Evening Attendance

Game Design Document

GAME DESIGN DOCUMENT (**GDD**)

Game Name: Evening Attendance

Genre: Psychological Narrative / Exploration / Dreamcore

Engine: Unity

Technical specs

Perspective: First-person (3D)

Platform: Windows

Language: C#

Device: PC

GAME PLAY

You wake up to knocks echoing through the corridor. The ceiling fan spins lazily above you, slicing the humid hostel air. Outside the barred window, the sky is flat and grey, it's raining again. You grab your earphones, plug them in, and step into the dimly lit hallway to mark your attendance.

Along the way, you spot a stack of complaint letters on a table. Your friend used to deliver them, but since he left for home, no one has. You pick them up without thinking. Delivering them becomes part of your day.

Each door you approach feels different; one smells faintly of incense; another radiates a strange coldness. Some students open the door halfway and mutter a quiet "thanks." Others never open at all. Some rooms feel… wrong.

After delivering the last envelope, you return to your room. You lie on the bed. The screen fades to black.

Then the dream begins.

You're no longer in the hostel. You're standing in a wide, grass-filled lawn beneath a bruised sky. Egg-shaped houses stretch in every direction, perfectly smooth, with black doorways like voids. A pale-yellow street winds forward, glowing faintly. As you walk, a man with an egg for a head and a balloon clutched in one hand appears far in the distance.

He doesn't move; until he does.

And then, you wake up.

The knock comes again.

But this time, it's louder.

And the loop has begun.

Game Play Outline

1. **Opening the Game Application**

   - The game opens to a minimalist title screen: a dimly lit hostel corridor, drenched in shadows and rain pouring steadily

   - In the background, the soft, persistent sound of rain blends with distant rumbles of thunder.

   - Options: **Start** and **Quit**
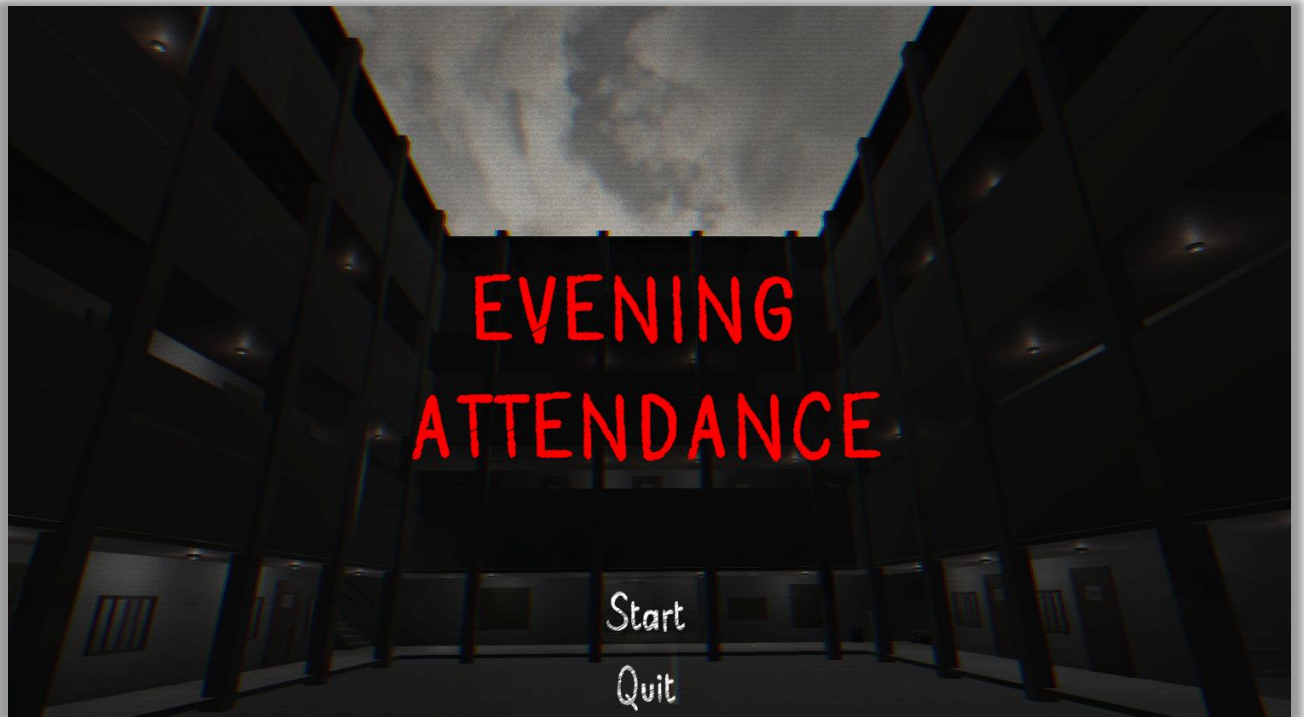
2. **Story Synopsis**

   You are a hostel student stuck in a repetitive cycle. Each day begins the same: a knock, a routine, a delivery and then a dream. As the days pass, things grow stranger. Familiar spaces begin to twist. Whispers follow you. You're not sure what's real anymore, but you have to keep going.

3. **Modes**

   - Single-player Narrative Mode (Main loop-based story progression)

   - Free Roam (Post-End) – unlocked after main ending for exploration

4. **Game Elements**

   - Loop System: Each day plays out similarly but with changes in detail, characters, space, and logic.

   - Letter Delivery: Core task, subtly pushing story forward and triggering events.

   - Dream Segments: Surreal exploration scenes tied to the player's psyche.

   - Environmental Storytelling: Clues, posters, and room decor reveal past events.

   - Chase Sequences (Later levels): Stealth or timed navigation under pressure.

   - Inventory: Basic- door, letters, knocks, pick up (diegetic UI).

