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Concept:

The player awakens in a haunted library with no memory of how they got there. The library is filled with ghostly whispers and eerie shadows. The player encounters two spirits: a spectral librarian bound to the desk and a ghostly janitor who endlessly sweeps the floor. To escape the room, the player must interact with these spirits and solve puzzles, but the order of interactions matters. As the player progresses, they slowly uncover a shocking truth: they are already dead. The realization that they are a spirit allows them to phase through obstacles and find the hidden exit behind a fallen bookshelf, symbolizing their release from purgatory.

Notes:

1. Each NPC knows how to free the other NPC, however, they do not know how to free themselves. This makes the player rely on both NPCs to get through the game.

Setting:

You awaken in a dimly lit, spooky library. The air is thick with dust and the faint scent of old books. Shadows flicker on the walls as if they have a life of their own. The room is silent except for the occasional whisper of the spirits that inhabit the space. In the center of the room, there's a large, dusty mirror, and two ghostly figures—a librarian and a janitor—seem to be the only other inhabitants.

Retrievable Items:

Cursed Book:

- Retrieved by interacting with a haunted bookshelf after receiving a clue from both NPCs.

Wall Phase:

- 'Retrieved' by interacting with the Spectral Librarian after you free the Ghostly Janitor.

Interactable Objects:

Haunted Bookshelf:

- Appears ordinary at first but contains a hidden riddle. Solving the riddle reveals the Cursed Book.

Spirit's Lantern:

- An ancient lantern that only the dead can light, crucial for unlocking a key dialogue after muttering the curse learned from the Cursed Book.

Dusty Mirror:

- Initially seems like a normal mirror, but later reveals that the player has no reflection, confirming they are a spirit.

Pedestal:

- A special stand where the Cursed Book must be placed to free the Spectral Librarian. This action completes the ritual, allowing the librarian to move on.

NPCs:

Spectral Librarian

- Initial Dialogue Option: "Who are you?"
- Response: "I am the keeper of this place, bound to it for eternity...unless someone helps me find peace."
- Unlocks: Dialogue option 2 ("How can I help you?").
- Dialogue Option 2: "How can I help you?"
- Response: "I cannot help myself...however there is another spirit here, cursed to endlessly toil. To free him, you must light the lantern that he cannot. But be warned, the flame required is not of this world."
- Unlocks: Interaction with the Spirit's Lantern (but the player cannot light it yet).
- Unlocks: Dialogue option 3 ("What happens if I light the lantern?").
- Dialogue Option 3: "What happens if I light the lantern?"

- Response: "Lighting the lantern will allow the janitor to move on. But to ignite the flame, you will need the Cursed Book, which is hidden behind the bookshelf. I don't know how to get it, but perhaps he does."
- Unlocks: Dialogue options that hint at the book order (once the player interacts with the Janitor).
- Hint Dialogue Option 1 (After talking to the Janitor): "Tell me more about the Red book."
- Response: "The Red book is the first; it has always been the key to beginning the ritual. Place it first on the shelf."
- Unlocks: Dialogue option 2 for more hints.
- Hint Dialogue Option 2 (After talking to the Janitor): "And the Blue book?"
- Response: "The Blue book must follow the Red; they have always been paired together, side by side."
- Final Sequence After Lighting the Lantern: "What happens now?"
- Response: "You've done all that you can for him...but you're still here, aren't you? Look into the mirror, and you will see your true self. Only then can you escape."
- Event: The Spectral Librarian disappears after giving this final hint, signifying their transition to the afterlife.

Ghostly Janitor

- Initial Dialogue Option: "What happened to you?"
- Response: "A mishap with the lantern...I'm cursed to sweep these floors for all eternity."
- Unlocks: Dialogue option 2 ("What's with the bookshelf?").
- Dialogue Option 2: "What's with the bookshelf?"
- Response: "That bookshelf hides a powerful book, but the order of the books must be precise to reveal it. I can't free it myself, but I can tell you how. The Red book must come first."
- Unlocks: Ability to interact with the Haunted Bookshelf.
- Unlocks: Hint Dialogue Options after interacting with the Spectral Librarian.
- Hint Dialogue Option 1: "What about the Green book?"

