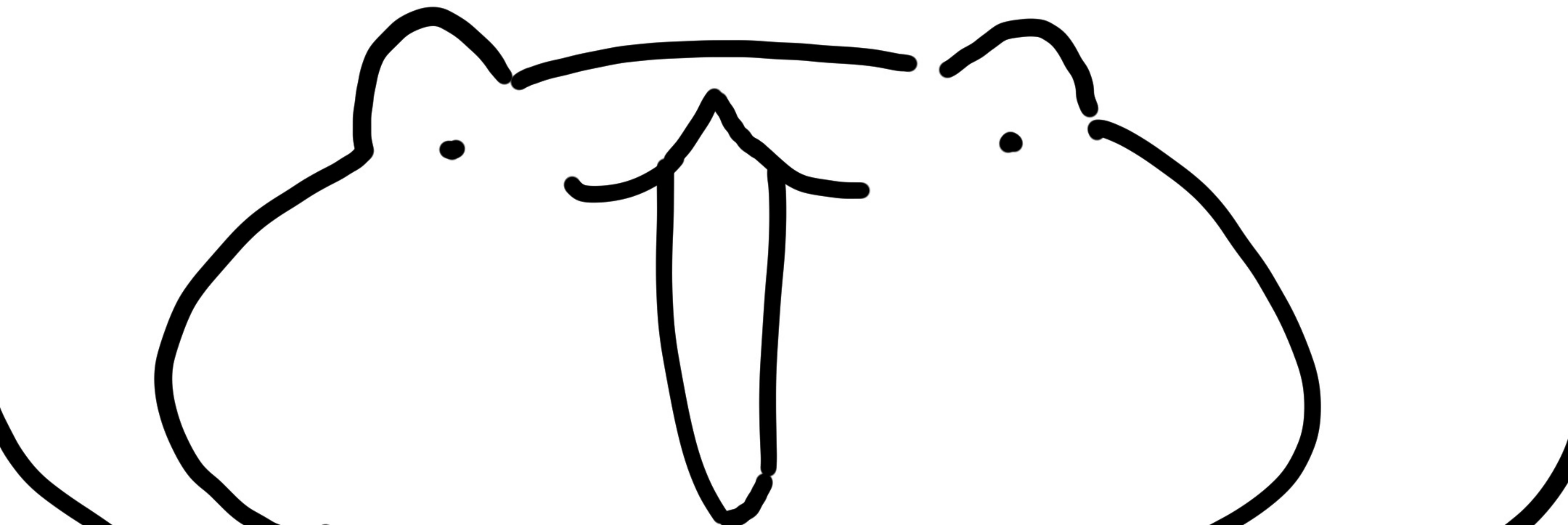


Louie's LAYOU Guide





Red Dots

- Means The Player does not interact with the asset

-Example ; The Asset is just a tree the Player Walks past

-Example ; The asset could also be a stone that The Player can bump into but can't actually move Or interact with it.

Blue Dots

- Means objects the Player can interact with

-Example ; Clicking a lamp's light on and off

-Example ; A NPC the Player can talk too.

Green Dots

- Means theirs a sound effect

- Example ; when the Player Interacts with a specific asset It makes a sound effect

- Example ; when a player walks On grass theirs a sound for the Players footsteps.

