PROJECT ‘SECRET NOTE’

CORE MECHANICS

* Move around
* Look around
* Play Flute
* Switch Between Worlds
* Open Doors
* Press Button
* Pick Up Objects
* Ambient music for worlds

WISHLIST

* Focus on objects
* Combine items
* Shader to hide items
* Shader to outline items in secret worlds
* Shader for item pickup
* SFX added

UI

* View notes/items
* Explain to player what is going on

CUSTOM MODELS

* Flute
* Keys
* Other PickUp Items (TBA)

\*\*\* will try to use prebuild assets for the rest \*\*\*

SOUND (NICK)

* Flute Notes
* Flute Melody Chunk (3 chunks for unlocking worlds, maybe some random chunks for unlocking secrets).
* Flute Melody (Main)
* Background themes for 3 worlds (main ‘real’ worlds and two overlaying coloured worlds)
* SFX (Door Opening, Unlocking Sound, several chimes, button pressed, walking noise)