5. Game Levels (Daily Structure)

- Day 1: The Routine
    - Wake up, knock at the door
    - Mark attendance
    - Deliver letters
    - Sleep, enter first mild dream sequence
- Day 2: Something's Off
    - Same start — knock, attendance
    - Deliver both letters and boxes
    - Open one parcel and examine contents
    - Sleep, dream becomes slightly distorted
- Day 3: Disruption Begins
    - No knock
    - Rain outside intensifies
    - Player creates a rain doll
    - No delivery task — instead, visits a friend's empty room
    - Finds goodies, a personal letter, and reflects in inner monologue
    - On the way home, enters a sudden daydream chase
    - Returns to room, hangs the rain doll
- Day 4: End
    - No knock, no rain, no people
    - Dream and reality feel fused
- Post-Credit Scene
    - You see the same player, now arriving as a newcomer
    - The hostel feels familiar, but the cycle has only just begun

6. Player's Controls (PC Default)

- WASD – Move
- Mouse – Look around
- E – Interact / pick up / knock / deliver / open
- Other inputs will appear contextually, based on moment and platform

7. **Winning / Losing**

There is no traditional win or lose condition.
The game is a narrative experience where actions affect understanding, not success.
Player's "finish" when they reach one of the narrative endings, but interpretation is left open.

8. **Why Is All This Fun?**

The loop structure builds psychological tension, pulling players into a deeply personal version of hostel life; the other side that often goes unspoken. Each day feels slightly off, pushing the player to notice and question. Dream sequences offer unsettling, symbolic visuals that reflect inner emotions. Even mundane tasks, delivering letters or visiting rooms; begin to feel deeply intimate and strange. It's a slow descent into isolation, nostalgia, and blurred memory; and players will want to dig until they understand what really happened.

Key Features

- **Looped daily routine with narrative twists**
  Every day feels familiar — until it doesn't. Small changes in routine begin to reveal a deeper mystery, creating suspense through repetition and disruption.

- **Surreal Dreamcore Sequences**
  Each night, players enter dreamworlds inspired by Dreamcore aesthetics — glowing egg houses, yellow-lit paths, unnatural skies. These sequences are symbolic, eerie, and deeply personal.

- **Delivery-Based Exploration**
  Delivering letters and parcels may seem mundane, but each item and room holds a clue. Players uncover story fragments through these everyday tasks.

- **Sensory Storytelling**
  The game uses sounds, weather, and lighting to hint at deeper emotions.

- **Emotional Minimalism**
  The game avoids jump scares or heavy dialogue. Instead, it builds atmosphere through silence, routine, and a slow unravelling of comfort.

Characters

1. **The Player (You)**
   - **Type:** Silent protagonist (First-person)
   - **Background:** A student living in a hostel
   - **Role:** Delivers letters and experiences the loop; the lens through which we see the story
   - **Notes:** Player speaks through internal monologue, environmental responses.

2. **The Friend (Missing Student)**
   - **Type:** Former senior friend
   - **Background:** Delivered complaint letters by player before leaving the hostel
   - **Role:** Leaves behind letters, snacks, memories; represents emotional core
   - **Presence:** Only seen through notes, room setup, rain doll materials

3. **Egg head Man (Dream Entity)**
   - **Type:** Dream figure / Psychological projection
   - **Role:** The central emotional entity of the dream world
   - **Appearance:** A dark figure with an egg-shaped balloon for a head, dressed in black, silently observing.
   - **Symbolism:** Represents the trauma of being bullied by other students, especially those who used egg-based pranks and targeted him after he filed complaints. The balloon signifies *fragile identity* and *isolation*, it floats, but it's empty inside.
   - **Behaviour:** Stands still as the player walks the dream path, always watching.
   - **Interpretation:** Not an enemy, but a repressed version of the protagonist; the one still carrying pain from being blamed, mocked, or alienated.

4. **TV-Head Students (The Mocking Crowd)**
   - **Type:** Ambient dream figures / Symbolic manifestations
   - **Role:** Represents hostel noise, gossip, and ridicule; the voices of other students
   - **Appearance:** People with old TV sets for heads, playing grainy clips of mocking laughter or whisper loops. Some TVs show scenes of the player's real-life memories.
   - **Items they carry:**
     1) Headphones (the player's safe escape, now stolen)
     2) Letters (used to mock or pass rumours)
     3) Eggs / Rain Dolls (objects twisted into jokes)
   - **Behaviour:**
     1) They cluster, point, laugh, sometimes follow.
     2) Sound design reflects overlapping hostel conversations, playing as static.
   - **Interpretation:** Represents the overwhelming sound of judgment when the player is without earphones; forced to hear how others perceive him.

5. **The 3 V-Channels (Internal Monologue)**
   - **Type:** Voice-like visual hallucinations / Inner psyche
   - **Role:** A fragmented internal dialogue, each "channel" representing the same number as the bully's hostel room.
   - Each channel speaks from a different emotional state
   - **Interpretation:** These are the player's own looping thoughts, unresolved and recurring, a key to understanding their emotional arc

World Layout

1. **Hostel Room**

   - Player's safe zone — can interact with bed, desk, window

   - Posters, objects, fan, damp walls — slight variations daily

   - Reflects the mental state of the player

2. **Hostel Corridor**

   - Long, tiled hallway with numbered doors

   - Lighting flickers, sounds echo strangely

   - Egg trays, crumbled papers (complaint letters), boxes, posters — subtle storytelling clues

3. **Attendance Hall**

   - A basic room-like space

   - No warden just hostel's belongings – register, keys, metal cupboards

   - Cold fluorescent light, humming fan, complete silence

4. **Rooms of Other Students**

   - Can knock/deliver to each

   - Different colours, reactions — some rooms never open

   - The friend's room can be entered on Day 3

   - Interior tells its own emotional state.

5. **Egg Dreamcore (Dream World Symbolism)**

- The world is bright, fresh, and surreal — the kind of place the player wishes they felt safe in.

- Yolk street flows like melted light beneath their feet — representing cracked identity and spilled emotion.

- Egg-shaped houses with black door voids symbolize how people appear smooth outside but hide emptiness or cruelty inside.

- Floating paper planes and airplanes drift above — depicting the player's friends: light, free, and unaware of the weight the player carries.

- As the dream ends, the paper planes fly away, leaving the player alone — again.

- All dream figures wear egg heads — symbolizing how the bullying came from many, faceless and fragile, cracking the player's sense of self.

6. **TV Dreamcore (Dream World Symbolism)**

- The environment is dark, silent, and heavy — a direct contrast to the lightness of the egg world.

- Only one paper plane floats in the sky — showing the player is now truly alone, surrounded only by his own thoughts.

- On the path lie two school bags — symbolizing past conversations with friends, now reduced to abandoned memories.

