slots**, which must be filled with three gems to unlock.

The entire map is designed as a **three-dimensional structure**, allowing players to **switch gravity** and move across different walls and surfaces to solve puzzles and progress through the level.



## Day 4



## *Overall Layout and Objective*

The theme of this level is “*Meteor Fall and Monster Chase.*” After starting the game process, players will be immersed in a chase world type scenario. The core gameplay of the game lies in avoiding falling meteors and escaping the pursuit of monsters. Players need to use flexible movement and climbing interactions to avoid the falling meteors and these monsters, and unlock the next level after completing the current one.

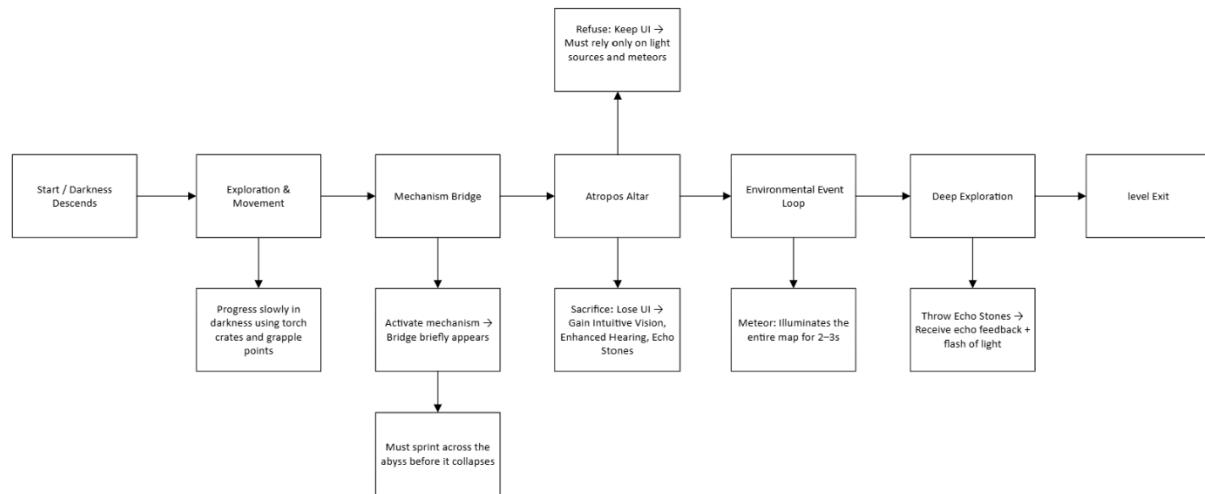
## *Scene Structure*

The player begins at the start of a ruined street, surrounded by collapsed buildings and sunken ground on both sides and ahead.

The exit gate is located inside a subway tunnel behind a fallen building. To reach it, the player must perform a high jump across a cliff and pass through the interior of a collapsed structure. During the journey, the player must evade incoming meteors and the pursuing monster —

meteors cannot strike inside buildings, and leaping across the cliff provides a brief chance to escape the monster's chase.

## Day 5



## Overall Layout and Objective

The theme of this level is “*Silence of Light.*”

Upon entering, the player experiences extreme darkness and sensory deprivation.

The core gameplay revolves around the **choice between reason and emotion**.

At the beginning, the player can only progress using temporary light sources — torch crates and briefly appearing mechanism bridges.

Before reaching the *Altar of Atropos*, the player must make a crucial choice:

- **Sacrifice:** Abandon the UI (a symbol of reason) → Gain enhanced intuitive vision and hearing, and obtain the Echo Stone.
- **Refuse:** Keep the UI → Rely solely on torches and falling fire meteors to explore.

The ultimate goal is to reach the level’s exit, completing the experience of “**the death of reason and the awakening of instinct.**”

## *Scene Structure*

- **Entrance Area**

The entire area is pitch-dark, with only sporadic torch boxes that can be broken to produce brief light.

Basic grappling points and low platforms guide players to get familiar with movement and lighting mechanics.

- **Mechanism Bridge Area**

Ahead lies an impassable chasm.

Players must find and activate a mechanism → the bridge appears briefly (about 8 seconds).

They need to sprint across quickly; otherwise, the bridge collapses.

This area creates the first tense climax of the level.

- **Atropos Altar Area**

A spacious circular area with the Atropos altar standing in the center.

Players can choose:

**Sacrifice** → UI disappears, granting enhanced intuition-based vision, hearing, and an Echo Stone.

**Refuse** → UI remains, but players must continue exploring relying on limited light sources.

This is the narrative and mechanical turning point of the level.

- **Environmental Loop Area**

Complex terrain requiring the combined use of **Fire Meteor** and **Echo Stone**.

Edges of platforms and grappling points emit faint glows under intuitive vision.

Fire Meteor illuminates the entire map for 2–3 seconds, providing a brief overview.

After the light disappears, darkness becomes even more intense, disrupting player rhythm.

- **Exit Area**

A faint light appears in the distance, guiding players forward.

The level concludes with parkour and exploration driven by instinct.

The ultimate experience is “emerging from darkness and achieving rebirth.”

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## **Gameplay Elements Explanation**

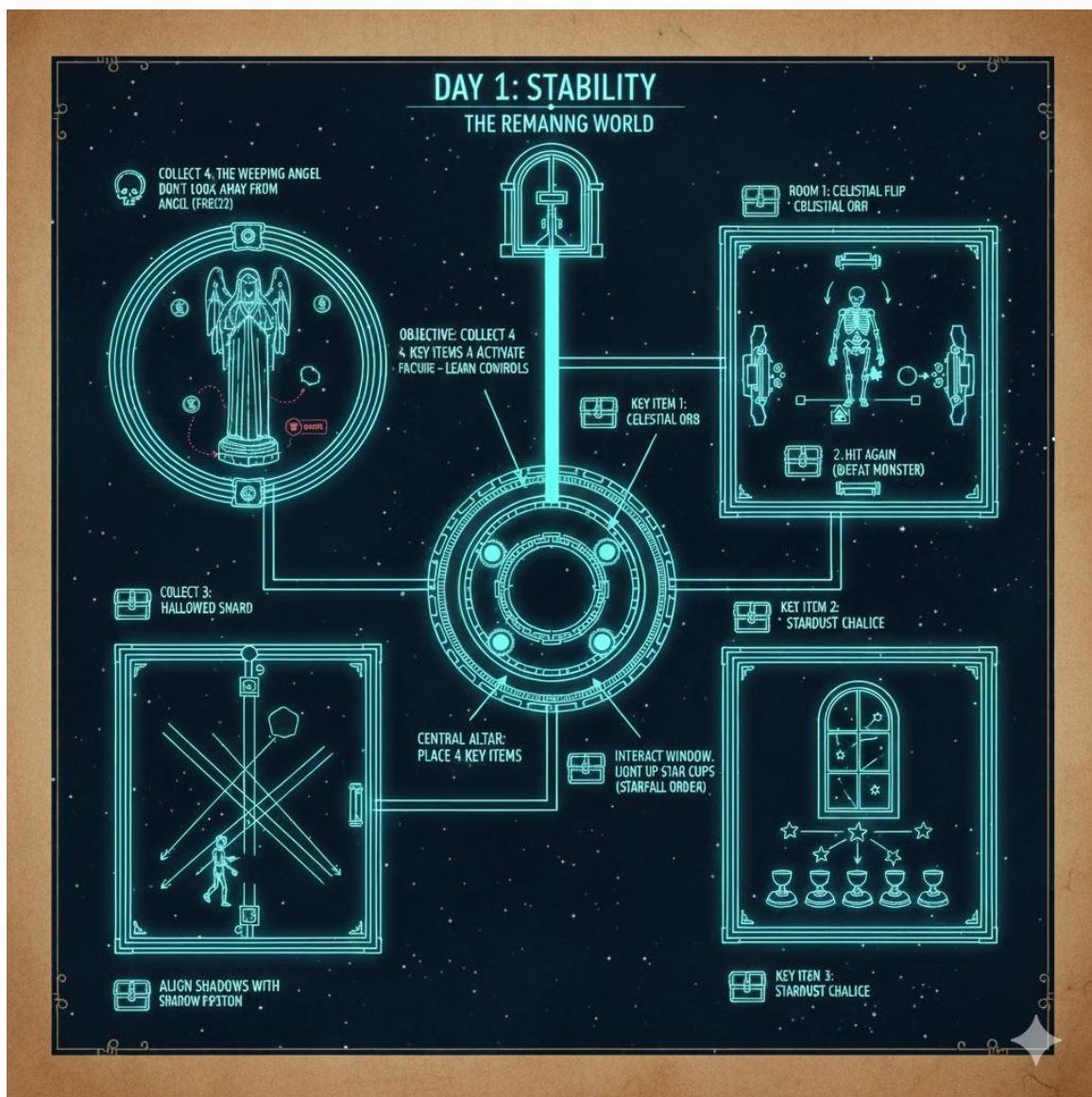
- **Torch Boxes:** Breakable; produce light for 5–10 seconds.

