Introduction

In this **Horror Puzzle RPG**, players take on the role of a **computer science undergraduate** trapped in the university's experimental building. The building is mysteriously frozen in time at **22:22**, with supernatural events occurring. The protagonist must explore, solve puzzles, and uncover the truth to break the time curse.

Game Mechanics

🔍 Exploration & Puzzle Solving

- Unlock new areas by **finding items** and **deciphering codes**.

- Various **puzzle types**:

  - **Logic puzzles** based on environmental clues.

  - **Item-based puzzles** requiring specific objects.

  - **Memory puzzles** (e.g., recognizing paintings or texts).

⌛ Time Loop Mechanic

- **Failure resets time**, forcing players to retry.

- Repeated loops **unlock new areas and story elements**.

🏠 Dynamic Horror Environment

- **Random supernatural events** (lights flicker, paintings shift).

- Rooms become **more distorted** with each visit.

🔀 Multiple Endings

- **Good Ending**: The protagonist **fixes the time system** and escapes.

- **Bad Ending**: The protagonist is **trapped in the time loop forever**.

- **Hidden Ending**: The protagonist uncovers the **university's secret experiment** on time control.

💻 Tech-Based Puzzle Design

- Includes **debugging code, repairing programs, and hacking servers**.

- Aligns with the **computer science theme**.

🎭 Story Background

A failed **quantum time synchronization experiment** caused the time freeze. The protagonist must repair the system to **restore normal time** and escape.

🚀 **Can you break the cycle and uncover the truth?**