- Ahead, two picture frames appear:

  1. One in the sunlight — the friend who left the hostel, free and outside the storm

  2. One in the rain — the player, still stuck, still struggling beneath the emotional weight

- Along the path, TV sets display looping inner thoughts — regrets, fears, overthinking

- TV-head students appear with static-filled screens, mocking voices, and laugh loops

- Some carry earphones, some wave rain dolls, others hold crumpled complaint letters — all used to mock and isolate the player in reality
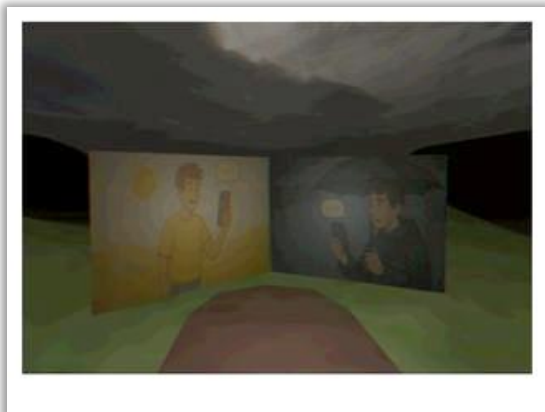
7. **Continuous Rain Environment (Emotional State Symbolism)**

- The world is soaked in never-ending rain, symbolizing the player's emotional stagnation — a quiet, invisible struggle to move on or go home.

- The environment feels isolated but safe, a place where the player waits for warmth that never fully arrives.

- Earphones, headphones, and the rain doll appear subtly throughout — reminders of how small comforts create shelter in loneliness.

- The Teru Teru Bōzu (Japanese rain doll) tradition is referenced — representing the hope for clear skies and emotional clarity.

- When the player finally hangs the doll, the rain stops, and a new light breaks through — hinting that even small acts of care can change everything.

Sound and Music

- The overall soundscape was designed to be minimal, atmospheric, and emotionally immersive, avoiding loud or generic effects in Favor of subtle, symbolic audio.

- Ambient Rain and most environmental sound effects were sourced from: Pixabay: https://pixabay.com/sound-effects/search/rain/

- The final voice scene, used AI voice synthesis to create an emotionally restrained yet impactful moment:
Elevenlabs: https://elevenlabs.io/app/speech-synthesis/text-to-speech

- All Dreamcore background music was composed and produced by me (the solo developer) using:
Sound trap: https://www.soundtrap.com/home/creator/projects
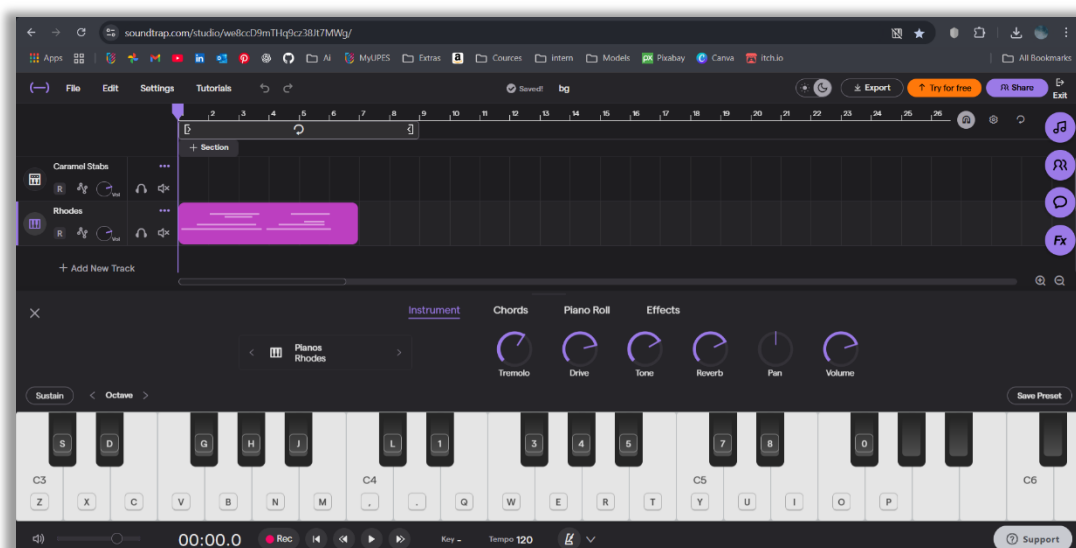
- These original tracks were carefully designed to reflect the tone of each dream — abstract, surreal, and emotionally charged.

- Symbolic Use of Sound
  1. In Dreamcore sequences, the player never hears their footsteps — highlighting the dreamlike detachment and emotional numbness.
  2. In the TV Dream, the sound design shifts: static, mockery, and ambient noise simulate the overwhelming stress of being bullied and overstimulated in the hostel environment.

Flowcharts

1. **Narrative Progression Flow**

This flowchart represents the core progression of the story from Day 1 to Day 4. It outlines the key player actions, events, and dream sequences for each day, ending with a symbolic resolution and a post-credit loop. It's designed to give a clear overview of how the narrative unfolds.
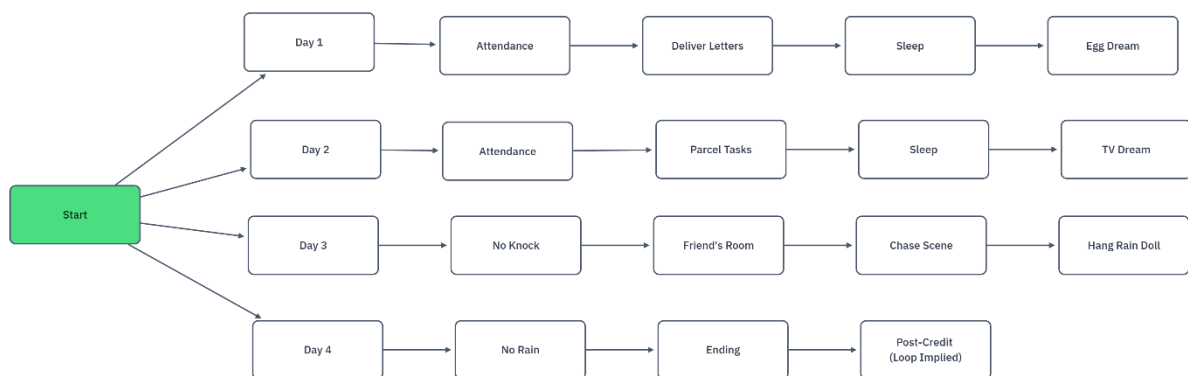

