

Story:

There are 7 different universes, each representing one of the 7 deadly sins. Our character is a subject, but an unaware subject. The character, thinking they are living a normal life, begins to understand that things are meaningless and out of place by finding clues, notes, and audio recordings.

At the end of each of these universes, the character encounters a cassette and a cassette player. When they place the cassette in the player, they transition to another universe, that is, the next sin. At the same time, they record their own sin onto the cassette with their own hands.

Purpose of the Experiment:

The aim is to confront the subject with these 7 sins to measure the resilience of the human soul. If the subject can pass all stages, it will prove that the human soul can be completely purified of sins. Failure, however, will show that humans are born with their sins and cannot escape them.

Current Map Sequence:

- Pride
- Sloth
- ...
- ...
- Wrath

The game prepares a finale in the wrath map where, unlike the player's success in the previous 6 maps, they will fail by their own hands. The main idea of the game is to show that humans exist with their sins and cannot escape them.

Pride Universe:

Our character is in an abandoned office environment. This office consists of four different floors, and as the character ascends each floor, their sense of self-confidence increases.

First Floor:

On the first floor, the player is overwhelmed with a feeling of "success." There are papers, news articles, screens, and applause sounds praising the character. The puzzles solved by the character on this floor will be very simple compared to the praise received. For example, the character will complete a simple matching game

or move an object from one place to another, and these actions will be met with great praise.

Second Floor:

On this floor, the player encounters more complex but solvable puzzles. The office environment also changes; it becomes more grand and organized.

Third Floor:

On this floor, the player encounters meaningless and unsolvable puzzles. Even when the player makes mistakes, they will be applauded, and the praise will increase.

Fourth Floor:

The player walks through a corridor devoid of applause, where they are not praised but instead made to feel unwelcome. At the end of the corridor is a room containing a cassette and a cassette player. When the player places the cassette into the player, they record their first sin and are transported to the next universe, where they will commit the next sin.

Sloth Universe (Metro Station):

The character is in a gloomy metro station where people are stagnant.

The player must think they are racing against time and try to catch the metro, solving puzzles along the way. Every time they fail to catch the metro, they are sent back to the beginning to try again.

The player is shown a timer at the top of the screen. As they solve puzzles and fail to catch the metro, they will feel slow and attempt to solve puzzles faster. However, the real solution is not to engage with the puzzles but to wait and go directly to the metro. Once the player understands that waiting is the solution, they can catch the metro.

When the player boards the metro, they once again encounter a cassette and a cassette player. Placing the cassette into the player records their sin and transports them to the next universe to commit the following sin.

Metaphor:

Sloth is a state that prevents progress and forces constant waiting.