A screenshot of a whiteboard

Description automatically generated

Each room has triggers(poem writing – choose words), enemy triggers(choose skill/mini game).

Chosen word increases attribute(strength, intelligence, neutrality, coordination), each word has it’s own attribute increase.

The higher the attribute – ~~the more difficult the game is but~~ the reward is better

Win outcome:

* Defeats the enemy
* Gain some sanity back
* Gain gold

Lose outcome:

* Enemy stays alive
* Lose extra reward %
* Lose sanity

**Maze:**

Win – Escape

Lose – Get caught by chasing enemy

**Intelligence (has a certain step amount for each puzzle)**

Win – Complete certain amount of puzzle. (e.g. <= 6/10 to win)

Lose – Don’t complete (e.g. > 6/10 to win)

**Neutrality**

Win – scales have to go down a certain distance

Lose – scales tip too much to one side.

**Strength**

Win – Defend most projectiles from enemy (e.g. 18/20)

Lose – Don’t defend most projectiles from enemy

**Sanity**

The lower the sanity – the harder the games are. If you reach very low sanity threshold, you get sent back to last checkpoint.

Maze – increases enemy amount.

Intelligence – at first some circles flash, then an imposter end appears;

Neutrality – more balls

Strength – sometimes cannot defend, projectiles get smarter

**Controls:**

Move – moving around the characters.

Fire – any shoot ability

Interact – any interaction, dialogue, pick up

Cancel – cancel actions, like leaving dialogue

Jump – well jump

RotateLeft – mostly for neutrality game, to rotate gun counter-clockwise

RotateRight – same as RotateLeft, but clockwise

A screenshot of a computer

Description automatically generated