Change Log

* Changed days 3,4,5 to days 2, 4, 6.
* Player will not be guided through the level, but all colour will drain out of the surroundings until everything is grey except for where the player needs to go.
* Objects will be moved when players look away they will be moved to another location.
* Pictures of children when picked up will light up children’s toys but change when the player looks away and they will change to be adults with the children’s toys disappearing.
* Days end with the player opening a cupboard or sitting on a couch and being teleported to the bedroom and they’re sitting up on the bed or they’re opening the cupboard to get clothes.
* When players go to water the garden it changes the skybox and starts raining. Audio plays and asks why am I watering the garden?

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.

10/08/10

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