- **Grappling Points:** Used only for climbing and lateral movement; cannot cross chasms.
- **Mechanism Bridge:** The only way to cross the chasm; appears for 8 seconds after activation.
- **Atropos Altar:** Sacrifice UI to gain sensory abilities.
- **Fire Meteor:** Random environmental event; red light for 2–3 seconds across the map, followed by intensified darkness.
- **Echo Stone (obtained after sacrifice):** Throws trigger echo feedback + faint light, used for navigation.

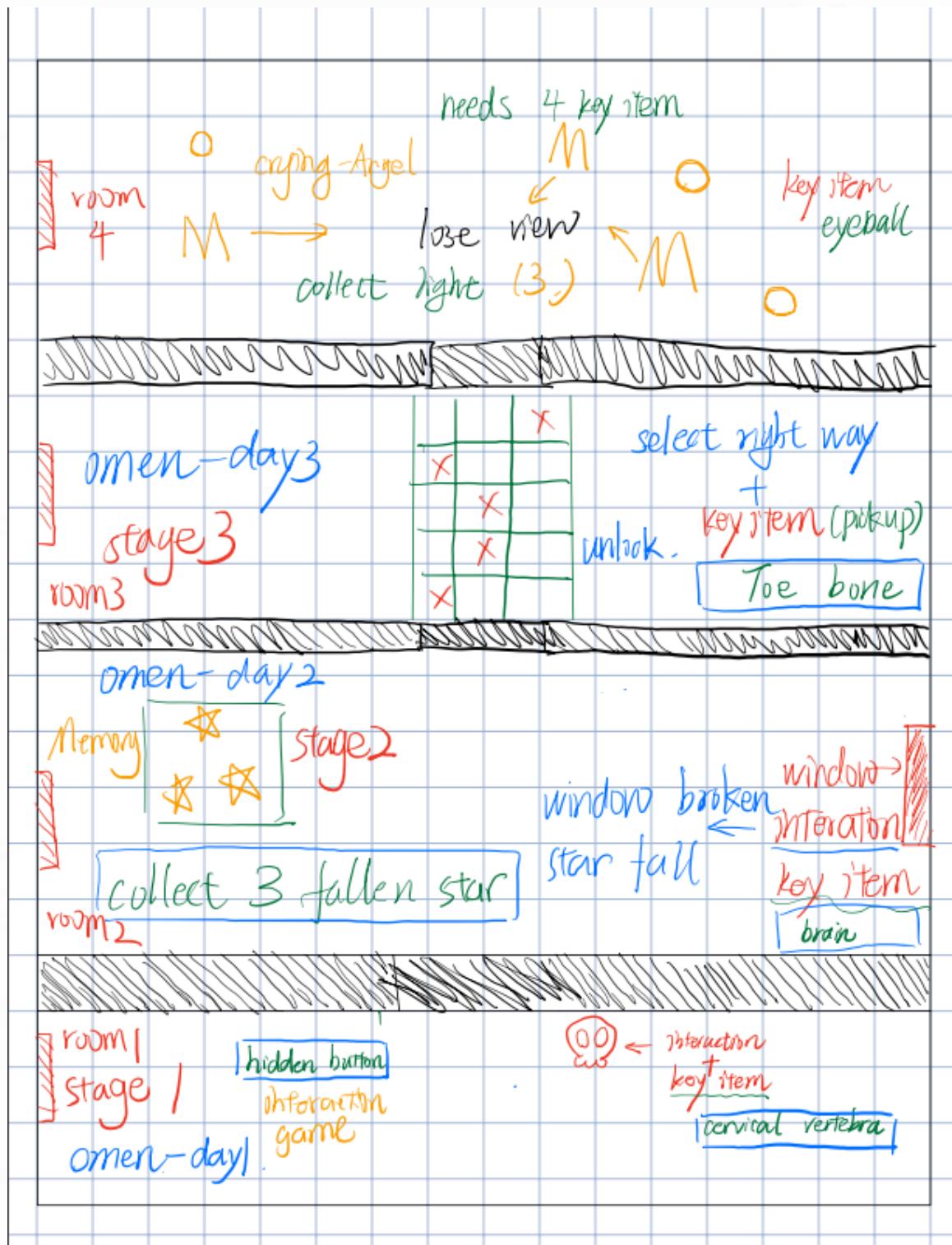
## 6. Wireframe / Mock-up

### 6.1 level design

#### Day 1 Stability



Sample structure 1:

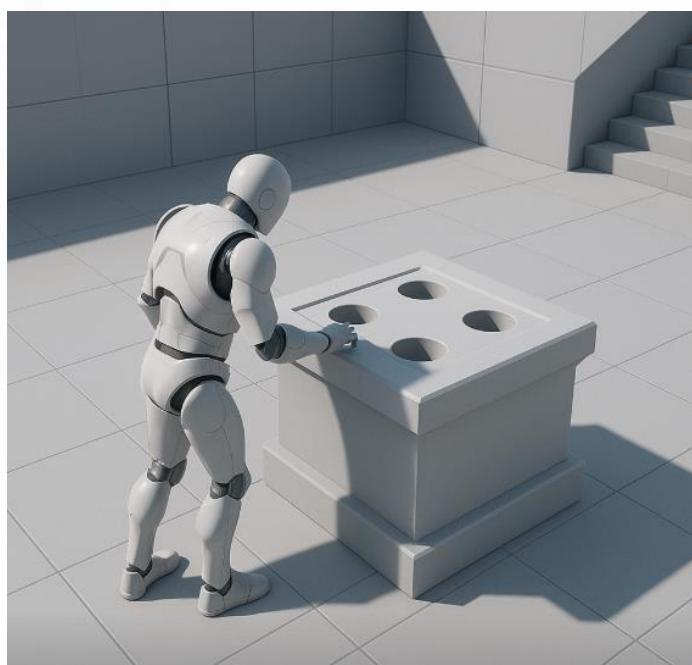


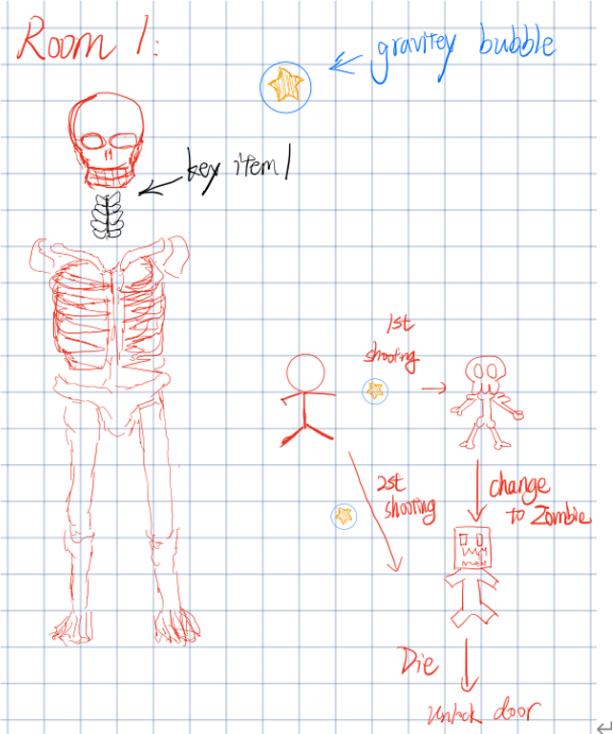
The overall structure of the level and the presentation of interactive objects, as well as the specific room shapes and outcomes, can be adjusted according to the terrain.

Altar: Original design concept



The player needs to place the corresponding four key items into the altar before proceeding to the next level.



