Change Log

* Changed days 3,4,5 to days 2, 4, 6.

Why? To help envelop the idea that the player is living with dementia and help make the player lose track of time.

* Player will not be guided through the level, instead interactable objects now glow and flash.

Why? To add more fluidity and let the player have control over what happens in the game. Making every playthrough unique.

* Objects will be moved when players look away they will be moved to another location.

Why? Disorient the player and make them guess about what’s happening in the house. Help cement the player’s thought that the character has dementia.

* When players go to water the garden it changes the skybox and starts raining. Audio plays and asks why am I watering the garden?

Why? To help cement the feeling that the player has dementia.

* Changed to 1 day with a stretch goal of 2 days.

Why? I realised that my scope was too big with three days, so I altered it based on what I had made in the time given.

Updates:

08/08/18

* Beat sheet updated
* Character backstory updated

09/08/18

* Character profile finished, and Story written.
* Added to the level design documentation for iteration.

10/08/18

* Changed from 3 days into 1 day.
* Added 2 cutscenes. One in the kitchen and one in the bedroom.