



Whisper of Xi'an

Closing Kit

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Release Version: 1.0.0

Instructions

Controls

WASD - To move

Mouse - To Look Around

E - To Interact + pickup

R - To Reload Torch

1 - To Use Health Packs

Left Mouse - To Throw Rocks

Left Ctrl/C - To Sneak

Tab - Torch On/Off

P - To Pause

Players must search through the maze looking for keys to open locked puzzle doors to progress all while avoiding setting off traps and evading the wandering terracotta soldiers hunting them.

The Terracotta Soldier only gains on the player not observed, they can stop the advancement of the Soldier by using their torch to seek them out.

Repository

<https://github.com/LlamaDaisy/WoX>

Youtube Link

<https://youtu.be/T6A5-45Uzhw>

Credits

Lara Lowndes,

Clay Soldiers Interactive

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Changes from the GDD

| Change | Reason |
|--|---|
| Less batteries distributed around the levels. | Even though it's not intended for players to gather every battery in the level, we felt like there were still too many available and there wasn't a feeling of scarcity or enough of a feeling that you should conserve battery life where you can, so less batteries were added throughout each level. |
| Crane and Swan Enemies moved into Level 3. | The Crane and the Swan enemies were moved forward to Level 3 as for the vertical slice we wanted to showcase as many enemy types as possible. |
| Terracotta Soldier Enemy Damage increased from 25% to 50%. | We felt as if the game was too forgiving to players and didn't invoke enough feelings of fear and adrenaline from the enemies as they can be outmaneuvered relatively easily, so enemy damage was increased so players get one hit and a chance to escape before death. |
| Some keybinds have changed | This was just due to cross team communication and changed to things worked like the inventory system. |

Known Issues List

- If player reloads after battery has already hit 0 they will have to use tab to turn the torch back on again.
- After battery reload the inventory UI widget is not updating.
- Rock pick-up not always picking up first try.
- Throwing rock sometimes glitches the rock under the floor.
- (E) interaction on doors appears to be stuck after first time interaction.
- Hard to replicate bug - Interaction/Pickup pop-up disappears after clicking (E) once.
- No death screen currently.
- Exit game on menu currently does nothing.