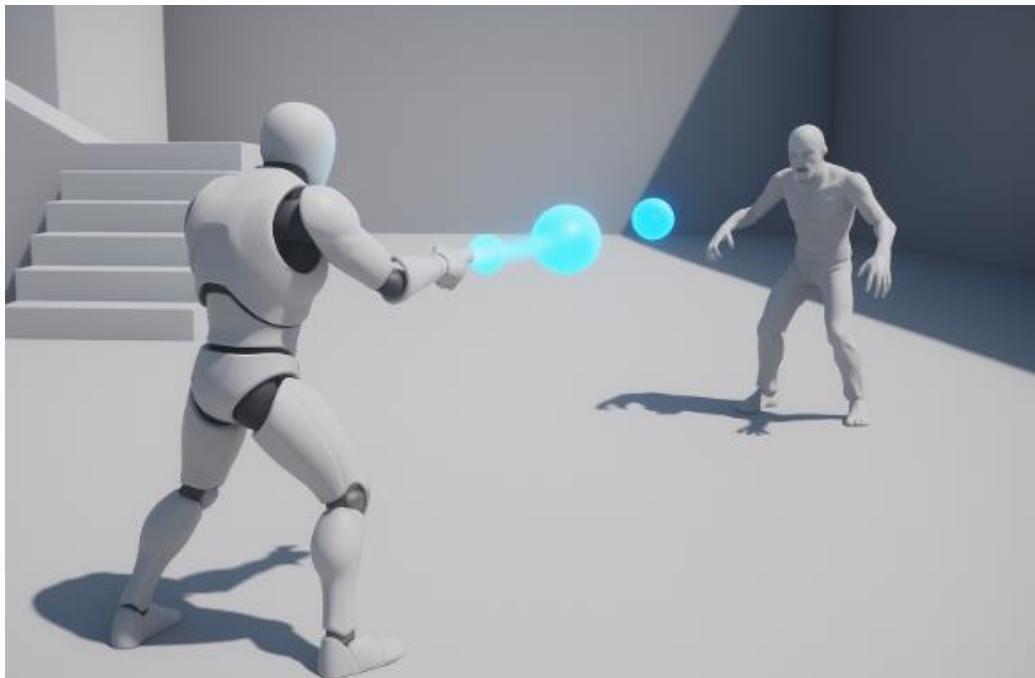


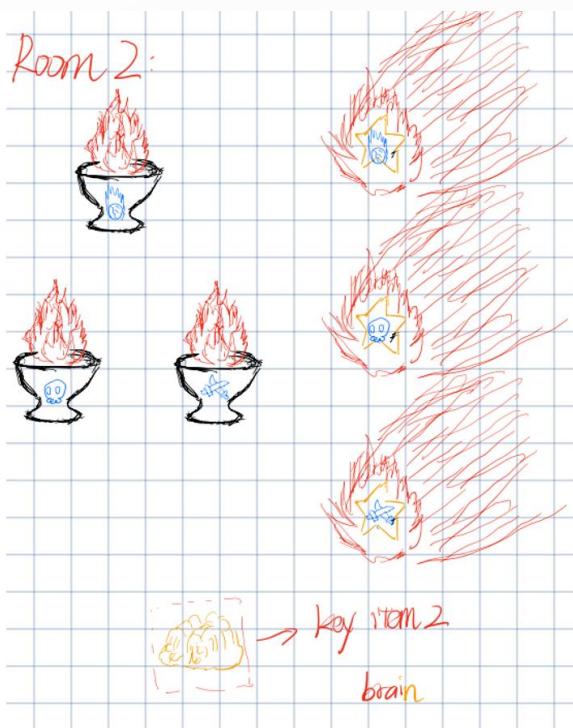
Room 1:<sup>4</sup>

The key point is that the player needs to hit the blue bubbles onto the skeleton twice. The first time, they need to complete the internal and external flipping of gravity. The second time, they need to kill the monster.<sup>4</sup>



Similar to the skeletons and zombies in Minecraft[5].



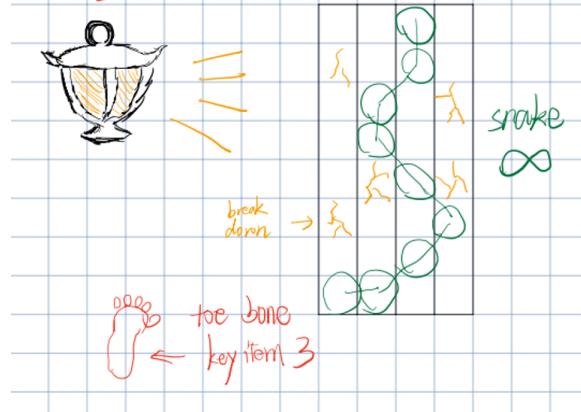


Room 2:

The player needs to interact with the window and then light up the star cups in the order represented by the stars (which is also the order in which the stars fall), in order to obtain key item 2.



### Room 3:



### Room 3:

The player needs to align the shadows with the correct paths in order to pass and obtain key item 3.

### Room 4

#### Crying Angel.



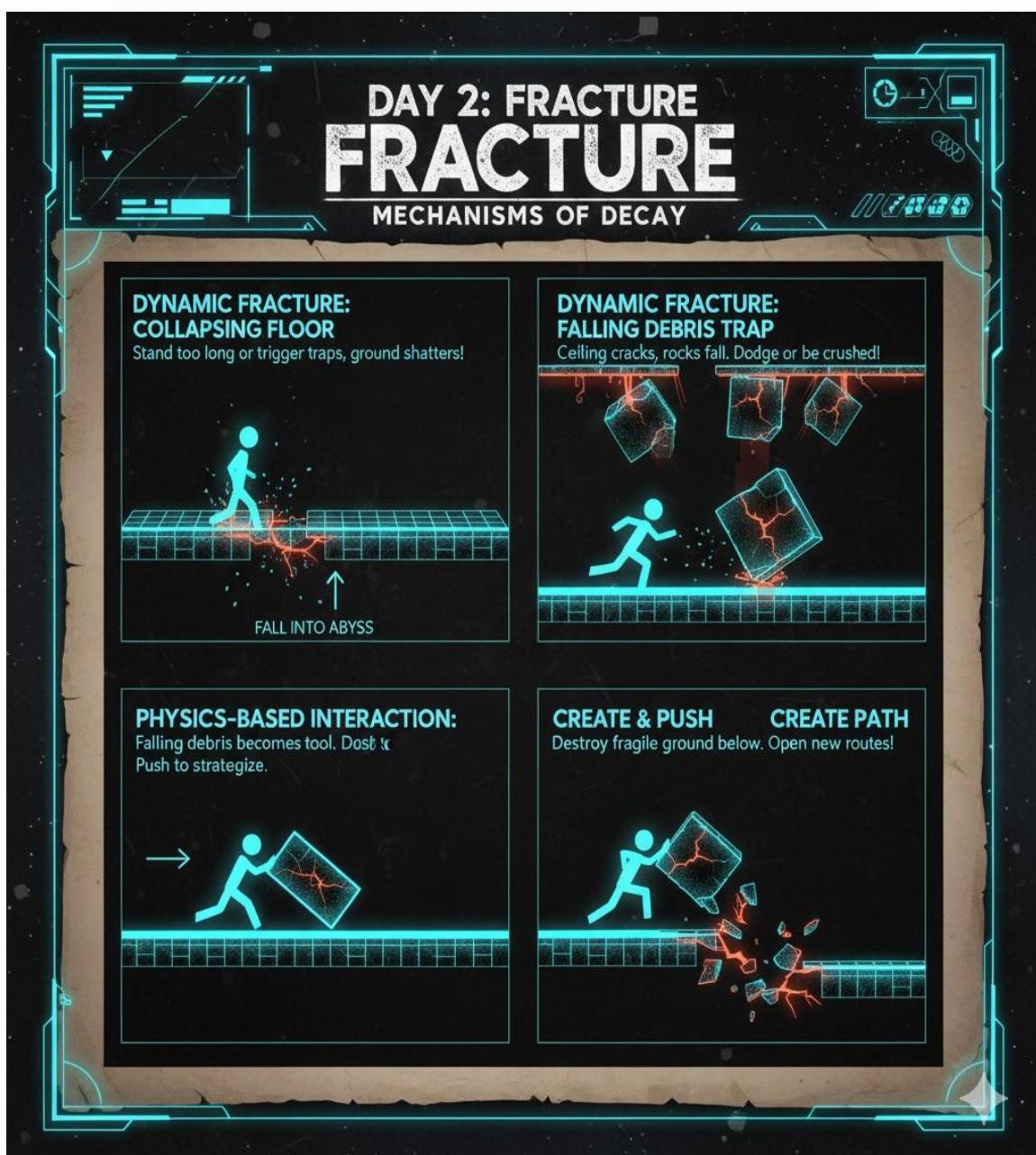
### Room 4:

The player needs to pick up three pieces of the glowing fragments while keeping their eyes on the statue of the weeping angel to prevent it from moving closer to the player and killing them. Once completed, they will obtain key item 4.

