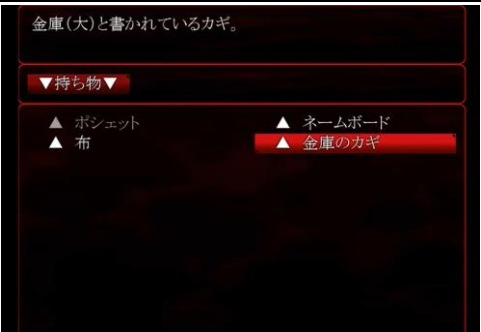



Horror Puzzle RPG Design Idea

1. Background Setting

The protagonist is a computer science undergraduate who stays late at night in the computer lab of the university's experimental building to work on a project. However, he unexpectedly discovers that the entire building's time is frozen at 22:22. All exits are locked, and eerie supernatural phenomena begin to appear. To escape, the protagonist must explore the building and solve puzzles to uncover the truth and break the curse.




2. Interaction Design

Player Controls	Use the keyboard to move the character and the mouse to interact with objects	
UI Design	A simple interface highlighting task clues and item hints	
Game Interaction	Advancing the Plot Through Fixed Character Dialog Boxes	

3. Game Mechanics

(1) Puzzles and Exploration:

Players need to unlock new areas by finding items, deciphering codes, and more.

Interactive Puzzle Types	clues	ex
Logic puzzles	environmental clues	
Item-based Puzzles	Requiring the Right Items to Solve	
Memory puzzles	paintings or texts on walls	

(2) Random events

Changes in objects (lights out, paintings on the walls transforming)
Dynamic environment changes (rooms become more distorted after repeated visits).

(3) Time Loop

The game features a time loop mechanic where time resets each time the player fails (e.g., being caught by a spirit or failing to solve puzzles). Through repeated loops, players progressively unlock new areas and uncover hidden storylines.

(4) Multiple endings

Multiple endings based on the number of clues unlocked or player choices.

4. Scene Interaction

- (1) Players can interact with objects in the environment, such as torn diaries or cracked frames.

- (2) The backstory is presented through item descriptions and details.

5. Truth Revelation

The curse originates from a scientific experiment gone wrong. Years ago, the university conducted a cross-disciplinary research project on “quantum time synchronization,” which aimed to use advanced computing technology to achieve precise control over time. However, due to equipment failure, experimental data began looping indefinitely, causing the building's time to freeze permanently at 22:22.

Residual data and malfunctioning equipment continue to operate, gradually warping the building’s environment. Anyone staying in the experimental building at night is dragged into the time anomaly. Through repeated loops, the protagonist discovers that he is the only one capable of accessing the experimental system and repairing the issue.

6. Objectives and Endings

Players must repair the quantum synchronization system and lift the time curse.

(1) Good Ending

The protagonist successfully restores the normal flow of time, and both the building and himself return to normal life.

(2) Bad Ending

The protagonist fails to break the curse, becoming permanently trapped in the time loop and slowly losing his sense of reality.

(3) Hidden Ending

The protagonist uncovers that the experiment's true purpose was not academic research but a secret project by university officials to test time control technology. The curse was deliberately concealed to hide this truth.

7. Features and Highlights

(1) **Tech-based puzzle design**

Includes tasks like debugging code, repairing programs, and hacking into servers, aligning with the game's computer science theme.

(2) **Time loop mechanics**

Adds tension and engagement by encouraging players to learn and adapt with each cycle.