Purple Dots

-Means theirs music playing in the Background

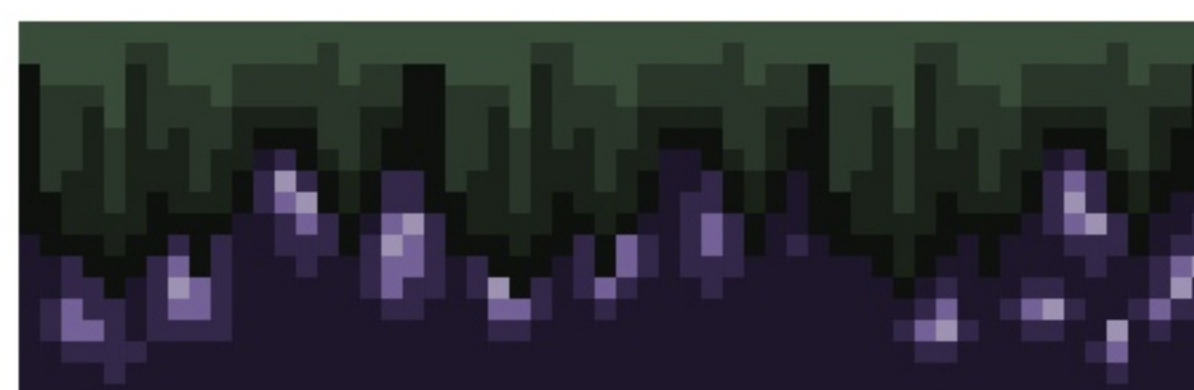
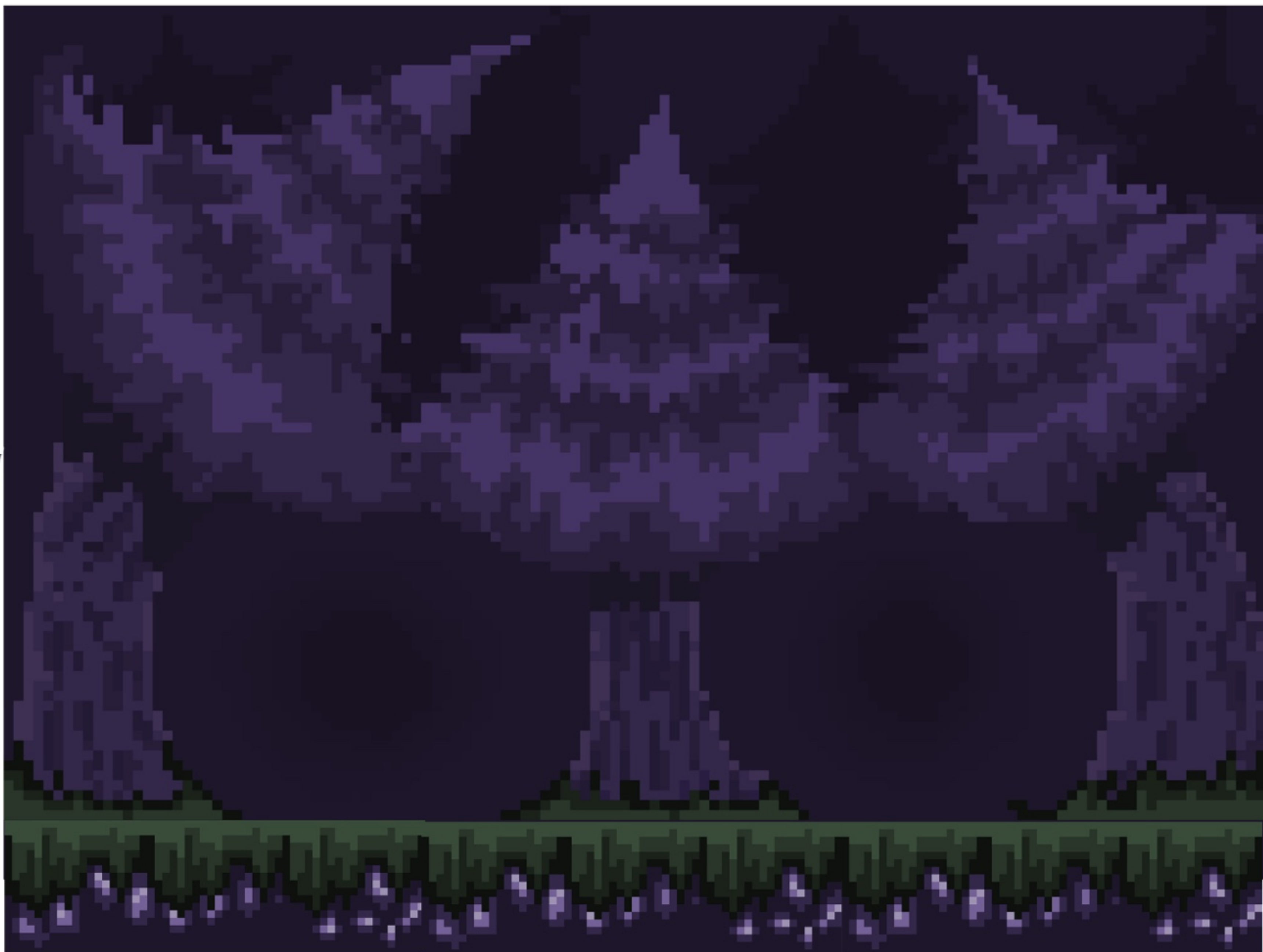
-Example ; Some parts of the game Won't have music playing, like Serious or high tension scenes to Build suspense.