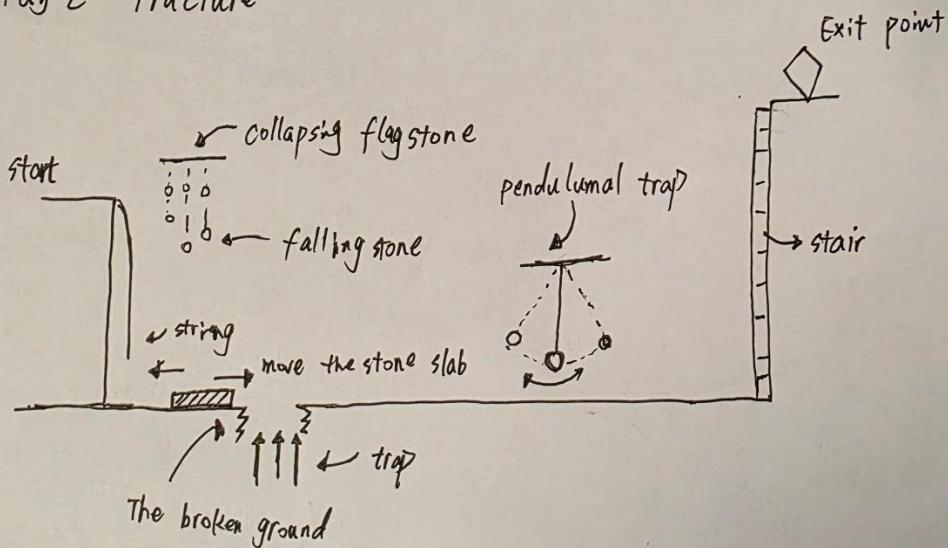
The statue's appearance is similar to the weeping angel in Doctor Who[6].



## Day 2 Fracture Layout



## Day 2 Fracture



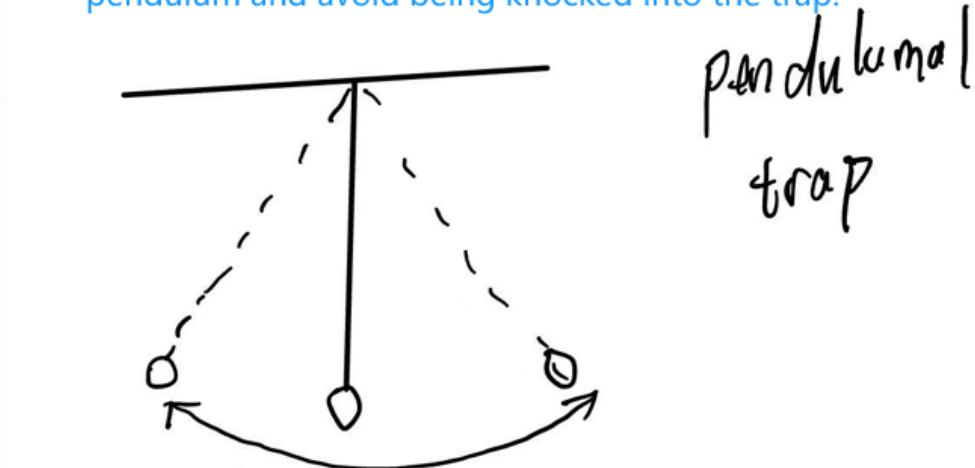
The ground starts to collapse. Players need to deal with dual threats from beneath their feet and above their heads in both vertical and horizontal spaces. Their core task is to use terrain changes and falling stones to create paths for themselves.

### Item Introduction for Level 2

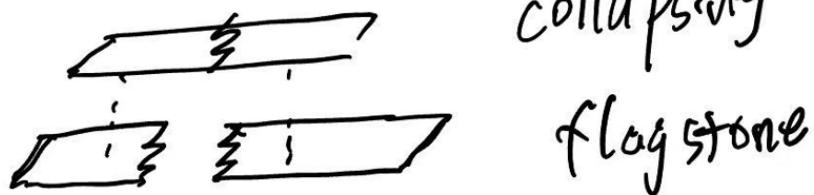


The ground cracks, revealing a spike trap. If players fall into it, they will die.

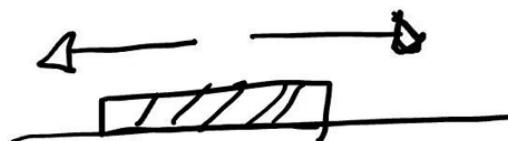
Players need to dodge the attacks of the giant pendulum and avoid being knocked into the trap.



The stone slabs shatter. Before breaking, there will be a sound effect and cracks will appear—players must pay attention to leave the trap in time.



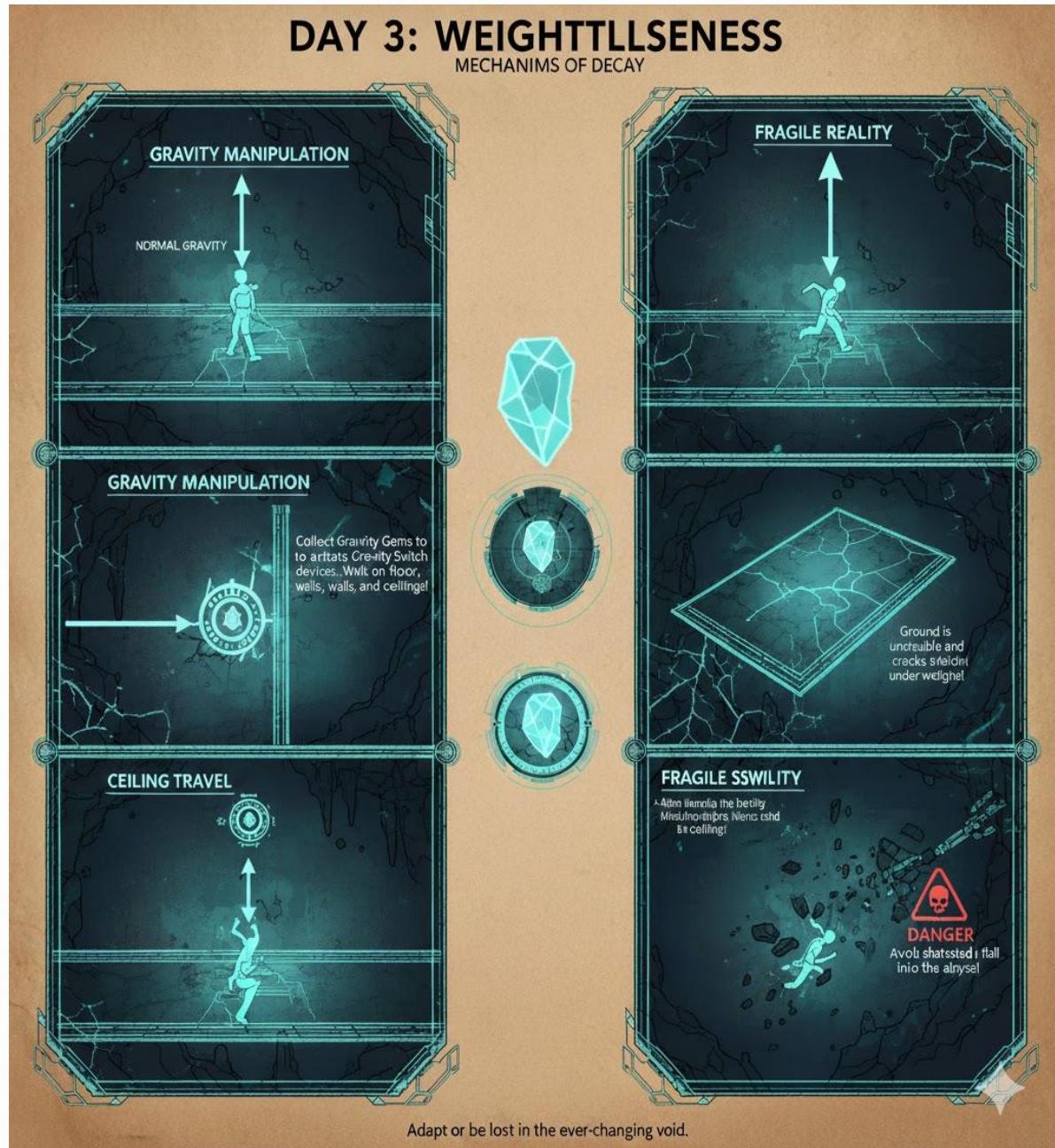
Players can use ladders to reach some higher areas.