2. **Dream Symbolism Breakdown**

Each dream sequence in the game is deeply symbolic. This comparative chart breaks down the environments, recurring symbols, and emotional meaning behind each dream, helping to understand the psychological layer of the game design.
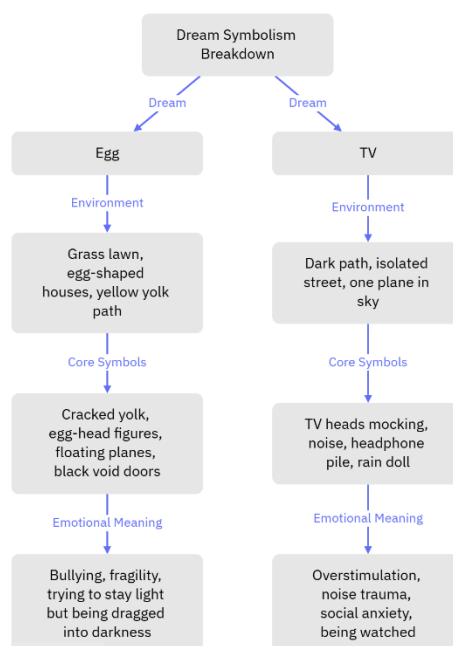
3. Emotional Progression Chart

This linear curve showcases the emotional journey the player undergoes throughout the game — from initial calmness to confusion, to breakdown, and finally to emotional clarity. It highlights how subtle daily changes build up into a larger psychological experience.
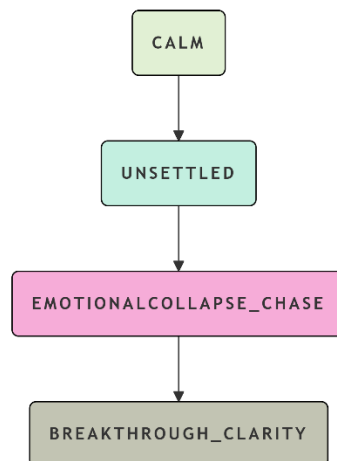
4. Daily Gameplay Loop Structure

A simplified flow of the daily routine gameplay. It shows the repetitive nature of the game cycle (Wake → Tasks → Sleep → Dream) and how each loop contributes to both the narrative and the gameplay experience. It emphasizes routine turning into meaning.
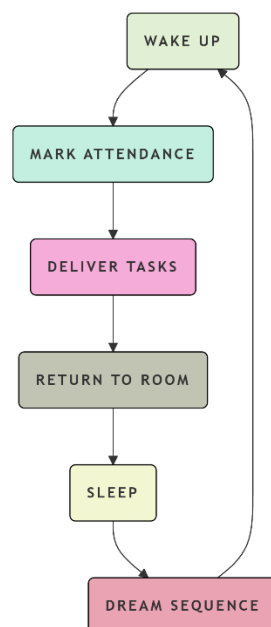
Game Story

The game follows a hosteller over four days, blending mundane daily tasks with surreal dream sequences that symbolically represent emotional isolation, bullying, and self-reflection.

Day 1 – The Routine Begins
The player wakes to a knock and heads down the dim corridor to mark attendance. Rain pours steadily outside. A bundle of complaint letters—once handled by a friend who's now gone—must now be delivered. Each room offers subtle storytelling: Room 101 has a student gaming loudly without headphones, Room 111 is filled with music and laughter shared with senior Room 213. Both noises echo back into the player's quiet, solitary room. That night, the player falls asleep hoping the rain stops soon.

Dream 1 begins: a glowing egg-like world with yolk-like paths, black egg voids, and floating paper planes representing light-hearted friendships. But deep in the dream stands the Egg Man—tall, black, unmoving—surrounded by egg-headed figures watching silently. The player sees a lonely bed and wakes.

Day 2 – The Rot Behind
The day begins with familiar routines, but this time, parcels arrive alongside letters. In Room 111, a box of rotten eggs is delivered; in Room 213, broken earphones—symbols of the bullying that damaged the player's belongings. A package awaits the player: bandages, markers, pizza—small comforts for personal healing.

Dream 2 begins: the world is darker now. Only one paper plane flies overhead. TV sets line the dream path, displaying the player's anxious thoughts and mocking noises. Two photo frames appear: one in sunshine (the friend who left) and one in rain (the player). The path is quiet, yet emotionally deafening. The player sees a dream-bed again and wakes up.

Day 3 – The Shift
There is no knock today. The player quietly marks attendance and crafts a rain doll, a symbol of hope from Japanese tradition. He visits his senior's room—now empty—and finds a box left behind: coffee, ramen, and noise-cancelling headphones. For the first time, the player walks the corridor without being overwhelmed by noise. His inner dialogue reveals self-acceptance and emotional growth. Suddenly, a surreal chase begins in the dream-like corridor: doors are labelled with scratched names, and the TV screen laughs with a distorted grin. The player runs through his own thoughts written on the walls until he finds his room again. He returns and hangs the rain doll on the window. The rain stops.

Day 4 – A New Day
There's no more rain. No more knocks. Just silence and peace. The player finally gets the sunlight he longed for. A hopeful ending replaces the darkness.

Post-Credit Scene
We return to Day 0. A new student (the same player, earlier) arrives and receives Room 113, known for its great rain view. He expresses excitement about hostel life. The story resets, looping gently, but now we see the bright-eyed start of someone who will soon walk the same emotional path.

Design Overview

- **The Hostel**
  Level Name: The Hostel
  Level Type: Main Progression Space
  Setting: C-shaped multi-storey hostel building
  Description: The hostel serves as the central environment where daily routines begin and end. Designed in a C-shape, the architecture itself creates a sense of enclosed isolation. The colour palette is intentionally minimal and washed out, beige walls, muted greys, and pale blues, reflecting the emotional numbness of the protagonist.
  As the player ascends each floor, the lighting subtly degrades:

  - The ground floor is fully lit, filled with artificial brightness that feels almost too sterile.
  - The first floor has dimmer, warmer lights, creating a slightly uneasy atmosphere.
  - The second floor is lit minimally, almost like twilight indoors.
  - The top floor is barely visible, with flickering or absent lights, a game-like level representing both narrative climax and the protagonist's mental descent.