-Example ; When the Player is in Firefly's cottage their is no music But when the Player leaves the cottage The soundtrack made for walking around The forest plays.

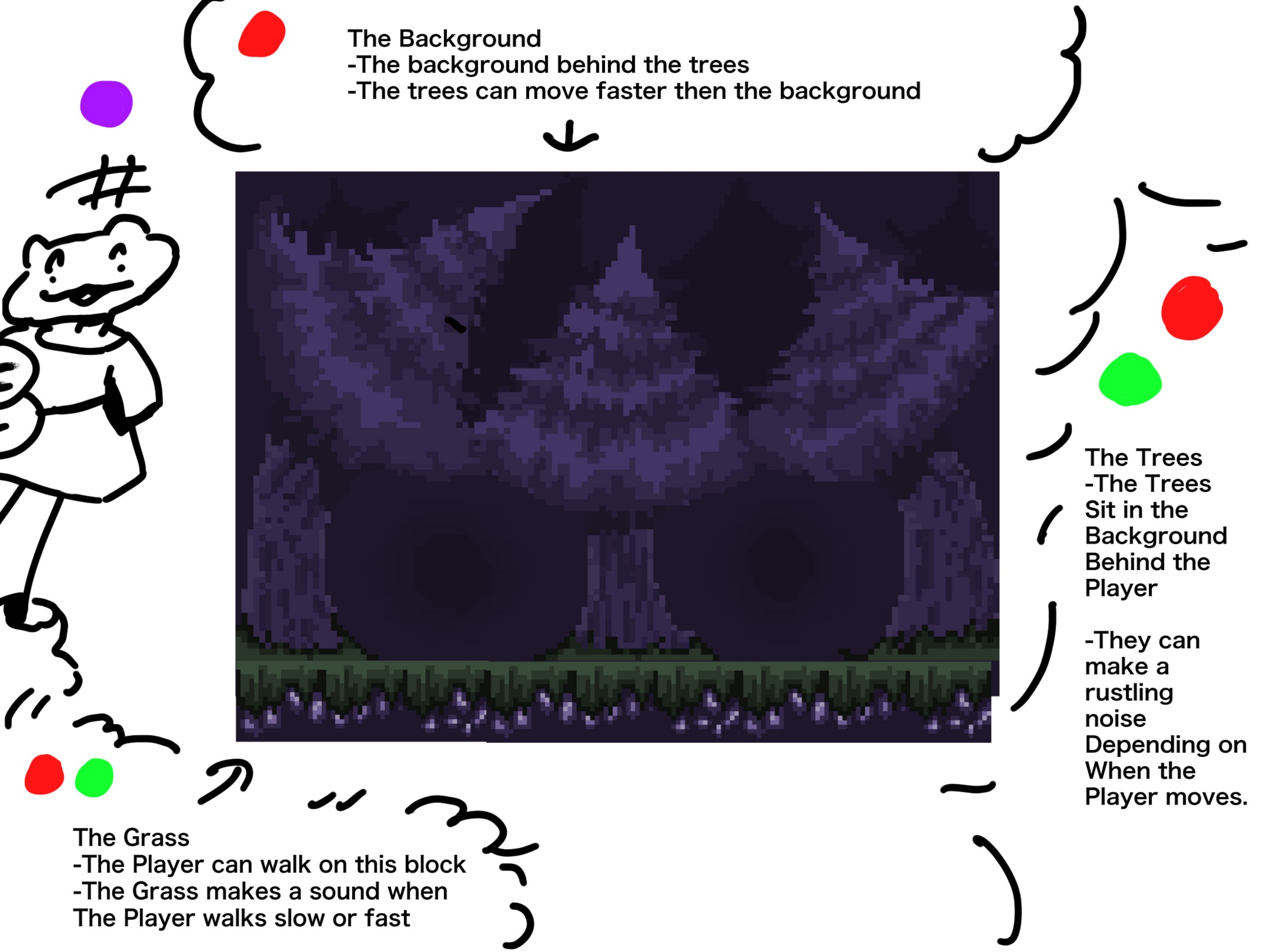
tree



tree



Grass



