### Transitioning from the Lobby to the Chapters

#### Concept:

To maintain immersion and provide a sense of continuity, it's beneficial to use a combination of both unlocking new areas and teleportation. This approach can create a seamless experience while also providing clear progression cues to the player.

### Transition Mechanism:

1. **Central Hub (Lobby)**:
   * The central hub (or lobby) is the main area where players start and return to after each chapter.
   * The hub could be a detective agency headquarters or a mysterious old building that serves as the base of operations for the Mystery Seekers club.
2. **Unlocking Areas with Clues/Items**:
   * Players gather clues or items in each chapter that are necessary to unlock the next area.
   * For example, solving the Prologue might provide a key or a mysterious map fragment that unlocks the door to the high school for Chapter 1.
3. **Teleportation for Story Continuity**:
   * Once an area is unlocked, players can use a teleportation mechanism (such as a magical portal, a hidden passage, or a special item) to travel instantly to the new chapter location.
   * This can be designed as an immersive experience, where players use the clue/item in a specific spot in the hub to activate the teleportation.

### Detailed Transition Flow:

#### Prologue to Chapter 1:

1. **Prologue Completion**:
   * Players complete the Prologue by solving the initial mystery and finding a key clue/item.
2. **Return to Hub**:
   * Players are automatically returned to the central hub.
   * The found clue/item is displayed in their inventory or a special display case in the hub.
3. **Unlocking High School**:
   * Players use the clue/item at a designated spot in the hub (e.g., a locked door, a special pedestal).
   * An animation or visual effect shows the unlocking process, revealing a portal or opening a previously locked door to the high school.
4. **Teleportation to High School**:
   * Players step into the portal or through the door and are teleported to the high school environment, where Chapter 1 begins.

#### Chapter 1 to Chapter 2:

1. **Chapter 1 Completion**:
   * Players solve the mystery at the high school and find the next clue/item.
2. **Return to Hub**:
   * Players are returned to the central hub, where the new clue/item is added to their collection.
3. **Unlocking the Next Area**:
   * Similar to the previous transition, players use the new clue/item to unlock the next area (e.g., the city park).
4. **Teleportation to the Next Area**:
   * Players use the teleportation mechanism to travel to the city park, beginning Chapter 2.

### Example Story Transitions:

1. **Prologue to High School**:
   * **Clue/Item**: A mysterious old key found in the haunted house.
   * **Unlocking Mechanism**: Use the key on a locked door in the hub, opening a portal to the high school.
2. **High School to City Park**:
   * **Clue/Item**: An ancient map fragment discovered in the high school library.
   * **Unlocking Mechanism**: Place the map fragment on a special pedestal in the hub, revealing a hidden passage to the city park.

### Visual and Interactive Elements:

* **Hub Design**: The hub should be designed with multiple locked areas or portals, each clearly marked but initially inaccessible.
* **Interactive Objects**: Objects in the hub that respond to the player's progress, such as locked doors that glow when the right item is used.
* **Visual Effects**: Use special effects like glowing lights, magical sparks, or shifting walls to indicate successful unlocking and teleportation.

This approach ensures that the game feels cohesive and encourages exploration, while also making the player's progression clear and rewarding. The combination of unlocking new areas and teleportation keeps the experience immersive and dynamic.