Mini Storey:

↳ skyscraper

- kicked out of party
  onto fire exit stairs

Penthouse

→ tutorial   → get to
→ 2-3 easy levels   elevator

→ meet people (not police)
→ need keycard   all elevator
                                   good   → reception?
→ left something here - pick up before
→ must meet in lift   ground level
↳ call cops

→ get off quickly to avoid detection
→ more people & rooms ~ stress
→ narrator is trippy

→ finish out front door
→ more of the same

FIRE

} rest of game

1 or 2
mistakes   Blue

narrator   Blue
            + silver

misleading   Dark
              Blue

out of
elevator   B&W
pick-up ——— can
interact narrator Grey
         decisions Add
                    Red
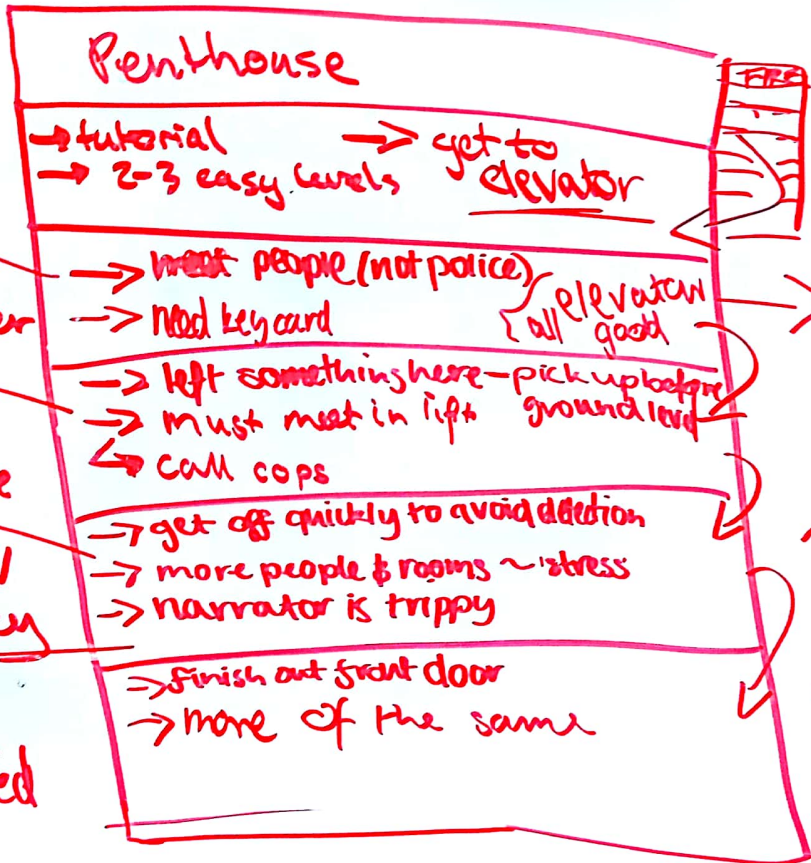
Story:

Characters:
　└> main player
> reception? └> enemys

} most of game → Restart at first room on level

Story Key Events

- Narrator gives tutorial
- 2 endings
  ↳ schitzophrenia

narrator = 'voices in the head'
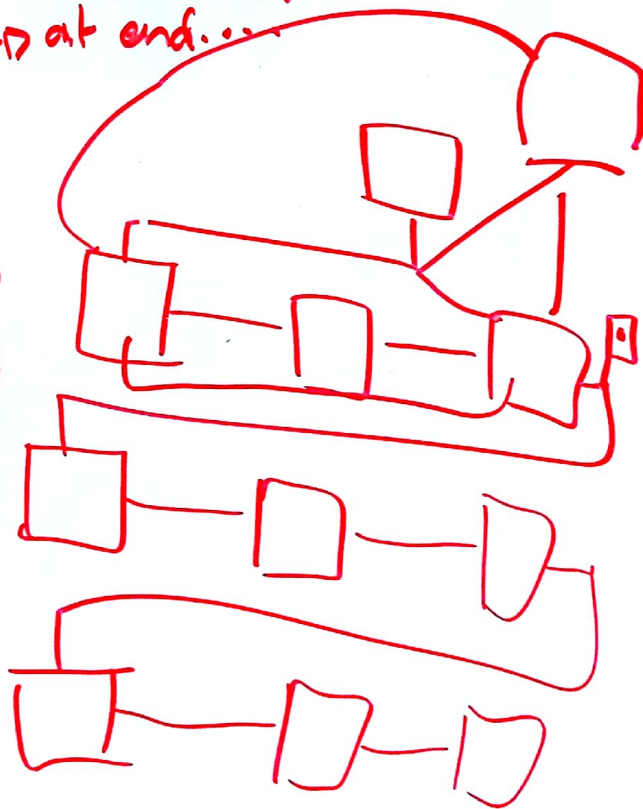 ↳ starts normally
  ↳ starts giveing misleading directions
  ↳ at end...

→ if you follow narrator you continuously die? and must restart until you stop following the narrator

* Still images are scenes with image as backgrounds as a wall (is taken)
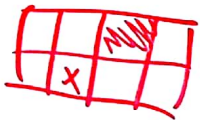→ once read walk across to trigger next scene

on

text —
$ blocked area
O - you
— - clear walkway
* - trigger

Game:

THEME
Sprites

Character
Main = circle
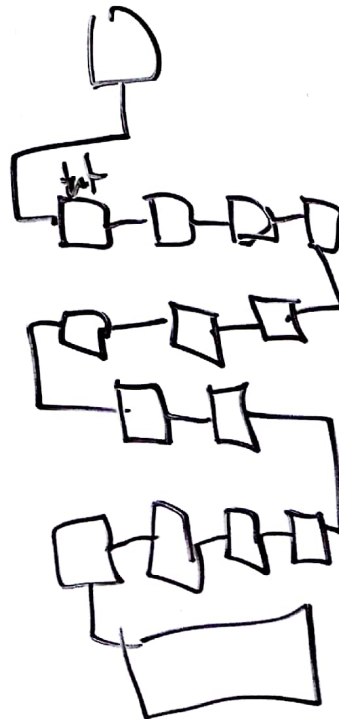policemen = triangle
family = stars

※ Incapacitation of police?

Colour progression:
1: Light blues
↓
2: add silvers ?
↓
3: dark blues
↓
4: B&W & grey
↓
5: add hints of red

No r

eon :

T H E

No random colours

→ trespassing ?
→ wasted at party ?

What is happening :

pre = mini story
↳ kicked out of the building → not played by player
↳ moves into tutorial

1 : try to navigate ←
↳ tutorial
↳ 2 to 3 beginner levels

Work Plan

COWLEY — finish thing on MR N's laptop + text trigger?

OLIVER ⎫ sprites & art design
BEN   ⎭ (cutscenes)

SOPHIE — level maps & moving to writing text