Curtains

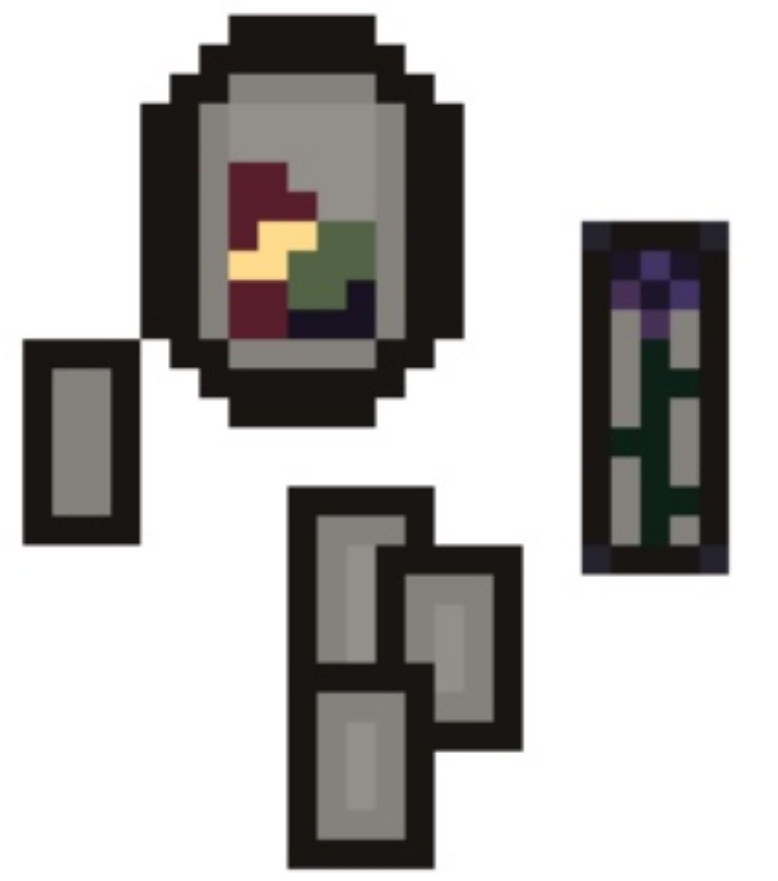
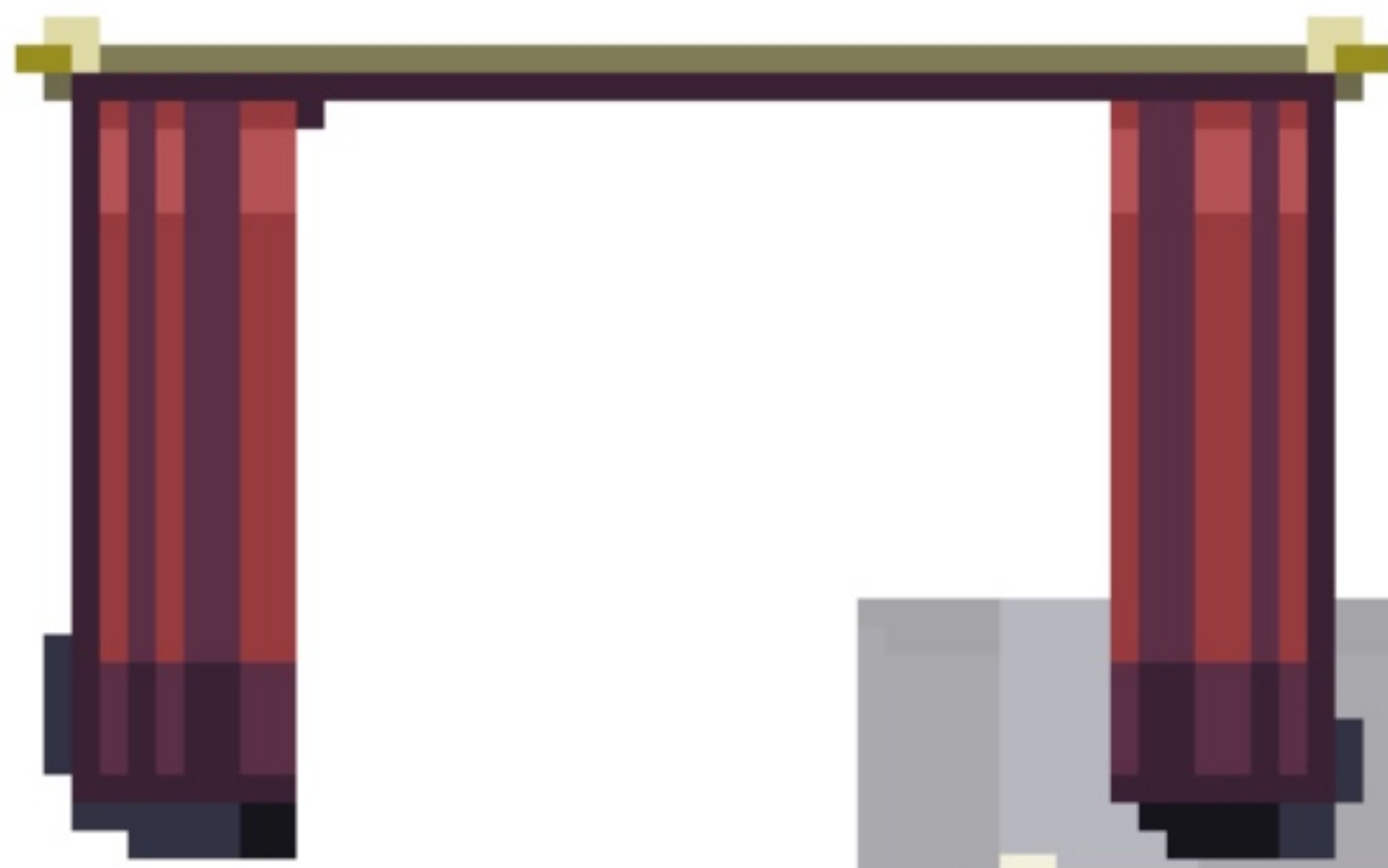
Frames

Lights

cathe

Bed

Desk



"Curtains"

- The curtains overlay the window and walls
- The player does not interact with the curtains
- It does not need a hit box

The Frames

- the frames are all one asset
- The player does not interact with the Frames

The Lamp

- The Lamp has two Assets
- The Player can click the light on an off
- The Player can interact With this object

