

# Hide!

## Player Movement

- W key- walk forward
- A key- walk left
- S key- walk back
- D key- walk right
  
- Space- jump
- CTRL- crouch
- Mouse- look around

## Player Mechanics

- E key- put mask on
- C interact

## Walkthrough

The player is stuck inside a haunted house. To escape, the player has to survive through the night while hiding from paranormal activity.

## Entities

- Doll
  - Spawns in the living room
  - Roams around the map and attacks the player if they pass in her cone of vision
  - Can be stunned if the player puts on the mask while being chased.
  - Can be contained by interacting with the music box (red box) in the living room.
- Ghost
  - Spawns in the dining room
  - Stays in place and makes the player unable to see
  - Player regains vision by using the mask
  - Can be contained by interacting with the open window in the kitchen.
- Jumpscare
  - Spawns in the bathroom near the library
  - Gives a periodical jumpscare if the player is close
  - Can be contained by interacting with the blood (red circle) on the ground