"Loop" is the name of game level in this game.
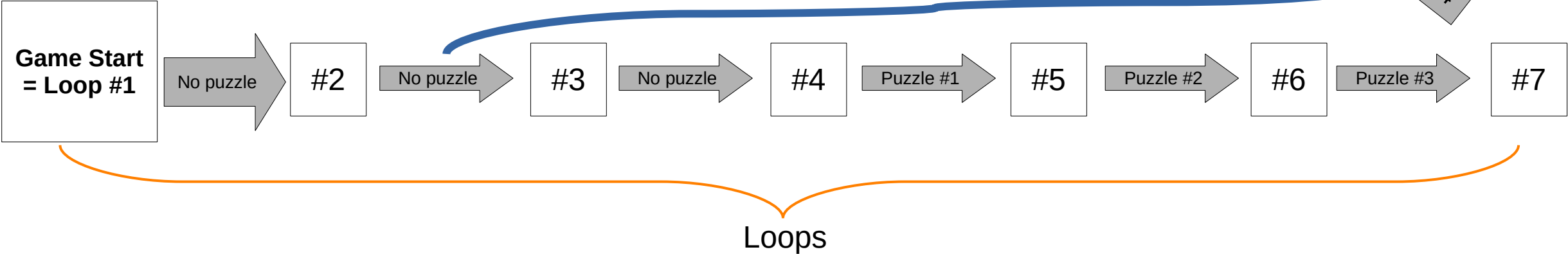
Game Start = Loop #1

In this "loop" can the Player...
- Found clues?
- Solved puzzles?
- Managed to avoid the enemy?

No → **Permadeath**

Yes → Start new "loop" with +2 minutes, after the 4th loop +1 minutes

No (loops back) / Is this the last "loop"?
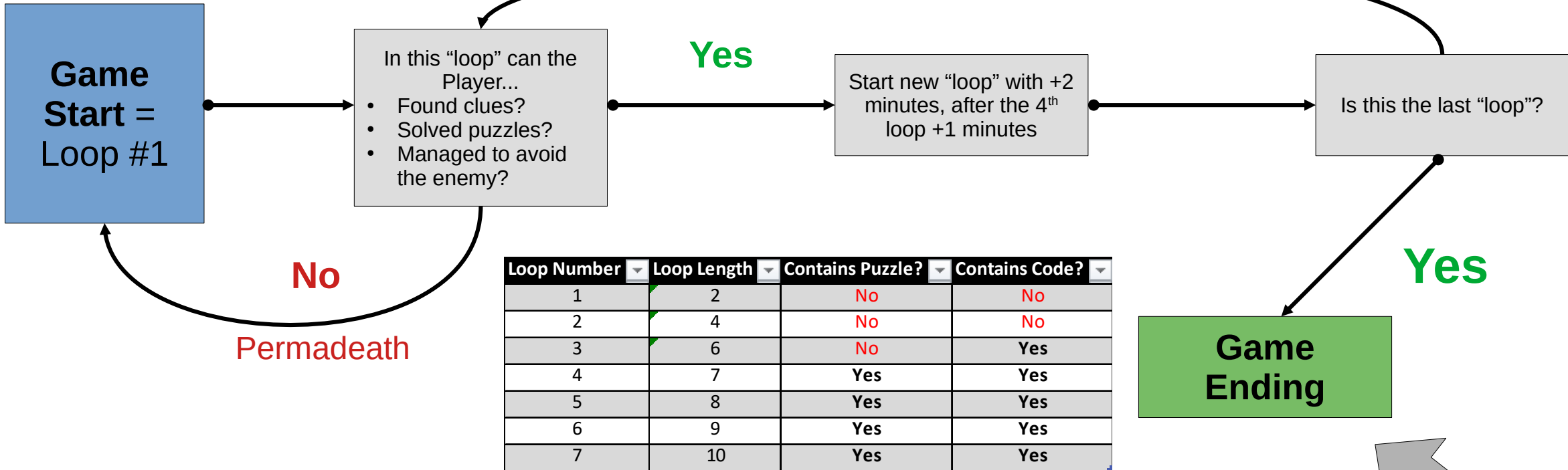
Yes → **Game Ending**

Loop Number	Loop Length	Contains Puzzle?	Contains Code?
1	2	No	No
2	4	No	No
3	6	No	Yes
4	7	Yes	Yes
5	8	Yes	Yes
6	9	Yes	Yes
7	10	Yes	Yes

Puzzles get harder

Puzzle #4

Game Start = Loop #1 → No puzzle → **#2** → No puzzle → **#3** → No puzzle → **#4** → Puzzle #1 → **#5** → Puzzle #2 → **#6** → Puzzle #3 → **#7**

Loops

How a "loop" plays:
- Player starts in front of TV set
- TV screen shows the time of play
- Player explores around the apartment
- Player founds clue(s)
- Player solves a puzzle – one in each last 4 "loops"
- Player avoids the enemy

