*If you are a data miner, and you saw this document. Props to you. Just do not spoil everything you knucklehead.*

*- Eseyem*

**The Journey to the Starlit Veil**

**1. Mindscape Environment**

The game is set in a visually dynamic mindscape, represented through multiple layers of gas and stars that reflect the protagonist Lila's emotional state. The map comprises four distinct layers, each serving a specific purpose in conveying the narrative and atmosphere.

**Layer Overview**

| **Layer** | **Description** | **Emotional Representation** |
| --- | --- | --- |
| **Layer 1: Primary Gas Perlin Noise** | This layer serves as the foundation of the mindscape, representing the core emotions. It is modified through player interactions, reflecting the overall mood throughout the game. | - Soft, cool colors (e.g., blues or greens) signify detachment or numbness.  - Warm hues (e.g., purples or pinks) indicate growing self-awareness and moments of peace. |
| **Layer 2: Secondary Gas Perlin Noise** | This layer visually represents the current emotional phase, reacting to the memories she interacts with. | - Light, warm colors (e.g., pastel yellows or oranges) represent joy.  - Darker tones (e.g., desaturated blues or violets) signify sorrow. |
| **Layer 3: Tertiary Gas Perlin Noise** | This layer embodies the underlying struggles, including self-doubt and despair. Its color density changes as the player navigates the mindscape. | - Dark colors (e.g., deep purples or muted grays) symbolize the shadow of despair.  - Lighter shades indicate moments of clarity and hope. |
| **Layer 4: Stars** | A non-interactive background layer featuring distant stars, symbolizing memories that are yet to be confronted. This layer creates depth and a sense of vastness in the mindscape. | - Constantly present, the stars represent Lila’s life story and the complexity of her experiences. |