

- **World Settings**

1. All the doors and cabinets in this collection are openable. It's also furnished.
<https://assetstore.unity.com/packages/3d/environments/urban/furnished-cabin-71426>



2. Maybe our world could be a rooftop? It's pretty nice and detailed.
<https://assetstore.unity.com/packages/3d/environments/roof-top-safe-house-195991>



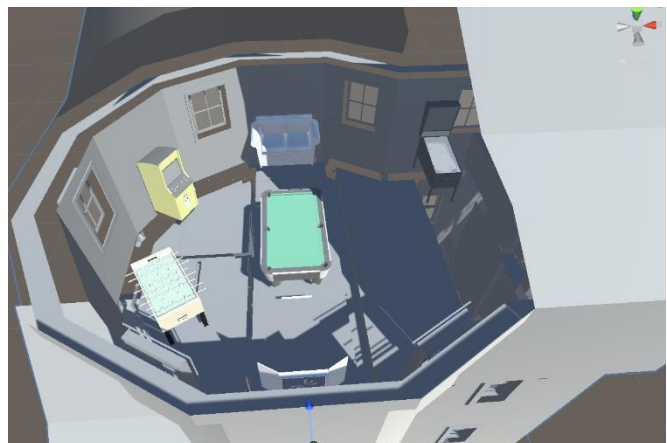
3. The abandoned asylum: it's a really big map, furnished and everything.

<https://assetstore.unity.com/packages/3d/environments/urban/abandoned-asylum-49137>



4. A five floored house : I like the idea of this house, but it may need some work to fix the materials

<https://www.cgtrader.com/items/196764/download-page>

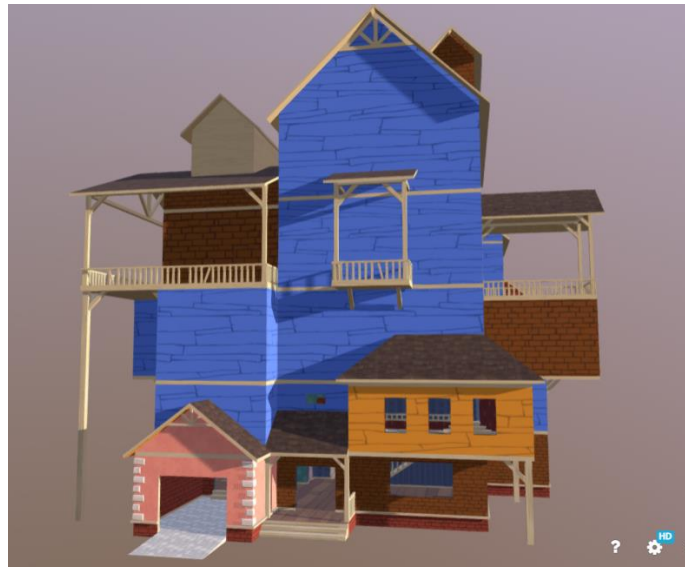


These are some non-furnished houses, if you're not up to pre designed houses :

5. <https://sketchfab.com/3d-models/neighbors-house-alpha-2-af548eee1b3c4b1bacb418dad5631b01>



6. <https://sketchfab.com/3d-models/hello-neighbor-neighbors-house-alpha-1-153d1cc09fe54ac19f79597419c8c7ff>



7. <https://assetstore.unity.com/packages/3d/props/stylized-building-17th-century-214786>



8. <https://www.cgtrader.com/items/196905/download-page>



9. I liked the vibe of this one, we could use it for a cutscene or get ideas from it:

<https://sketchfab.com/3d-models/halloween-mansion-7c245edbe8eb4dd58edbbee11764deff>



- **Core mechanics**

1. Movement
2. Interact with Objects : examine, manipulate, or use items to solve puzzles
3. Collect items
4. Puzzle Solving : logic, object based, ... puzzles which can also open new areas
5. Inventory System : collect and manage items
6. Multiple Floors: players can move between different floors
7. Stealth Mechanics: avoid detection by patrolling NPCs or hiding from them behind or inside stuff
8. Lighting : certain areas may be dark and require a flashlight or other light sources

- **Design pillars**

Atmosphere: Dynamic Weather, spooky music, dark lightening

Suspense and tension : unpredictable events, sound design.