You have 02:15:178 Minutes left
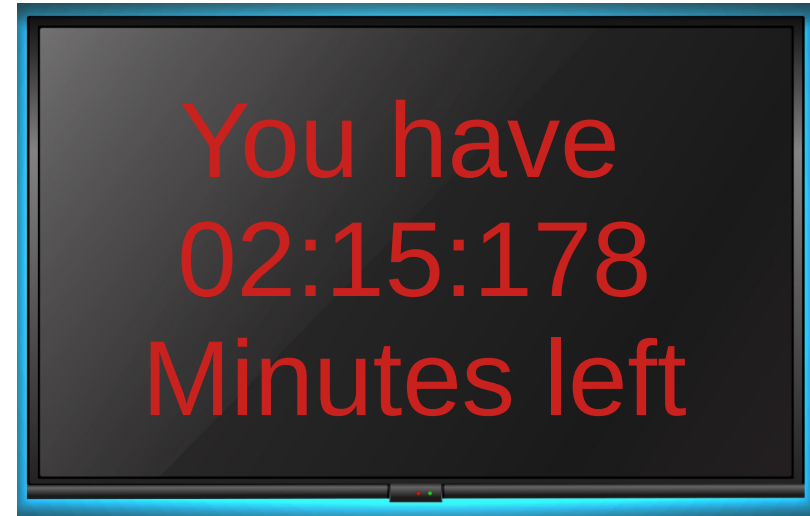
Sample mechanics:

No HUD. Player has to get back to the TV in order to find out how much time remaining. When each time a minute is past, player will hear a clockwork tick-tock for 3-4 seconds. This will serve as a remainder and also a tension creator.

No running. Player only walks around, reminiscent to the clumsy movement of old horror games.

When 30 seconds remaining, a growing vignette effect starts on the viewport. Heartbeat sounds starts at 20 secs remaining time, screen starts to shake at 10 secs remaining. These effects increase gradually. Ends in total darkness. Contrary, when player accomplishes to advance to next "loop", a white vignette appears and covers the viewport like a angelic light kind of thing.

Apartment becomes more chaotic and dark in each "loop".

TV screen may show relevant information about the current "loop". For example in the second loop

Sample Features:
- Blood
- Eerie background music
- Eerie noises

Player Mechanics:
- Classic FPS Movement
- No weapons
- "E" key for interaction
- Crouch for avoiding?
- No hands visible, too much work to animate?

Environment Mechanics:
- Simple physics, no rag dolls
- Interact-able with "E" key

Enemy Mechanics:
- Appears in **3rd, 5th,7th Loops**
- Unkillable
- Moves slightly faster than the player when captures the player, game over, game restarts with first "loop"
- Enemy randomly moves inside the house. Stands still for 30 seconds, then starts moving again. Can enter and exit locked rooms!
- Scripted jump scare moments (harmless) in 2nd and 4th Loops. Maybe more

When player interacts with an object or a reading material or comments about something this is how the interface will look like. The band below will be displayed on screen. Band will be opaque, rest will be transparent.
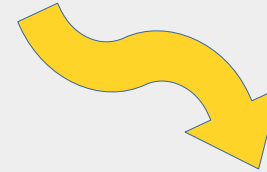
This is locked.
Press "E" to return.

Viewport

First loop, player starts in front of his TV set. When starts moving around sees blood on floor. Follows the blood, founds wife dead in their bedroom, on their bed. Loop ends.

