# Game design outline

Story outline:

After your XR class, you discover a mysterious door. Curiosity drives you to open it, revealing a long corridor. You notice that the event announcements and notices on the bulletin board are all from ten years ago. Feeling a chill, you want to turn around and leave, only to find that the door you just entered has disappeared. With no other choice, you can only move forward, but after crossing the corridor, you find yourself back to where you started.

## 1. Main storyline framework

Player status: PolyU student

Background setting: After class, I mistakenly entered an unmarked door in the teaching building and entered the "circular corridor".

Narrative logic:

1. the player escapes the corridor for the first time , he finds himself back at the starting point and realizes that there is a loop.
2. Through system prompts, players gradually discover abnormal phenomena in the corridor (lights, house numbers, bulletin boards, etc.).
3. Every time an exception is fixed, the loop mechanism is weakened (that is, the exception will not appear again in the next loop) .
4. After all anomalies are repaired, the loop stops and the player successfully escapes the corridor.

## 2. Puzzle Design (First Edition)

### Puzzle 1: Abnormal lighting

* **Trigger condition** : When you are halfway down the hallway, the lights start to flicker.
* **Solution** : Find the distribution box and pull the switch to restore power.

### Puzzle 2: Abnormal house number

* **Trigger condition** : Observe that the corridor door numbers are discontinuous (e.g., 201 → 203 → 207).
* **Solution** : Manually adjust the house number order to restore it to normal.

### Puzzle 3: Abnormal information on the bulletin board

* **Trigger** : There are garbled or strange posters on the bulletin board.
* **Solution** : Put the correct posters together and tear off the weird ones.

### Puzzle 4: Chair Anomaly

* **Trigger condition** : Enter a classroom and find that all the chairs are in the sky
* **Solution:** Put the chair back on the ground

### Puzzle 5 : Classroom Lockdown

* **Trigger condition** : There is a classroom that cannot be opened, but a warning with chairs can be seen through the window
* **Solution** : Find a poster about the school anniversary on the bulletin board and enter the time to open it.

### Puzzle 6 : Get the Remote

* **Trigger condition** : Entering the classroom and wanting to turn off the projector but finding no remote control
* **Solution** : Open the drawer and collect the parts to get the remote control

### Puzzle 7 : Projection Anomaly

* **Trigger condition** : There will be cheers and shouts from classmates in a classroom
* **Solution** : Enter the classroom and use the remote control to turn off the projector that is playing the party video.

### Puzzle 8 : Mirror Anomaly

* **Trigger condition** : The mirror next to the elevator is blurry
* **Solution** : Wipe the mirror until it is completely clear and the bloody words "Welcome to PolyU " will appear.

### Puzzle 9 : Whiteboard Decryption

* **Trigger condition** : A garbled formula is displayed on a whiteboard in a classroom
* **Solution** : Restore the correct formula by erasing and rewriting

### Puzzle 10 : Broadcast Interference

* **Trigger condition** : A classroom ceiling broadcast continuously plays a campus broadcast from ten years ago, with repetitive content.
* **Solution** : Find the broadcasting room and adjust the frequency to resume normal broadcasting

### Puzzle 11 : The clock is wrong

* **Trigger condition** : Seeing someone outside the window raising their hand to ask for the date
* I found that there was something wrong with the date on the classroom clock.
* **Solution** : Modify the date according to the current time

### Puzzle 12 : Game Direction

* **Trigger condition :** The escape route behind a classroom door points to the intersection next to the elevator. The player goes there and finds himself trapped.
* **Solution** : Solve all puzzles and anomalies

### Puzzle 13 : Elevator Anomaly

* **Trigger condition** : The player finds an elevator, but no matter which floor they choose, they will eventually return to the corridor.
* **Solution** : Solve all puzzles and anomalies to unlock the elevator for normal use.

## 3. Preliminary Design of Easter Eggs

* Emergency Exit: There is an emergency exit at the front of the corridor. Players may consider escaping from here. After entering, they will find that the light is flashing. After the last flash, a broken pear with blood will appear.
* **Classroom projector** : Randomly play Easter egg short film ( ep: Slowly appear bloody words "save me"
* **Something unusual is happening outside the window: Someone is holding a sign in the neighboring teaching building that says "What 's the data today? "**
* **Rotating Chairs : The chairs in a classroom are rotating, and they can only stop if the decryption is correct.**