Mastering: player should gradually master in using the mechanics, navigating the house, and solving puzzles.

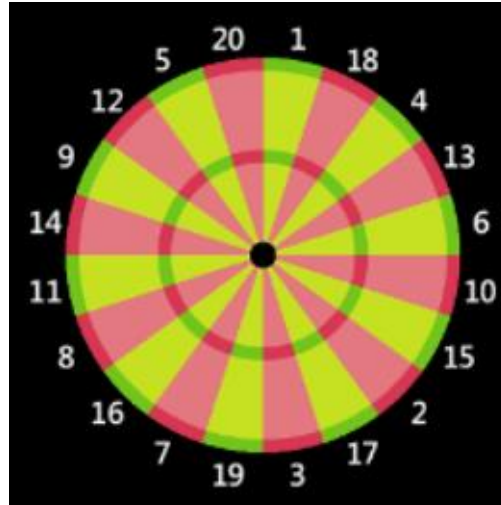
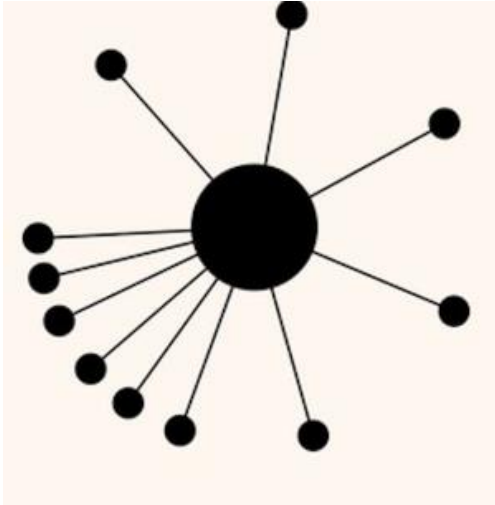
- **Puzzles**

1. Key & lock
2. A color code, suggesting we should enter numbers in a color sequence, find colored numbers (they could be written on walls or cubes or ...)

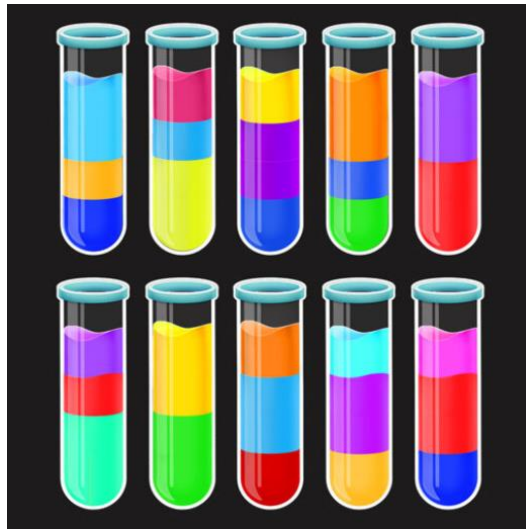


3. Turning on lights to light up the room
4. Find flash light and batteries to light up the way
5. We have three robots/ humanoid objects for example, and their legs, hands, heads any part with a joint can be moved into 4 different positions. And a picture somewhere, suggests which shapes and orders they should be in. if all where correctly shaped puzzle is solved.

6. Collect 4 candles and a lighter. Put them in a specific place in an order and light them.
7. Find clock gears, assemble it in the clock, and set the clock pointers into a certain time.
8. Collect 8 arrows to complete this mini game: (it could be in 3D). It can also be in a certain sequence.