Room

Room

Blood trails

Kitchen

Bedroom
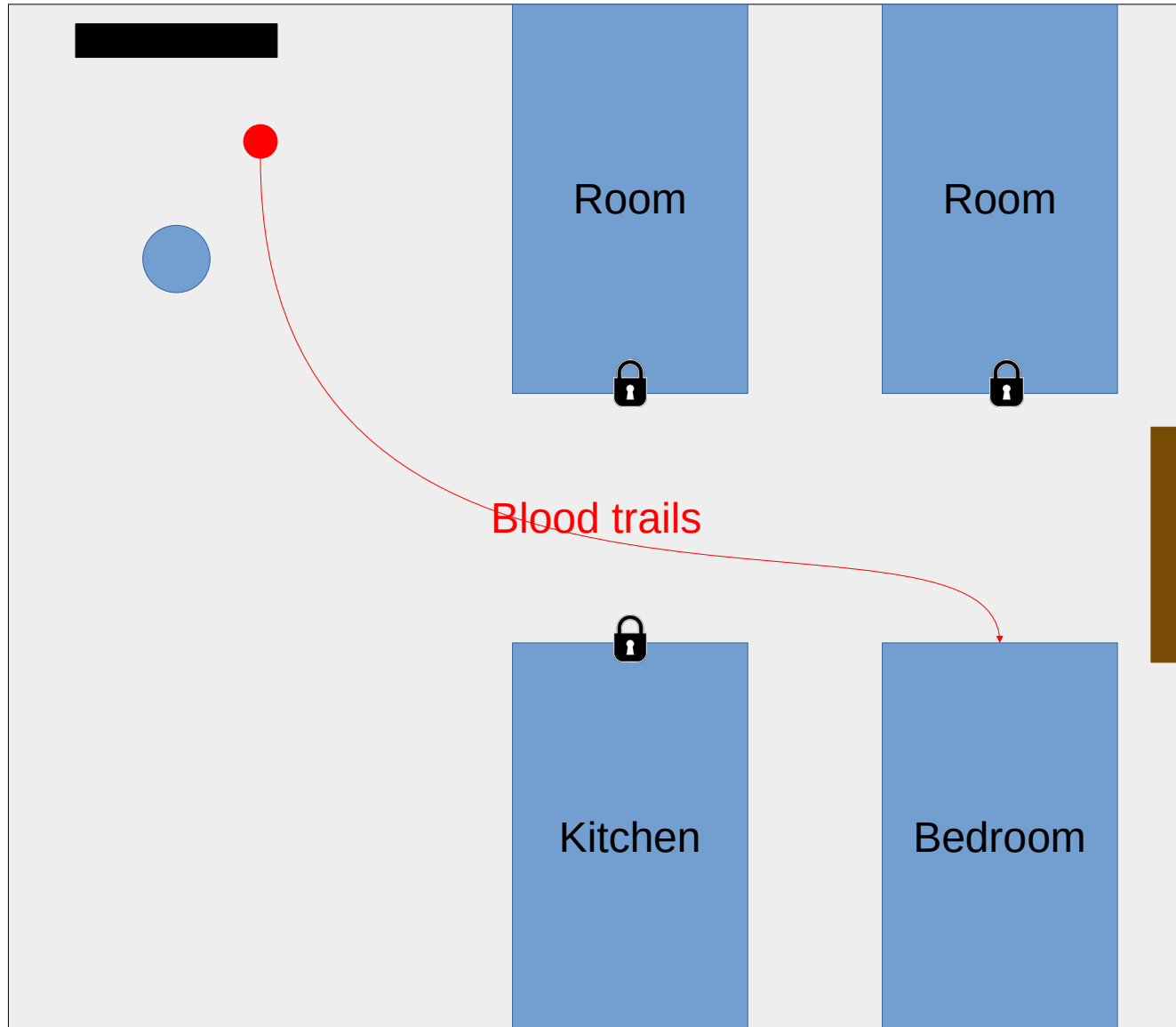
Main door. Locked with a passcoded padlock
Ultimate goal is to find each number and open this

Main mystery: Dead wife
Who is the killer?

In each loop fragments of memories appears.

Is husband the killer?

Or the unnatural being that haunts the character is the real killer and tries to pin the murder to the antagonist?

House represents limbo? Purgatory?

Enemy design:
In order to eliminate rigging process of a human body, a ghastly figure like grim reaper will be the enemy. No staff, no feet, hovers above the ground without touching it.
The details will be the up for the imagination of the artist.
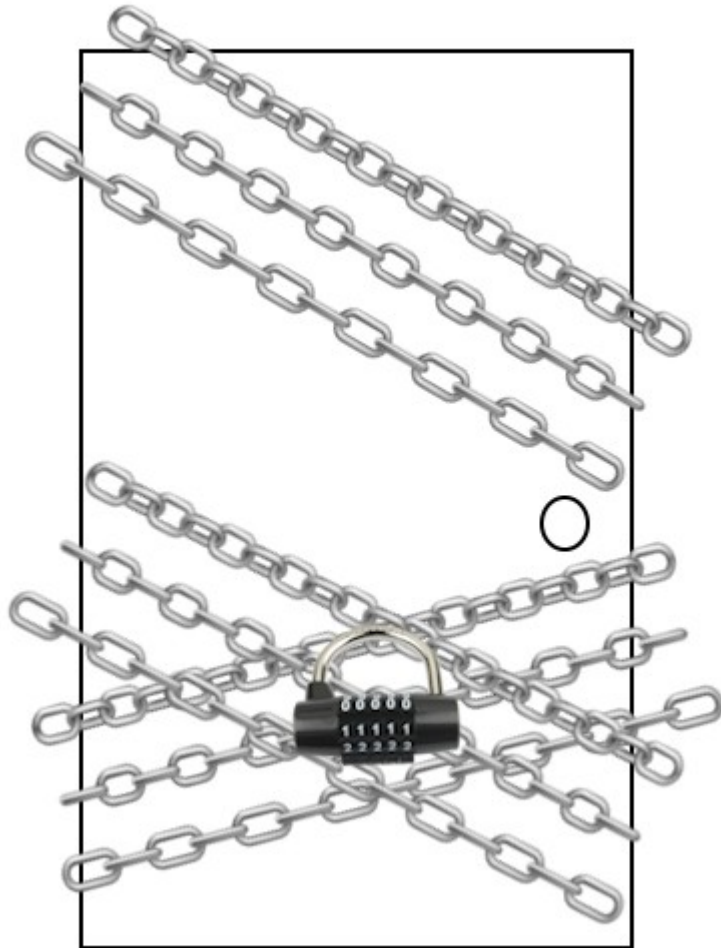
Representation of the main door