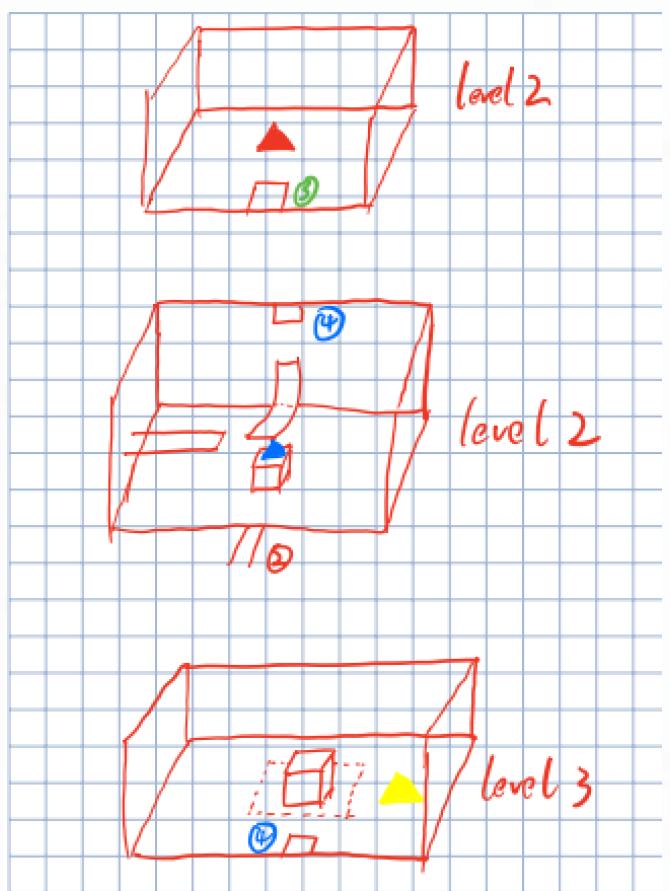
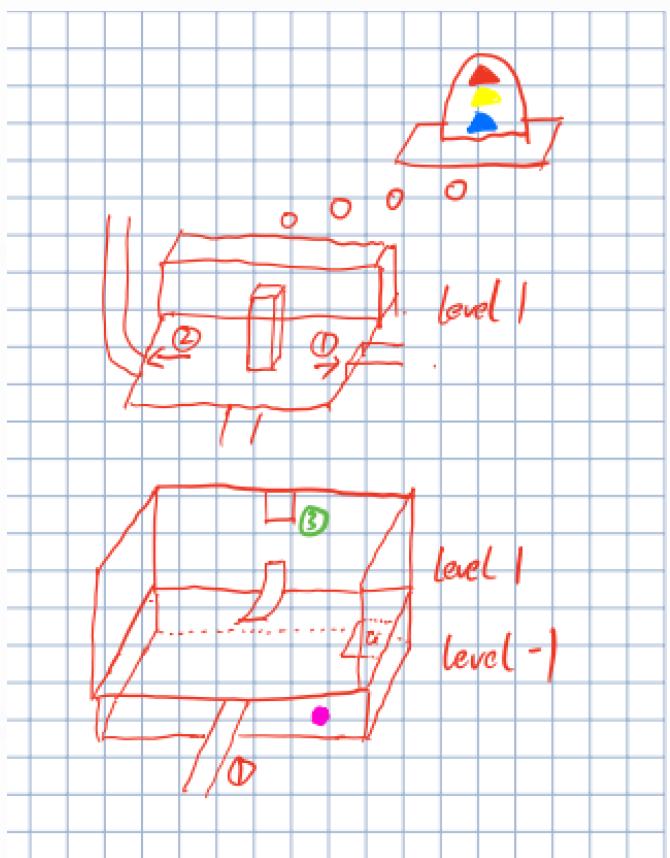
move the stone slab

Players can push the stones on the ground; for example, they can place the stones on the broken sections of the ground to get through the traps.

## Day 3 Weightlessness



In this level, gravity will shift. Additionally, the ground-shattering mechanic from the previous level is carried over. Players need to collect three gems to restore the complete gravity system, unlock the exit gate, and successfully clear the level.



## **Initial Phase**

The player enters the level from the right area, while the left path is temporarily inaccessible. In the right area, the player discovers a Gravity Switch. By operating this switch, they can break the glass floor and descend into the lower space, beginning their journey of gravity-based exploration.

## **Lower-Level Exploration**

Upon descending to the underground space, the player finds a Half Gravity Gem. Obtaining this gem unlocks the ability to switch gravity direction, allowing the player to walk on marked surfaces, including vertical walls and ceilings, preparing them for upcoming gravity puzzles.

## **Right Ceiling Puzzle**

Using the gravity-switching ability, the player can explore the right ceiling area. By solving a simple gravity-based puzzle, they obtain the first complete gem. At this point, the player has full control over gravity and can return to the central area to prepare for more complex exploration.

