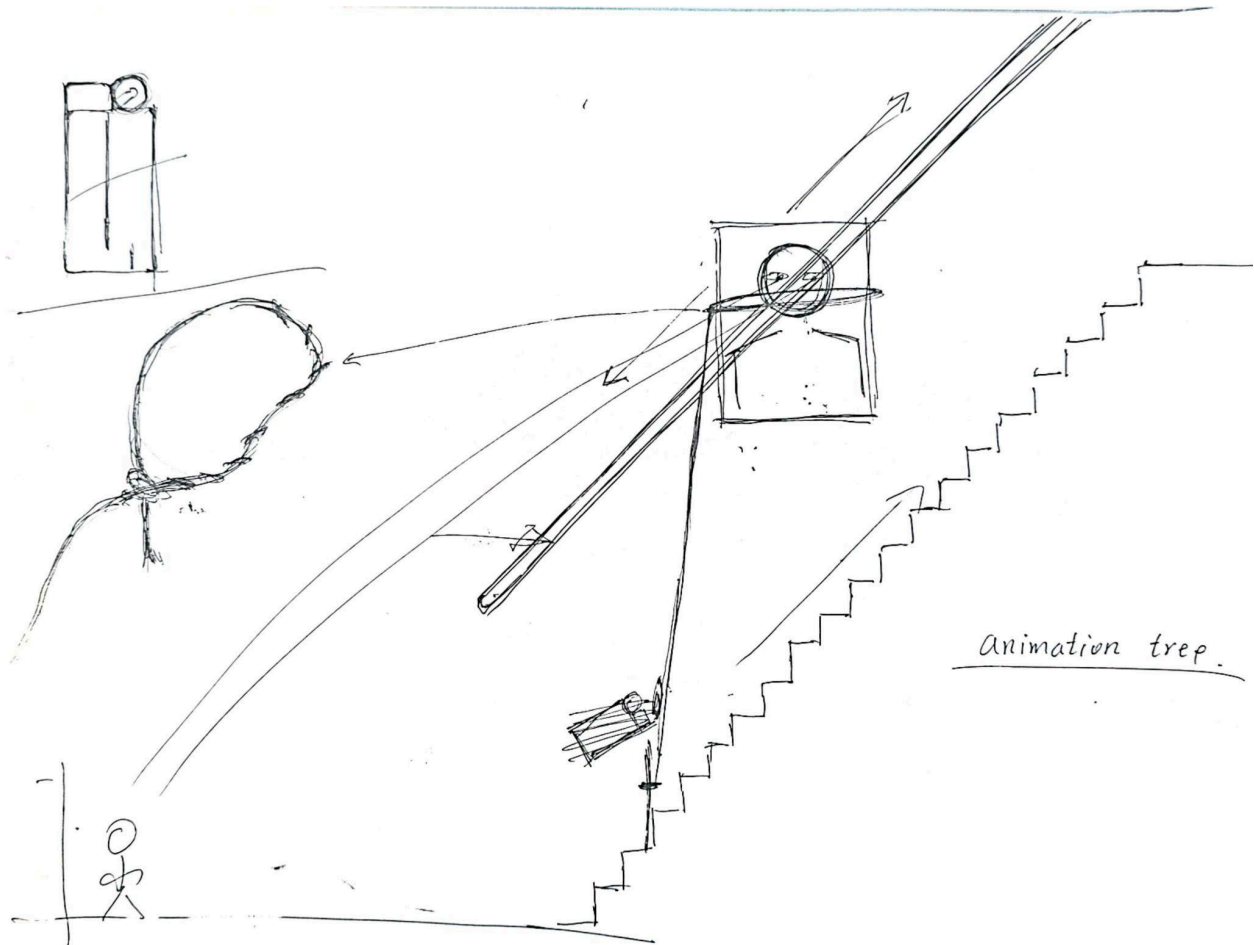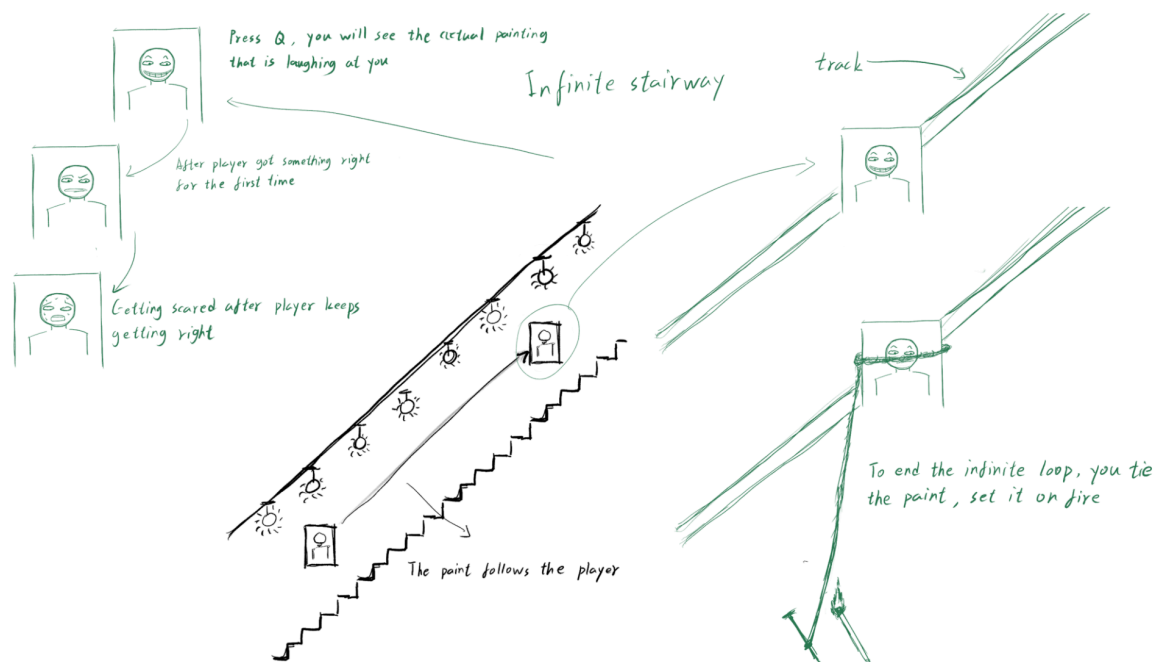Initial draft - Used for discussion at the meeting, it roughly determined the level flow, completion mechanism, and the items and mechanisms to be used, including:
   Infinitely looping stairs,
    Sliding rail object,
    Lasso,
    Anchor points
    Lighter.