- Response: "The Green book comes after the Blue; it serves as the bridge between the first and the last."
- Unlocks: Dialogue option 2 for more hints.
- Hint Dialogue Option 2: "And the Yellow book?"
- Response: "The Yellow book is the final piece. Place it last on the shelf, and the ritual will be complete."
- Final Sequence After Returning the Cursed Book: "What should I do now?"
- Response: "You've freed the librarian...but why are you still here? Place the Cursed Book onto the pedestal to complete the ritual. The mirror might hold the answer. Look into it, and you might see the truth...or nothing at all."
- Event: The Ghostly Janitor disappears after this final hint, signifying his release to the afterlife.

Mirror Interaction:

- Initial Interaction:
 - "A plain, dusty mirror..."
- Unlocked Interaction:
 - After receiving the hints from the Spectral Librarian and the Ghostly Janitor, the player unlocks the interaction with the Dusty Mirror.
- Unlocked Mirror Interaction Sequence:
 - "You gaze into the mirror and realize...there is no reflection staring back at you."
 - Message: "As the truth settles in, you feel a strange power awaken within you. You can now phase through walls."
 - Unlocks: Wall Phase ability.

Sequence of Events:

1. Initial Interaction with the Ghostly Janitor
 - Objective:

- i. Introduce the player to the janitor's curse and provide the first clue about the book order.
- Interaction:
 - i. The player speaks with the Ghostly Janitor, who reveals that the order of the books on the shelf must be precise to reveal the Cursed Book.
 - ii. The janitor hints that the Red book must come first.

2. Interaction with the Spectral Librarian

- Objective:
 - i. Guide the player towards lighting the Spirit's Lantern and provide additional clues about the book order.
- Interaction:
 - i. The player talks to the Spectral Librarian, who explains that the janitor's curse can only be lifted by lighting the lantern.
 - ii. The librarian hints that the Cursed Book is needed to light the lantern but doesn't know how to retrieve it, suggesting that the janitor might know more.
 - iii. The librarian provides additional hints about the book order: Red first, Blue second.

3. Solving the Haunted Bookshelf Puzzle

- Objective:
 - i. Engage the player in a puzzle that requires them to use clues from both NPCs to retrieve the Cursed Book.
- Interaction:
 - i. The player interacts with the Haunted Bookshelf and arranges the books in the correct order: Red, Blue, Green, Yellow.
 - ii. Successfully arranging the books reveals the hidden Cursed Book.

4. Reading the Cursed Book and Lighting the Spirit's Lantern

- Objective:
 - i. Progress the story by allowing the player to read the curse in the Cursed Book and light the Spirit's Lantern, freeing the janitor.
- Interaction:
 - i. As the player retrieves the Cursed Book, they automatically "read" it, learning the curse needed to light the Spirit's Lantern.

- ii. The player then lights the lantern using the curse, lifting the janitor's curse and allowing him to move on.

5. Returning the Cursed Book to the Pedestal

- Objective:
 - i. Complete the librarian's task by placing the Cursed Book onto the pedestal, freeing the librarian.
- Interaction:
 - i. The player places the Cursed Book onto the pedestal.
 - ii. Upon returning the book, the Spectral Librarian gives the final hint to look into the mirror.

6. The Mirror and Unlocking Wall Phase

- Objective:
 - i. Provide the player with a climactic moment of realization and unlock the final ability needed to complete the game.
- Interaction:
 - i. The player approaches the Dusty Mirror and looks into it, discovering that they have no reflection.
 - ii. This realization unlocks the Wall Phase ability, allowing the player to pass through the fallen bookshelf that blocks the exit.

7. Exit and Conclusion

- Objective:
 - i. Allow the player to use their newfound ability to escape the library, symbolizing their release from purgatory.
- Interaction:
 - i. With the Wall Phase ability, the player phases through the fallen bookshelf and finds the hidden door behind it.
 - ii. The player exits the haunted library, symbolizing the release of their spirit from purgatory.

Additional Mechanics (2 required):

1. Haunted Bookshelf Puzzle:

- A puzzle involving the haunted bookshelf that the player must solve to retrieve the Cursed Book. The solution requires the player to arrange the books in a specific order based on clues provided by the NPCs.

2. Phasing Through Walls:

- The player gains the ability to phase through certain walls (the fallen bookshelf blocking the exit) after retrieving the Wall Phase and realizing they are dead. This ability represents their acceptance of their spectral nature