9. A simplified version of this maybe, with 4 pillars each containing 5 colored rings.



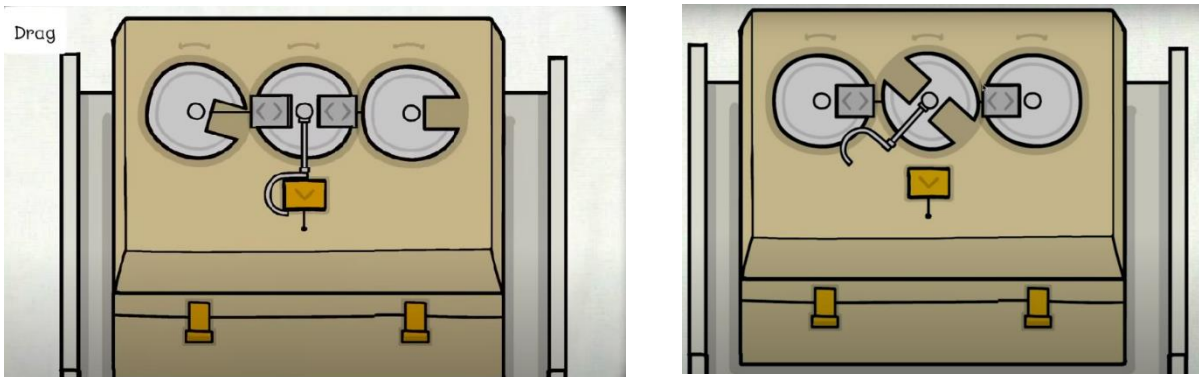
10. Picture puzzles:



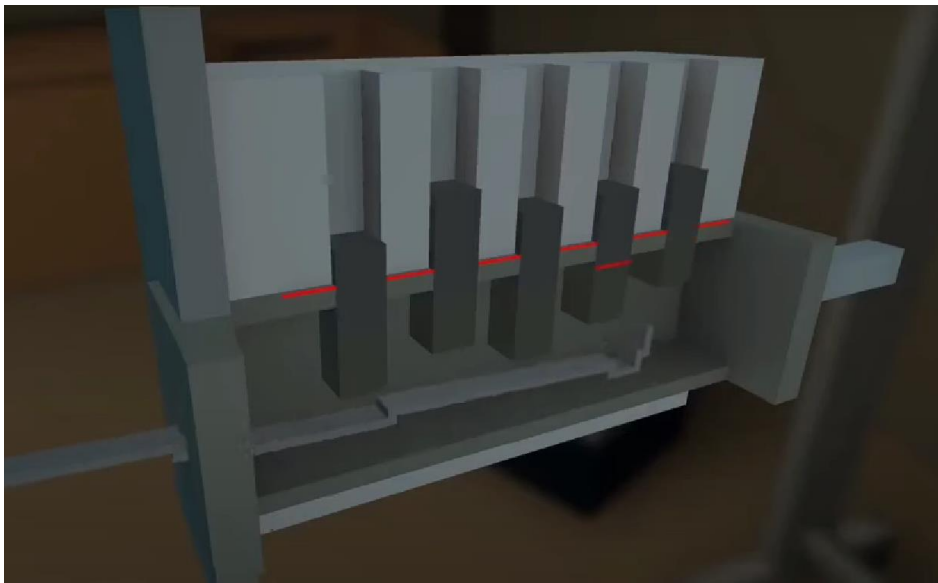
11. Find the sequence of lights (master minds game)