animation trep.

First official design schematic:

Press Q, you will see the actual painting that is laughing at you

Infinite stairway

track

After player got something right for the first time

Getting scared after player keeps getting right

The paint follows the player

To end the infinite loop, you tie the paint, set it on fire

Revamp: Due to the difficulty in implementing some mechanisms, I had to modify my level design, remove the game mechanics related to Lasso, and redesign the overall level flow.

Entrance

Exit
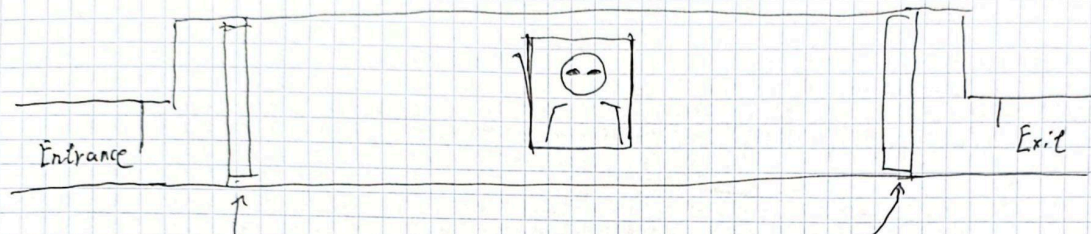
Collision detect area

If touches left CDA
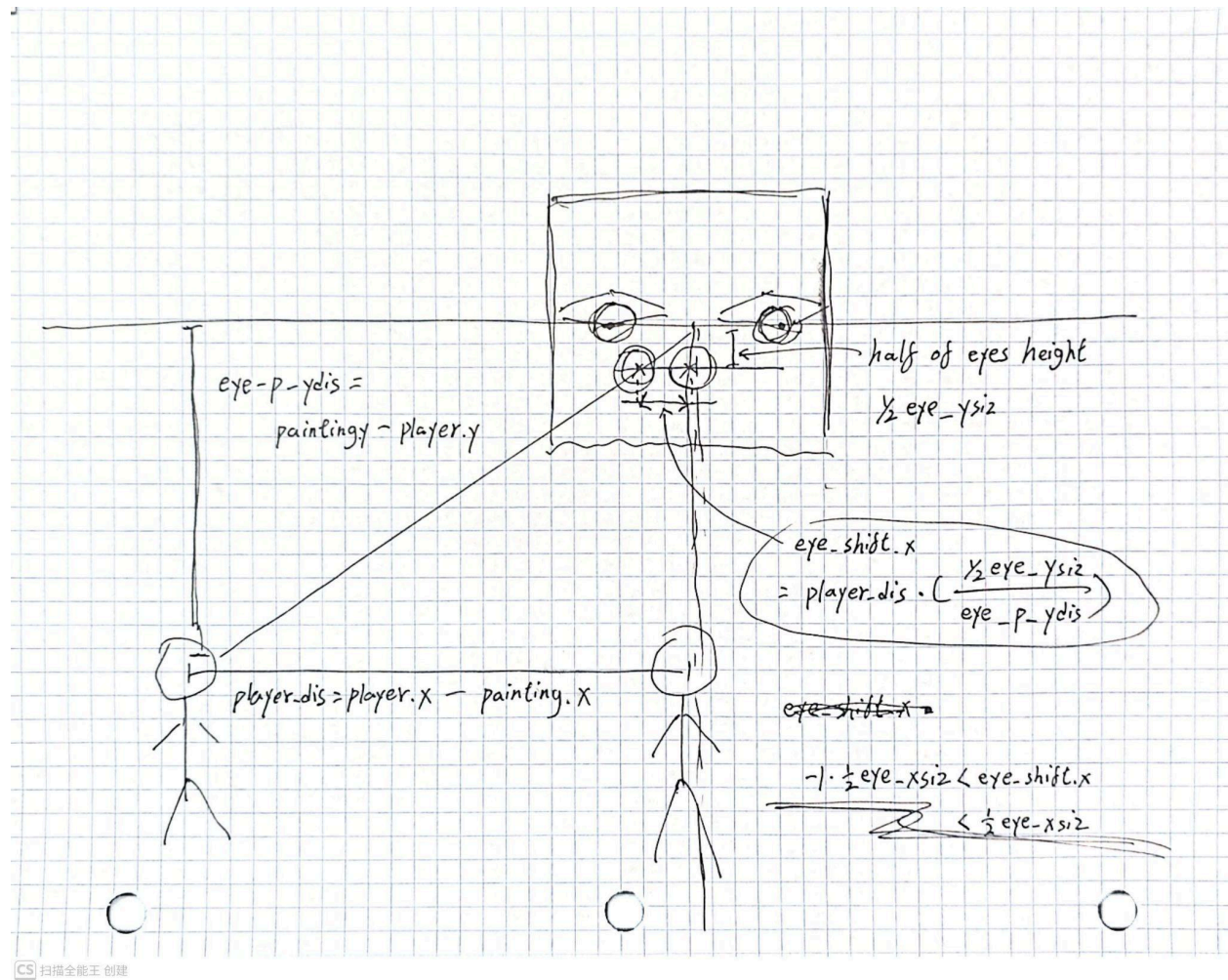   Tp to right
if touches right CDA
   Tp to left
↳ Infinite loop

