Title: Suzi

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# **Summary:**

You play as Suzi, a mysterious girl trapped in a surreal house. Solve puzzles, uncover secrets, and survive the final encounter to escape. The game focuses on exploration, object interaction, puzzle-solving, and a final confrontation with a monster using simple combat.

**Story**

Suzi wakes up inside a strange house with no memory. She is guided by a mysterious voice (NPC) and must navigate three large, eerie rooms filled with puzzles. In the final room, a monster awaits. Suzi must either escape or defeat it to find the truth.

## Characters:

* **Suzi:** is the main character. The player-controlled protagonist with amnesia, determined to escape the house.
* **Guide:** A friendly ghost or presence that appears at the beginning to give basic instructions and encouragement.
* **House monster:** The final enemy in the last room. It represents the fear or truth Suzi must face.

## Settings:

* The Monster House exists outside normal time.
* Always night; lighting varies between rooms.
* Surreal, distorted house interiors — each room represents a psychological theme.

## Narrative:

* Room 1: Introduction and early puzzles guided by the friendly NPC.
* Room 2: Stranger events — puzzles intensify.
* Room 3: Final puzzle, then Suzi encounters the monster.
* Endings:

**Good**: Suzi defeats the monster. **Bad**: Suzi is killed.

# **Gameplay:**

## Core Loop

* Explore → Interact → Solve Puzzle → Advance → Save Progress

## Mechanics

* Movement (walk/run)
* Interaction (press Z to collect or examine)
* Puzzle solving (match symbols, logic, inventory use)
* Inventory (X to open, items used in puzzles)
* Health bar and damage system
* Save/load system (ESC or checkpoints)
* Final combat (press Z to throw item or use a found weapon)

## Enemies

* **Minor Monsters** 
  + Appear during exploration
  + They attack the character as long character is within specific range
  + Cause damage if not defeated or avoided
  + Can be killed with basic attack
* **Monster House**
  + Appears at the end of Room 3
  + Suzi must dodge simple attacks and press Z to counterattack
  + No complex AI, just a chase and attack pattern

# **Level Design:**

## Progression

* Room 1: Tutorial + first puzzle
* Room 2: Two or three chained puzzles
* Room 3: Puzzle + monster
* Receive key items from puzzles to progress
* Save available between rooms or after puzzles

## Environment

* Creepy, dim lighting with eerie props
* Each room has a distinct theme (e.g., childhood, fear, memory)

## [Link to design docs]

# **Art:**

## Style

* 3D, semi-realistic environments with muted tones
* Characters: stylized slightly (cartoonish, soft outlines)
* Consistently eerie and surreal visual mood

## [Link to art docs]

# **UI/UX & Game Controls:**

## UI:

* Minimalist HUD with health and basic inventory
* Popups for item pickups
* Simple dialogue boxes (for the guide)
* Basic pause/save menu

## Specs/System Requirements

### Minimum:

* **OS**: Windows 7 / 8 / 10 (64-bit)
* **Processor**: Dual-core CPU (Intel Core i3 or equivalent)
* **Memory**: 2 GB RAM
* **Graphics**: Integrated Graphics (Intel HD 4000 or better)
* **Storage**: 1 GB available space
* **DirectX**: Version 11

### Recommended:

* **OS**: Windows 10 (64-bit)
* **Processor**: Intel Core i5 (4th Gen or newer) or AMD equivalent
* **Memory**: 4 GB RAM
* **Graphics**: Dedicated GPU (NVIDIA GTX 750 / AMD Radeon R7 260X or better)
* **Storage**: 2 GB available space
* **DirectX**: Version 11

## Controls

### Movement & Navigation

* **W/A/S/D** — Walk forward/left/back/right
* **Left Shift** — Run/Sprint
* **Space** — Jump

### Camera & Look

* **Mouse Move** — Rotate camera

### Interaction & Exploration

* **Z** — Interact/Use/Pickup
* **X** — Open Inventory
* **Esc** — Pause

### Inventory Management

* **Arrow Keys** or **Mouse** — Navigate grid
* **Enter** or **Left-Click** — Select / Use highlighted item

### Combat & Abilities

* Z — Attack (only during final battle)
* Q — Dodge (if needed)
* C — Hide (optional mechanic)

**Skill/Dodge Indicators** live at the bottom of the HUD to remind you of Q and your active spells (1–4).

### Miscellaneous

* **M** — Toggle mini-map (if added)
* **F** — Floor indicator (or automatically pops up on floor transitions)
* **Y** — Quick Save (if supported)

# **Audio:**

## Theme and sound description

Music:

* Calm, eerie ambient music during exploration
* Ominous build-up in Room 3
* Tense boss theme during monster encounter

Sound Effects:

* Footsteps, creaks, whispers
* Item pickup ding
* Monster growls, attack cues

## [Link to Music Sheets & Sound Docs]