  This gradual lighting shift isn't just visual, it's metaphorical. The vertical movement through the hostel parallels the player's internal journey. As routines repeat and spiral, the building transforms from a mundane dormitory into a psychological space.

- **Player's Room**
  Level Name: Personal Space
  Level Type: Safe Zone / Rest Area
  Setting: Single-occupancy hostel room
  Description: This compact room is the player's private space within the hostel — half-furnished by the institution, half-shaped by the player's identity. The default layout includes a basic cupboard, a narrow desk, a small kitchen slab, and a door to a bathroom that remains mostly unused during gameplay, subtly emphasizing neglect and routine dorm life.

  The player's influence transforms this otherwise impersonal space into something more intimate. A makeshift clothesline stretches across the room, hinting at constant rain and a damp, unchanging outside world.

  The desk is cluttered but personal: a PC, scattered papers, and hand-drawn sketches sit on the surface, reflecting the protagonist's inner world, creative, restless, and quietly burdened.
 Though visually modest, the room is rich in atmosphere. It acts as a narrative checkpoint between dream sequences and daily routines, grounding the player in a semi-real reality. It becomes more than just a rest spot, it's the last space where the protagonist still feels some control.

- **Egg Dream**
  Description: This dream sequence drops the player into a warped, Dreamcore environment, a bright, yellow-toned street bathed in artificial sunlight. At first glance, the world feels cheerful and nostalgic, like a daydream dipped in warmth. But beneath that brightness lies discomfort.
  The street is slick with golden egg yolk, leaking from a large, cracked egg figure, a symbolic representation of the player's bully. The yolk spreads like a slow, sticky flood, making it difficult to walk, move, or escape, reflecting the emotional stickiness of humiliation and passive torment.
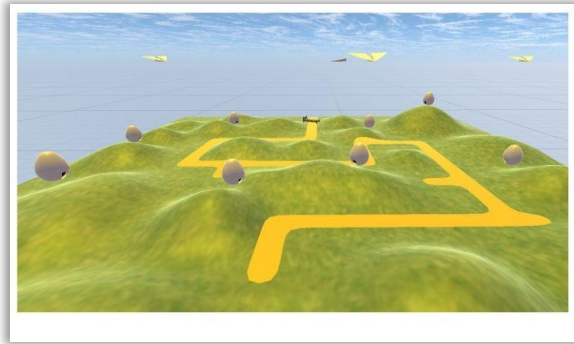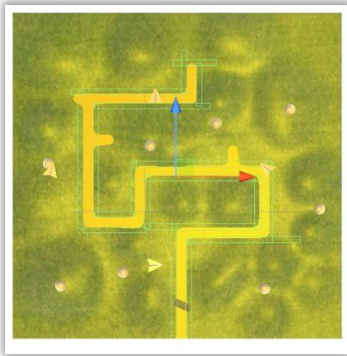
  Floating gently above are paper planes, untouched by the mess below. They represent lighter thoughts and carefree friendships, people who drift freely while the player remains stuck in this soft, bright, suffocating loop.
  The contrast is intentional: the dream appears soft and safe, but its core is uneasy. The warmth turns uncanny. This is not comfort, it's an inescapable memory trying to disguise itself as something beautiful.
  The Egg Dream is one of the earliest signs that the player's internal world is not safe anymore and that joy, memory, and shame have become tangled.

  All 3D models, including the environment and characters, were designed and created in Blender by the developer.

- **TV Dream**
  Description:
  The **TV Dream** marks a shift toward deeper isolation and complexity. Compared to the warmth of the Egg Dream, this space is colder, darker, and far more expansive, a surreal landscape littered with rows of old, flickering televisions, buzzing with static and half-finished messages.
 At the centre of this environment is the **TV Head Man**, a towering figure with a glowing screen for a face, constantly shifting channels, a symbol of overwhelming noise, identity distortion, and the pressure to perform. He looms silently in the background, ever-watching but never interacting.
  Scattered TVs illuminate the darkness in patches, but offer no real comfort. The atmosphere is cold, disorienting, and fragmented — like the inside of a restless mind that's consumed by overthinking and social anxiety.
  Unlike the Egg Dream, there's only **one paper plane** here, barely fluttering in the air. It represents the last trace of lightness, the player themselves, now alone and suspended in a void that no longer holds warmth or connection.
  The **TV Dream** is a turning point in the dream arc: the world grows more distorted, the metaphors sharper, and the loneliness heavier.

  All 3D models, including the environment and characters, were designed and created in Blender by the developer.
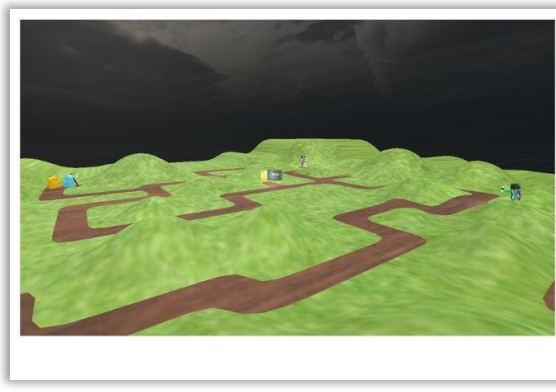
- **The Mind Chase**
  Description:
  This level takes place during a dream or breakdown sequence, where the boundaries of the real hostel dissolve into a surreal and hostile version of itself. The corridor is unnaturally long, warped, and distorted, a looping liminal space where time and space no longer behave normally.

  The player is frantically trying to find their own room, but all door names are scribbled out, as if identity itself is being erased. As the chase begins, the player isn't being followed by a literal monster, but by the overwhelming pressure of their own thoughts, a force that escalates with every step.

  As the chase intensifies, the walls begin to write back, flooding with handwritten messages, fears, memories, and thoughts that the player has tried to suppress. Some texts are accusatory, others self-critical, and some are fragmented flashes of past dialogue. The entire environment becomes a manifestation of the mind turning against itself.

  The tone is raw, unstable, and panicked. Lighting is minimal, with flickering bulbs casting long shadows. Footsteps echo endlessly. The corridor doesn't lead to safety, it loops, shifts, and eventually collapses into visual chaos before the player wakes up.