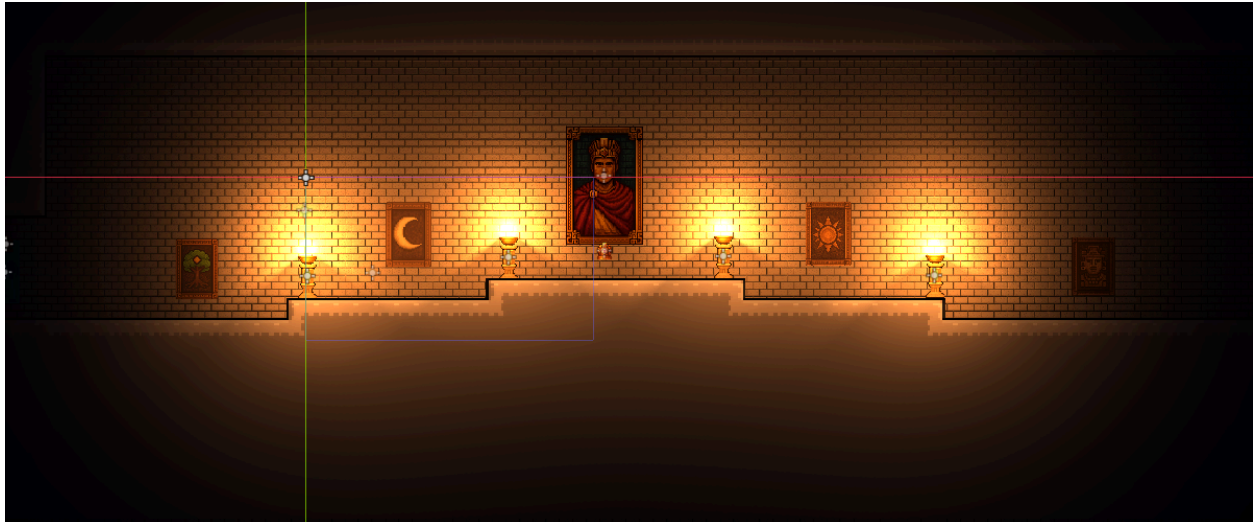Every time, when player touches CDA, change Time Line of the room. Randomly.

··· → | past | → | far past | → | past | → | now | ⇒ ···

Standard walkthrough: Get useable ~~touch~~ torch from past, get fire from far past, set the paint on fire. → Success

Draft of an image eye-tracking algorithm:

eye-p-ydis =
paintingy − player.y

player-dis = player.x − painting.x

half of eyes height
$\frac{1}{2}$ eye_ysiz

eye_shift.x
= player_dis · $\left(\dfrac{\frac{1}{2} eye\_ysiz}{eye\_p\_ydis} \right)$

~~eye_shift_x~~

−1 · $\frac{1}{2}$ eye_xsiz < eye_shift.x
< $\frac{1}{2}$ eye_xsiz

Final scene design:

I used a light source effect created with a Godot light object in my scene, and applied normal maps to some textures to enhance the overall visual effect and sense of depth.