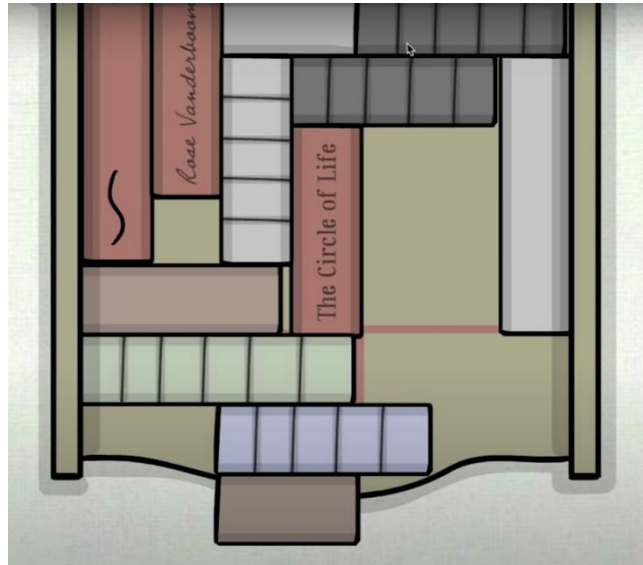
12. Rotating locks



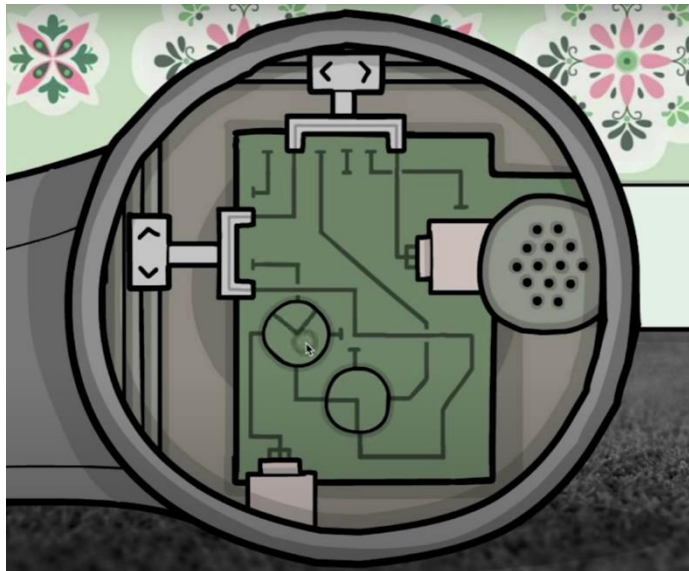
13. Open the lock



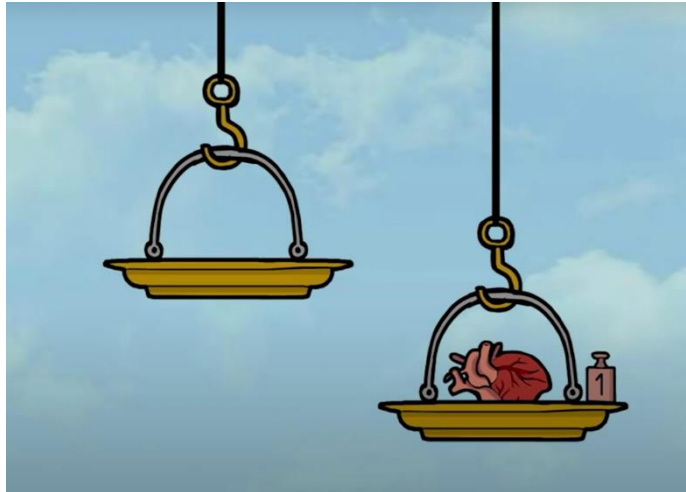
14. Move the blocks (either to fit everything in or make way for sth to come out)



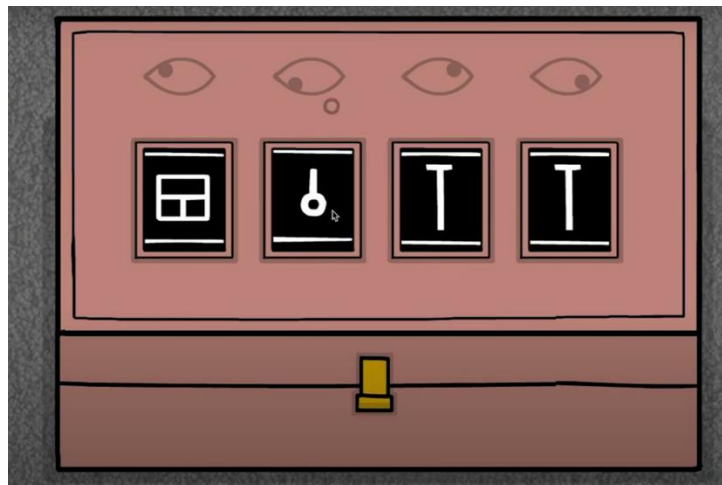
15. Path connecting : Moveable & rotatable parts



16. Balance it



17. Find the orders



18. Adjust switches to keep all the lights on