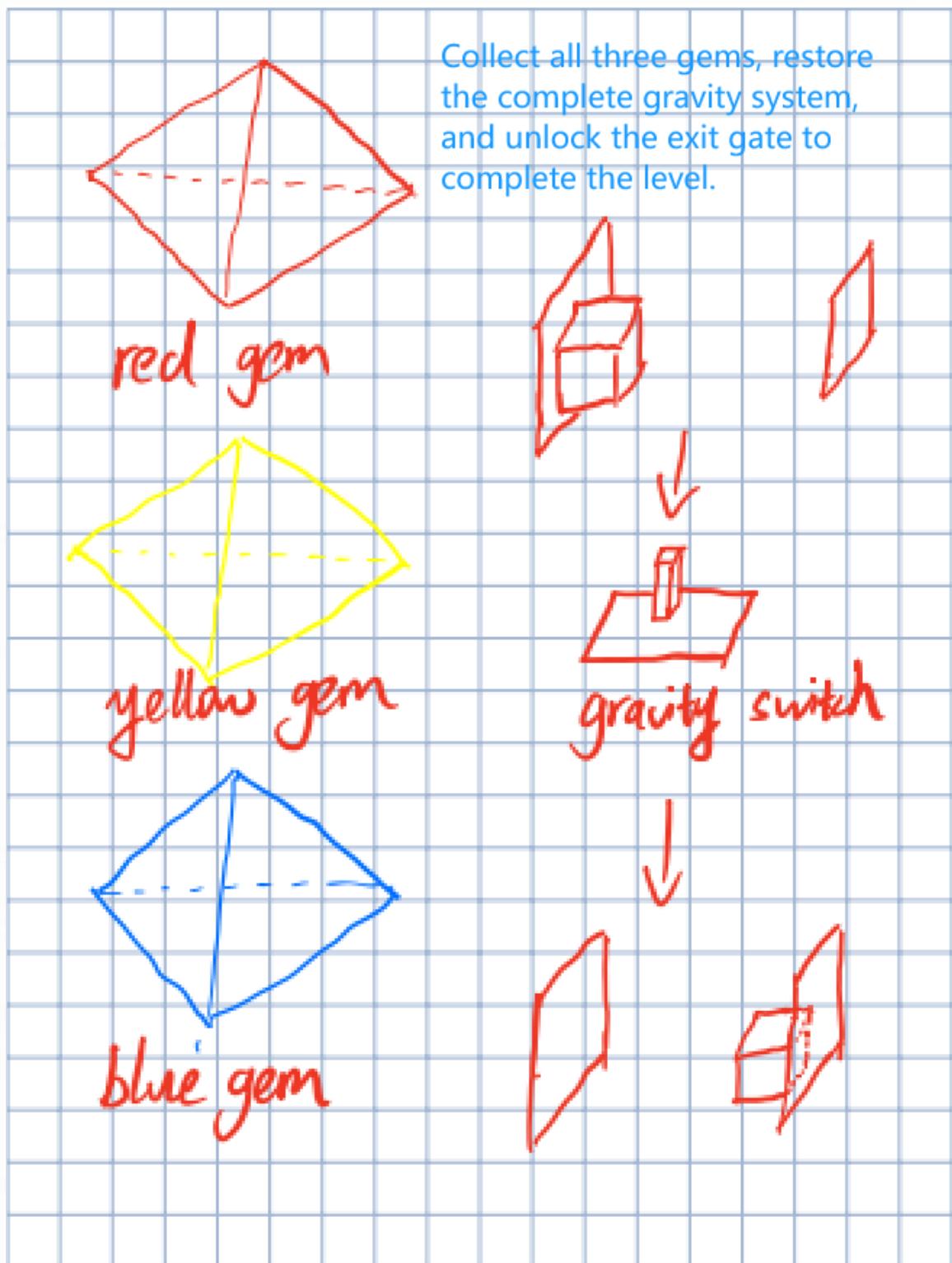
## **Left Area Exploration**

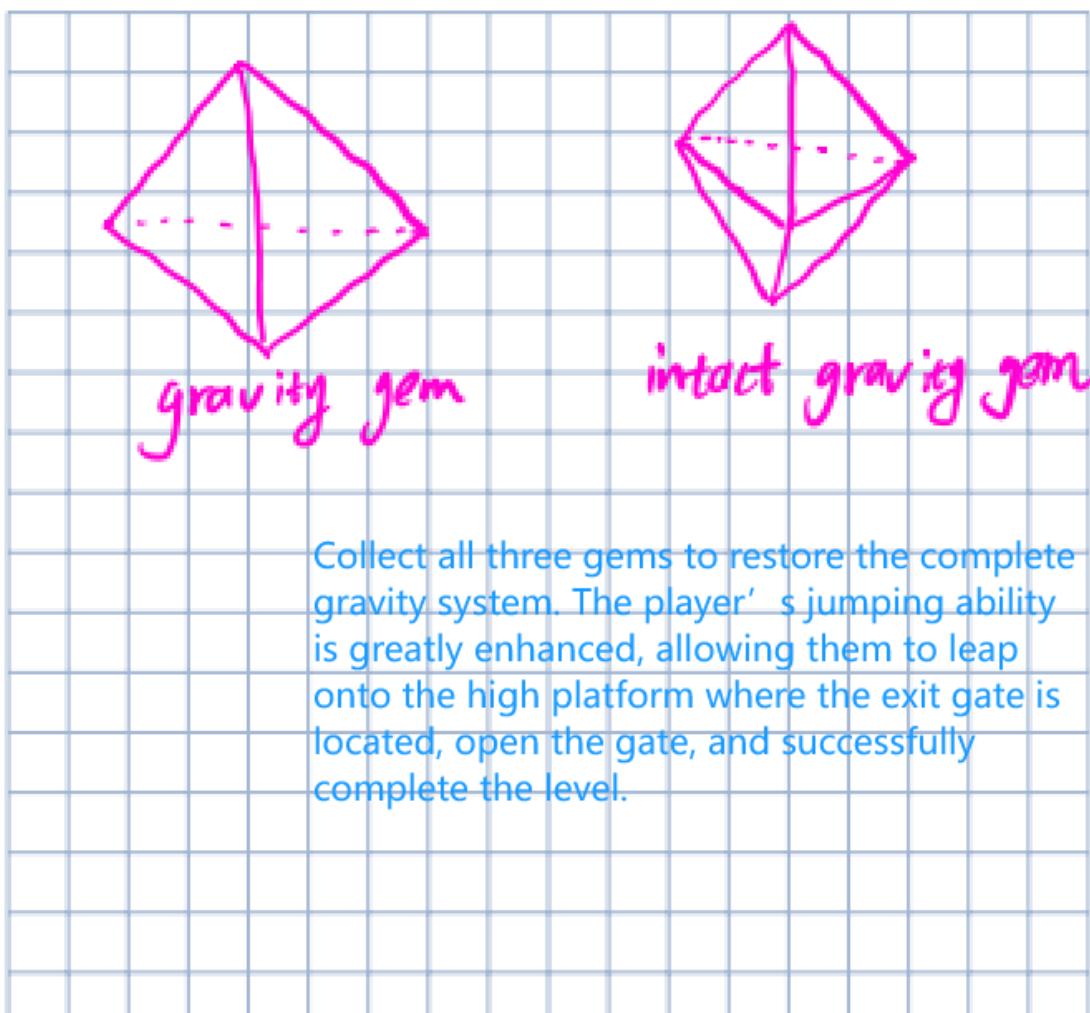
With the gravity gem's power, the player can now access the previously unreachable left area. This region is divided into upper and lower levels and contains multiple gravity puzzles. The player must switch gravity directions and operate mechanisms to sequentially collect the second and third gems, testing their spatial awareness and strategic thinking.

## **Final Section**

After solving all puzzles, the pathway to the upper central platform opens. The player uses a gravity device to break the central statue and obtain the other half of the gravity gem. Once the gems are combined, the player's jumping ability is greatly enhanced, allowing them to leap onto the high platform and reach the level's exit.

Item Introduction for Level 3

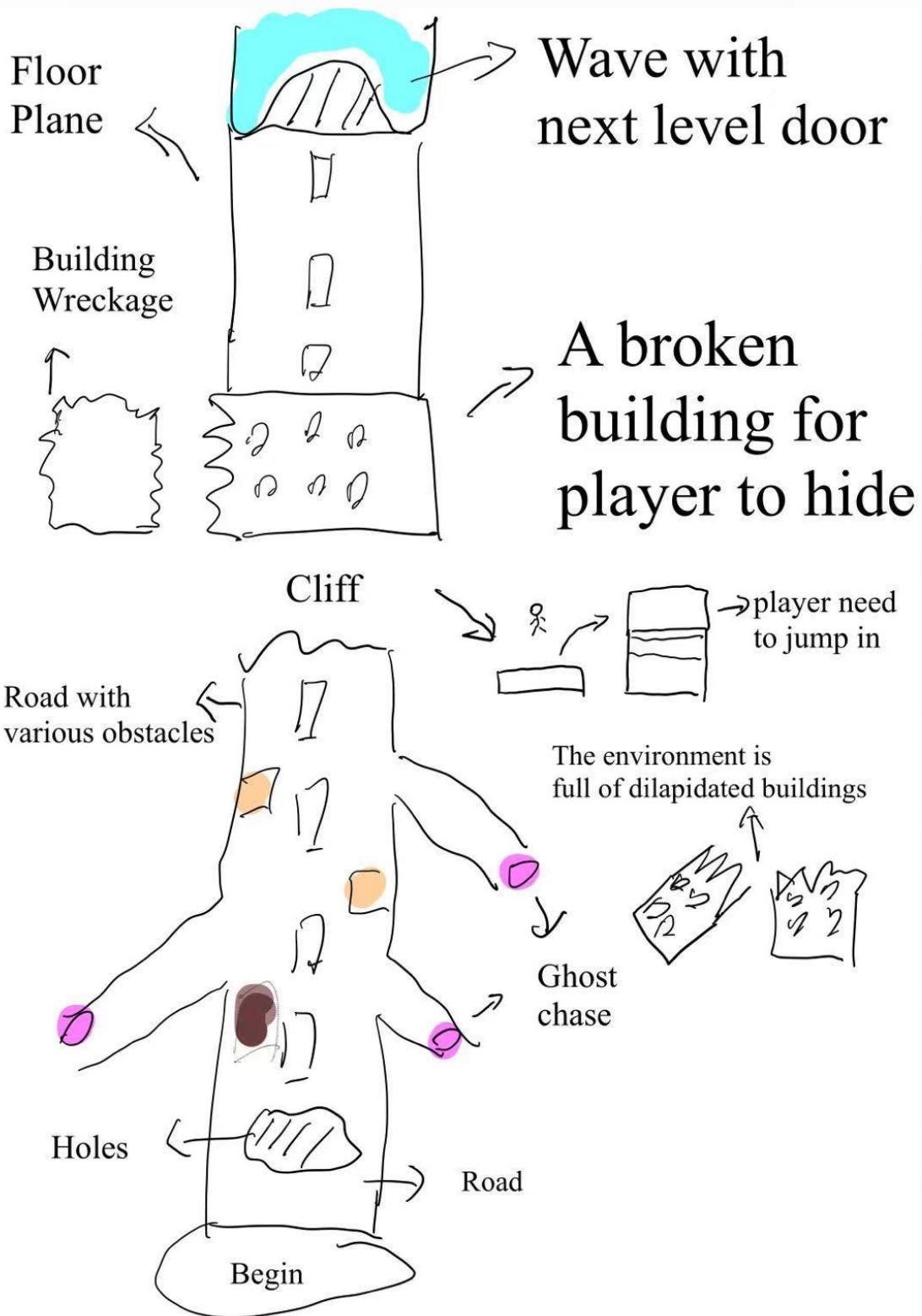




Collect all three gems to restore the complete gravity system. The player's jumping ability is greatly enhanced, allowing them to leap onto the high platform where the exit gate is located, open the gate, and successfully complete the level.



