

- Basic Story
  - The player wakes up in an unfamiliar old spooky house with only a flashlight. An uneasy feeling sets in as they feel they are being watched. They want to leave the house but find that it is a maze of dark hallways and locked doors. They need to find keys to unlock the doors and batteries to keep the darkness, and whoever watching them, at bay to escape the house.
- Game Play
  - First person view
  - ASWD for movement
  - Click and drag for camera movement
  - F for toggle flashlight
  - Click to interact: open, close, pick up, etc.
  - Shift to run
  - Anxiety: the longer you're in darkness, run, or see your enemy the anxiety gauge will go up. Once full the player passes out. This will either send them back to the last save or they will lose, not sure on that yet.
  - Inventory: keys and batteries
  - Enemies: a creepy woman (not fully thought out yet)
  - Saves: autosaves after either milestones or amounts of time, not sure yet, maybe both.
- Space
  - The world is a multi-level house. The boundaries are the walls of the house. It looks like a creepy old house, possibly dilapidated looking. Hoping to make it maze-like, think Winchester mansion.
- Goals
  - Win condition
    - Escape the house, this is the only win condition
  - Lose conditions
    - The enemy catches you or you pass out
      - Penalties for both will be the same go back to last save or have a death screen and need to reload
- Actors
  - There is one playable character
    - They are the poor sap that woke up in a weird house
    - I have not thought about what they look like, other than I want it to be a bit ambiguous so the player can project themselves into the scenario.
    - They can walk, run, interact, and read.
  - There is one antagonist
    - The creepy women following the player.
    - They will follow at a set rate, that will increase as the player starts getting closer to escaping.
    - There will also be set events where she pops up for jump scares.