  All environment elements and visuals were designed and modelled in Blender by the developer.
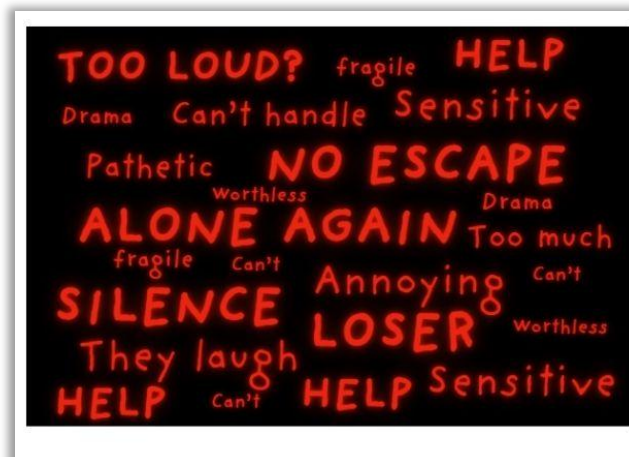
Metaphors Within the World

This game uses visual metaphors and environmental storytelling to reflect the emotional and psychological state of the player. Every object, colour, and change in space is designed with intention — symbolizing themes like isolation, anxiety, identity, and suppressed emotion. Rather than relying on dialogue or exposition, meaning is layered into the world itself, encouraging players to interpret and feel rather than be told.

ELEMENT	HIDDEN MEANING
Continuous Rain	Represents emotional weight, stagnation, and helplessness
Paper Planes	Light thoughts, fleeting friendships, childhood innocence
Unused Bathroom	Suppressed vulnerability and emotional neglect
Egg Man	Bully figure disguised as something humorous; damage masked as absurdity
Cracked Egg + Yolk	Humiliation spilling into everyday life, hard to clean or escape
TV Head Man	Identity distortion, overwhelming noise, social pressure
Scribbled Doors	Loss of self-identity, confusion, emotional dislocation
Lighting Per Floor	Mental descent — from clarity to complete shutdown
Stretched Corridor	Panic, loss of control, being stuck in thought loops
Rain Doll Ending	A fragile attempt at hope or healing; symbolic closure

# In-Game Concept Art – Protagonist's Perspective

1. **Day 1: Sunflower Field**

   - Image Description:
     A boy photographs a wilted sunflower and an upside-down beetle, ignoring the bright, blooming field around him. Above, paper planes float through a soft, daydream-like sky.

   - Hidden Meaning:
     The wilted flower and fallen beetle symbolize burnout and a loss of control — small but heavy things the protagonist can't ignore. While others (paper planes) seem to drift freely, the boy is drawn to what's broken, reflecting his inner emotional focus. Capturing the moment with a camera suggests a desire to understand or preserve pain.

   - This image appears early in the game, showing how even in beauty, the player's thoughts are quietly slipping inward.

2. **Day 2: Safe place**

- Image Description:
  The protagonist sits calmly at his desk, surrounded by warm-toned flowers, headphones on, lost in the comfort of his digital world. Outside the window, a bald figure in the rain holds theatrical masks; one happy, one sad, preparing to wear whichever is needed for the world outside.

- Hidden Meaning:
  This drawing reflects the protagonist's emotional duality. The room, filled with flowers and soft colours, represents a personal bubble, a space of safety, creativity, and calm. The earphones are his shield, blocking out the harshness of reality (symbolized by the endless rain outside).

- The figure in the rain is the player's alternate self, the version of him that exists when he must face others. The masks show how he adjusts his emotions for the outside world, hiding his true state. In contrast, within his own space, he is quietly joyful and free.

- These visual captures a recurring theme in the game: the contrast between inner peace and the social performance outside.
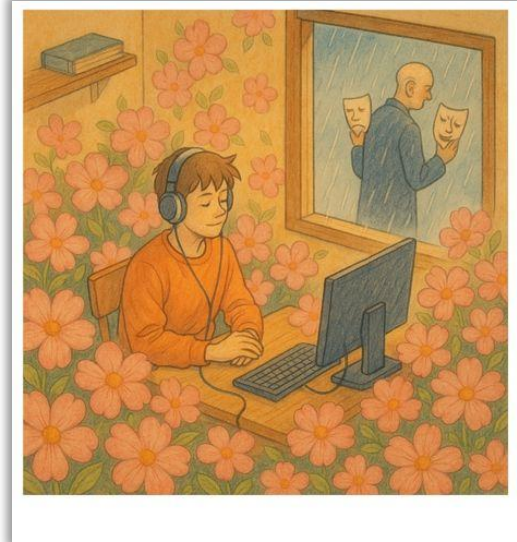
3. **Day 3: Flower Field**

- Image Description:
  The protagonist lies on a bed of blooming roses, arms behind his head, eyes open to the sky. A simple bed rests nearby, headphones left unused on top. The entire scene is bathed in warm golden light, still and serene.

- Hidden Meaning:
  This drawing reflects a rare moment of imagined peace, the kind the player longs for but rarely feels. The headphones on the bed symbolize that, for once, he doesn't need music to escape; he chooses stillness instead. The flowers and open field represent emotional openness, comfort, and nature's quiet healing, a sharp contrast to the usual rain, clutter, and mental noise in the real world.

- It's a dream of calm, but also a hint at what the protagonist is truly seeking: peace not from distractions, but from within.

Challenges Faced During Development

Throughout the development of this game, I encountered several creative and technical challenges that shaped the final result:

1. **Conveying the Narrative and Lack of Support:**
   One of the toughest challenges was crafting a story that truly reflected the protagonist's emotional state especially the sense of being alone and unsupported in a hostel environment. Balancing subtle environmental cues with symbolic dream sequences took multiple iterations.