## Day 4 The Fall of Heaven



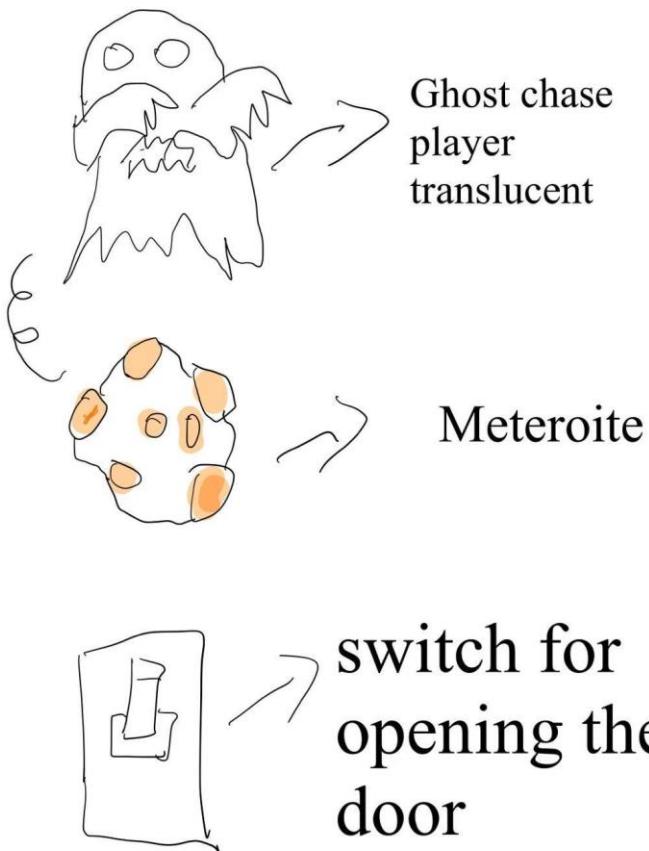
The Sky Tears Open. Blazing meteorites plummet from the sky, trailing dazzling tails of

flame and burning debris—like an endless meteor shower. Due to the gravity shift in the previous level, this level retains a low-gravity mechanic: players only need to jump slightly to soar to great heights. However, this level is not just filled with celestial bodies falling from above; there are also wandering ghosts that chase after the player.

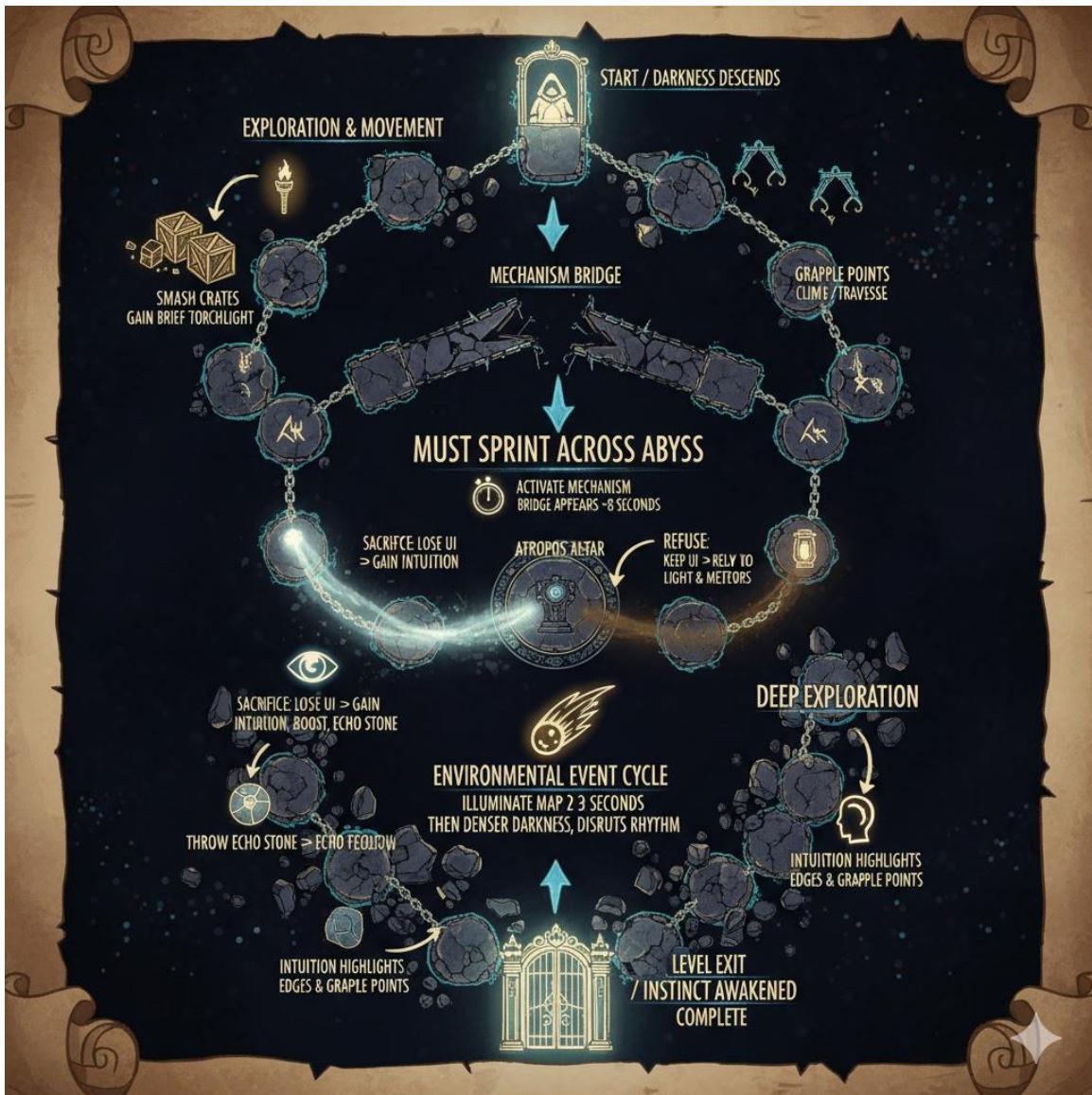
### Level Features

- **Low-Gravity Mechanic:** Players can jump extremely high, but must be careful to avoid traps.
- **Dynamic Meteor Fall System:** Every once in a while, meteor showers will descend in random areas, forcing players to keep moving.
- **Ghost Chase Mode:** Ghosts will appear after a certain period of time, detect the player's position, and pursue them continuously. Players must strive to escape from them.

### Item Introduction for Level 4



## Day 5 The Silence of Light

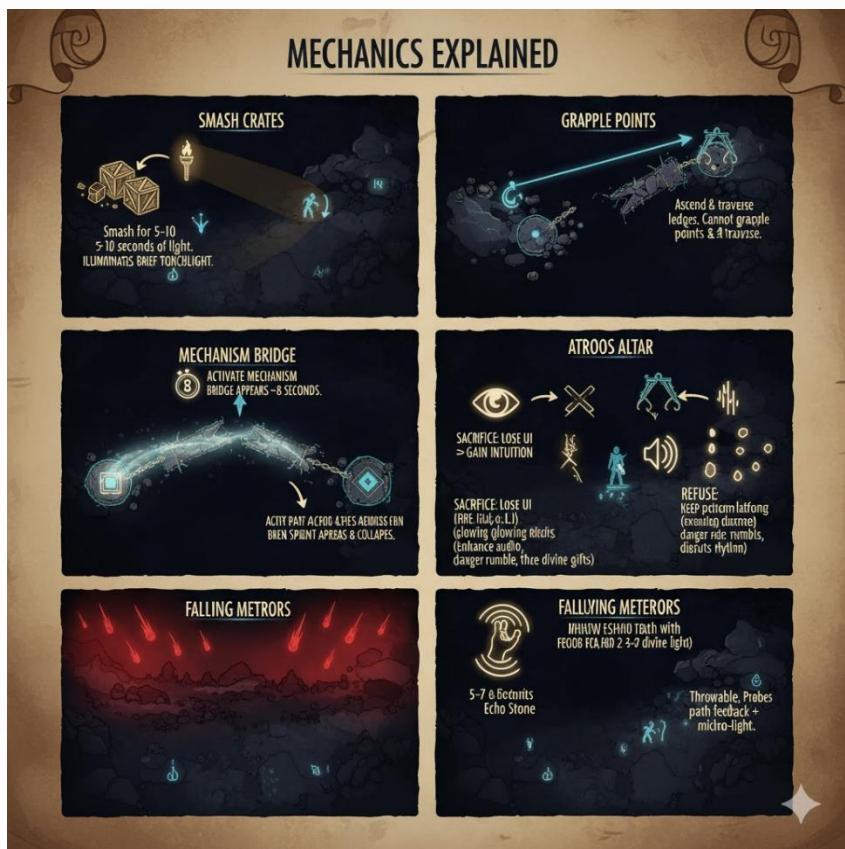


Plunged into near-absolute darkness, "The Veil of Atropos" challenges players to navigate a world where traditional perception fails. This stage represents the death of knowledge, forcing reliance on sound, instinct, and fleeting light sources like smashed crates or the brief appearance of the Mechanism Bridge.

A pivotal choice at the Atropos Altar allows players to either sacrifice their UI for enhanced senses and Echo Stones, or cling to minimal visual aids. As fear transforms into acceptance, players will learn to "listen rather than see," trusting intuition to overcome obstacles and progress through deep exploration, guided only by subtle cues and the throw of an Echo Stone. This is a journey beyond sight, where instinct becomes the sole guide to freedom.