2. **Designing the Hostel Layout:**
   Initially, I tried a linear corridor design, but it didn't capture the feeling of being surrounded or trapped. I eventually designed the hostel in a **C-shape** to surround the player with rooms from multiple directions (above, below, front, and sides), while also leaving one side open for a **window view of rain**, symbolizing isolation and longing.
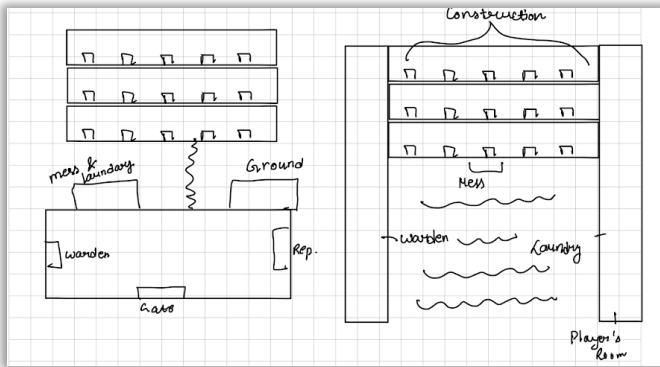

3. **Managing Conditional Dialogue and Scripts:**
   The delivery mechanic (where the player gives letters to students) required a script that tracked multiple interactions. It was difficult to scale beyond a few deliveries. I solved this by using flags, deactivating visited dialogue scripts, and having the main script check for completion dynamically.

4. **Building the Dreamcore Vibe and Paths:**
   Dream sequences required precise control of tone, colour palette, and mood. But the most time-consuming part was placing colliders along complex dream paths, especially on curves and corners, to ensure smooth navigation without breaking immersion.
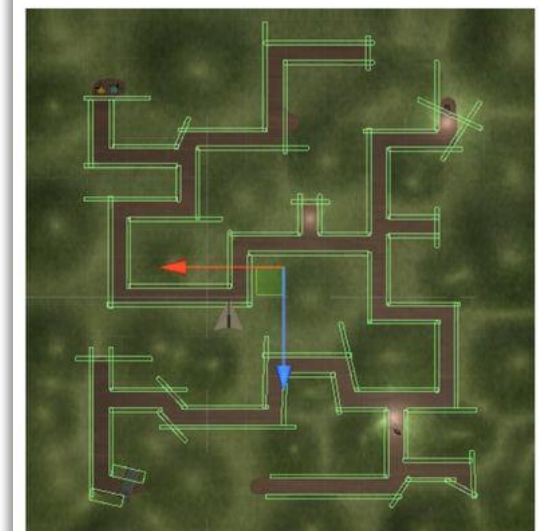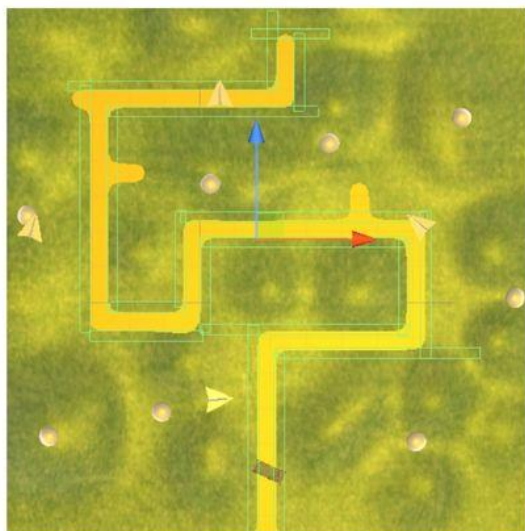
5. **Designing the Chase Sequence:**
   One of the final hurdles was visualizing how to portray a mental breakdown, not with jump scares, but through a symbolic **chase by one's own thoughts**. Getting the pacing, transitions, and invisible pursuer feeling right took several design tests.
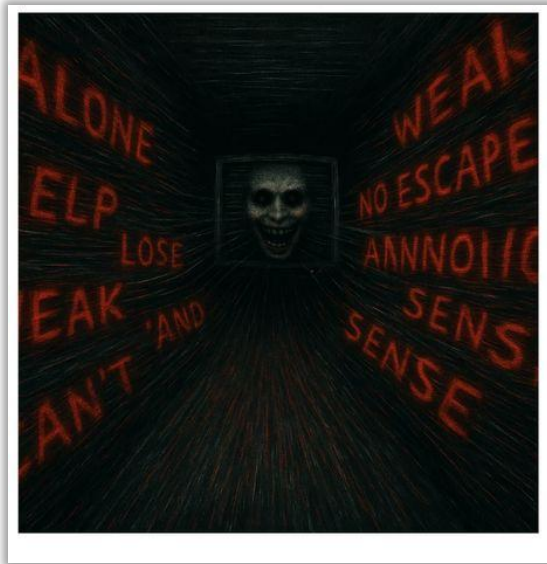
Player Journey / Emotional Arc

The player's experience unfolds across four days, each blending mundane routines with increasingly surreal dream sequences. This contrast between reality and dreams mirrors the protagonist's gradual emotional unravelling.

- **Day 1: Confusion and Isolation**
  The player wakes up to a knock and is guided through a new routine (marking attendance, delivering letters, and returning to sleep). The world feels normal but slightly off. In the dream, the **Egg Man** teases and bullies the player. The bright yolk-coloured streets and floating paper planes hint at past friendships and light thoughts now buried under anxiety.

- **Day 2: Awareness and Self-Doubt**
  The routine begins to repeat. The environment feels colder, characters more distant. In the dream, the **TV Head Man** watches silently (a symbol of judgement and disconnected observation). The player realizes he is alone. Only one paper plane floats this time (representing the protagonist themselves, still trying to float).

- **Day 3: Pressure and Collapse**
  As the player proceeds, tension builds. That night, the player is **chased through a warped corridor** filled with scribbled-out doors. Thoughts and fears manifest physically, closing in. The player can no longer hide from their inner world.

- **Day 4: Reflection and Closure**
  The final morning feels still. No knock, no tasks. The player makes a **rain doll**, symbolizing hope. In the final dream, the protagonist lies peacefully in a bed, headphones left behind (showing that peace wasn't from distractions, but from within). After credits, the story loops (hinting that healing is ongoing, not linear).

Tools Used / Workflow

- **Unity** – Core game development and scripting
- **Blender** – 3D modelling, lighting, and dreamscape environment creation
- **Pixabay** – Royalty-free sound effects and ambient audio
- **Soundtrap** – Custom sound layering and audio mixing
- **Elenlabs** – AI tools for enhancing mood boards and tone references
- **CollaNote (iPad)** – Story writing, emotional scene planning, sketching rough ideas, narrative journaling
- **Canva** – Flowcharts, timeline mapping, and documentation visuals
- **ChatGPT** – Assistance in refining game ideas, creating texture concepts, and iterative feedback

Game Inspiration

This game draws deeply from my own life in a hostel, but it was shaped by the art and storytelling of others too. A huge inspiration was **Chilla's Art,** especially The Night Delivery, whose quiet, slow-burning narrative taught me that horror and emotion can live in subtle moments, not just big scares. The visual tone and dreamlike feel were inspired by **Threshold**, whose use of space and silence stayed with me. A special thanks to **Rayll**, whose work and solo game development journey gave me the motivation to believe I could make this on my own. Their projects made "solo-dev" feel not just possible, but personal.

I'm also grateful to my professors and hostel mates, who (knowingly or not) helped shape the story ideas and emotional beats through shared conversations, moments, and memories.

Developer's Note

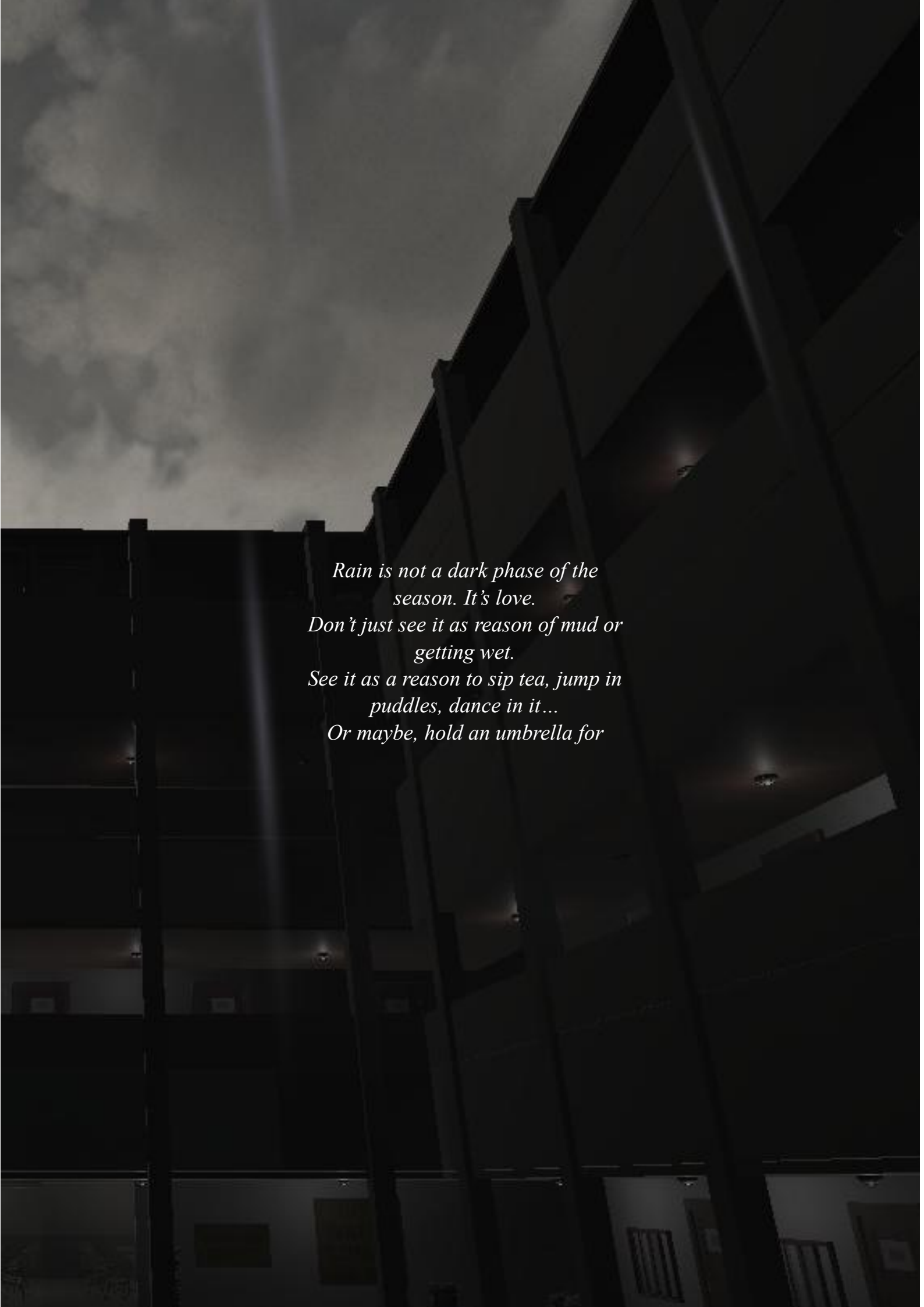This wasn't meant to be my first game. I didn't plan it. I felt it.
Living away from home in a hostel teaches you things no one prepares you for. It's not always the late-night food, group pranks, or friendships you see on social media. Sometimes, it's quiet. Sometimes, it's lonely. And sometimes, it hurts in ways you can't quite explain.

This game was born out of moments like those. Moments of being around people but never truly with them. Of being left out, overlooked, or forgotten simply because you won't be around next year. Once, I invited everyone I knew for a small party. The people I thought were "my hostel group" chose to be with others. When I asked why, they said, "You won't be in the same hostel next year." That moment made something click. It wasn't because of fights. It was because bonds fade, and not everyone wants to hold on.

I've seen this happen not just to me, but to friends in other hostels too. We think hostel life is a shared experience, and it is. But that experience has many sides. The laughter, yes, but also the silence, the noise, the mental isolation, and the subtle power imbalances when you're placed with seniors who treat you more like furniture than a person.

This game reflects that side of hostel life. Not the academic pressure or the big heartbreaks, but the quiet, in-between moments that slowly change you.

If you're a hosteller or have ever shared a room with someone, and you notice they're quiet or withdrawn, don't assume they're cold. Maybe they've been through their own version of rain. Maybe they don't hate music. Maybe they're just trying to hear themselves think. And if you ever become someone's roommate, I hope you remember this. Sometimes, you might be the only family they feel they have.

Rain is not a dark phase of the season. It's love.
Don't just see it as reason of mud or getting wet.
See it as a reason to sip tea, jump in puddles, dance in it…
Or maybe, hold an umbrella for