## Item Introduction for Level 5

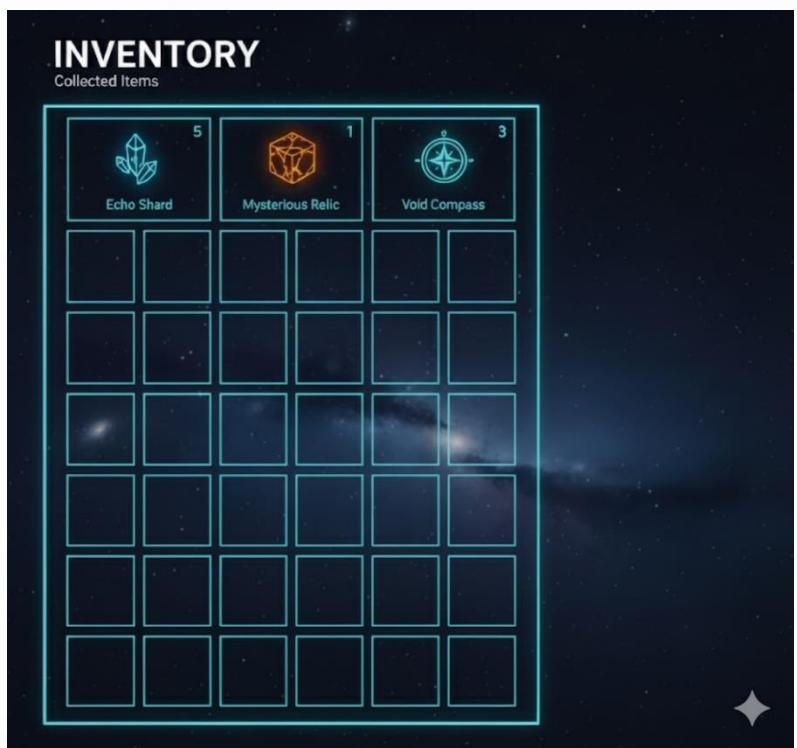




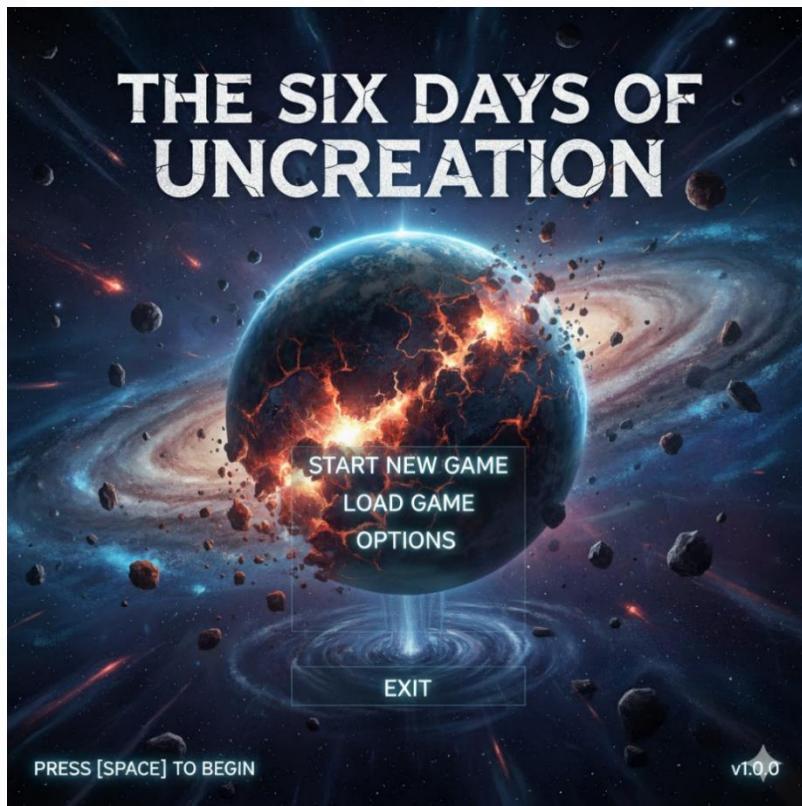
Day Indicator / Progression Bar



Inventory

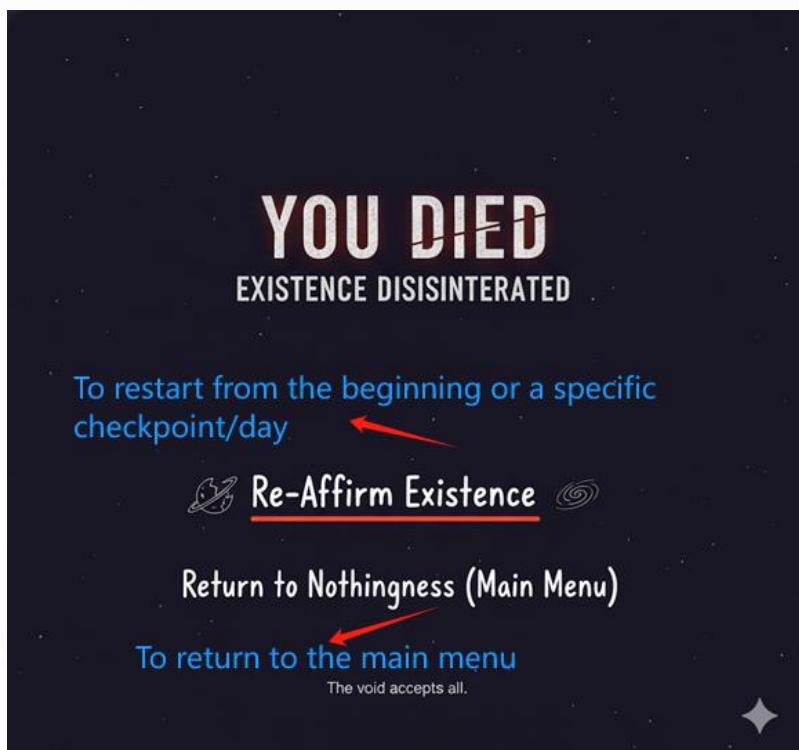


Menu UI

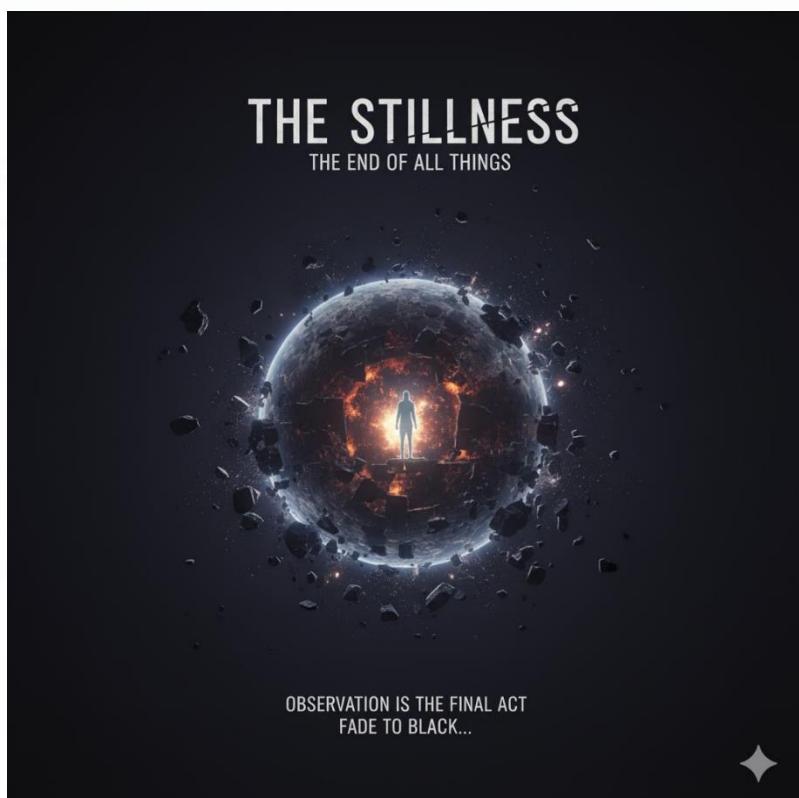


Ending screen

Lose Screen



Win screen



## Reference

- [1] Kiloo and SYBO Games (2012) *Subway Surfers* [Mobile game]. Copenhagen: Kiloo.  
Available at: <https://subwaysurfers.com/> (Accessed: 9 October 2025).
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<https://playdead.com/games/limbo/> (Accessed: 9 October 2025).
- [5] Mojang Studios (2011) *Minecraft* [Video game]. Stockholm: Mojang Studios. Available  
at: <https://www.minecraft.net/> (Accessed: 9 October 2025).
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