The Bed

- The Player does not interact with the bed
- The Bed stays behind the player

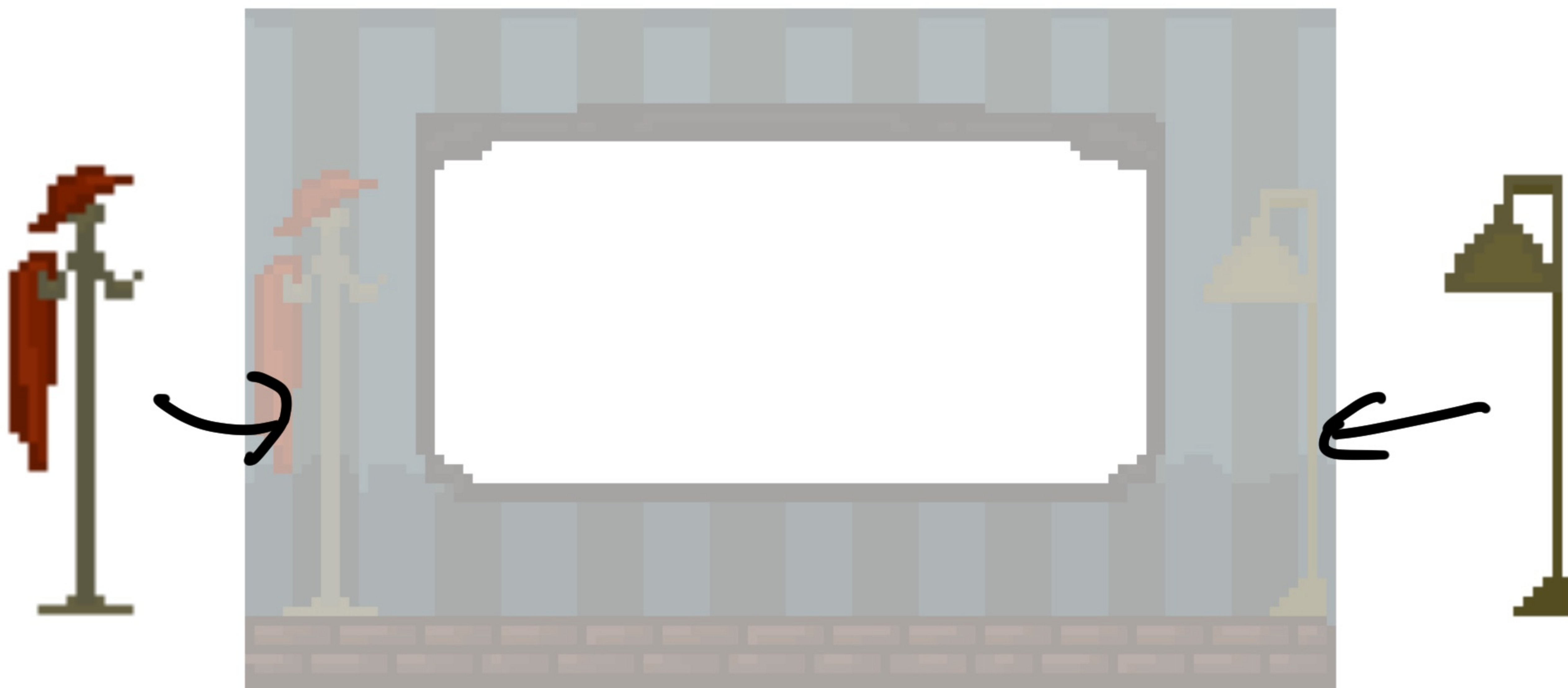
The Table & Cake

- The Player cannot interact with the Table
- The Player can interact with the Cake
- The Player can Bite some of the Cake
- The stool and cake are 2 seperate assets
- The Player cannot walk past the Table

The Wooden Floor

- The Player walks on this floor
- Assets go on top of the floor
- The Player walks on top of the Floor





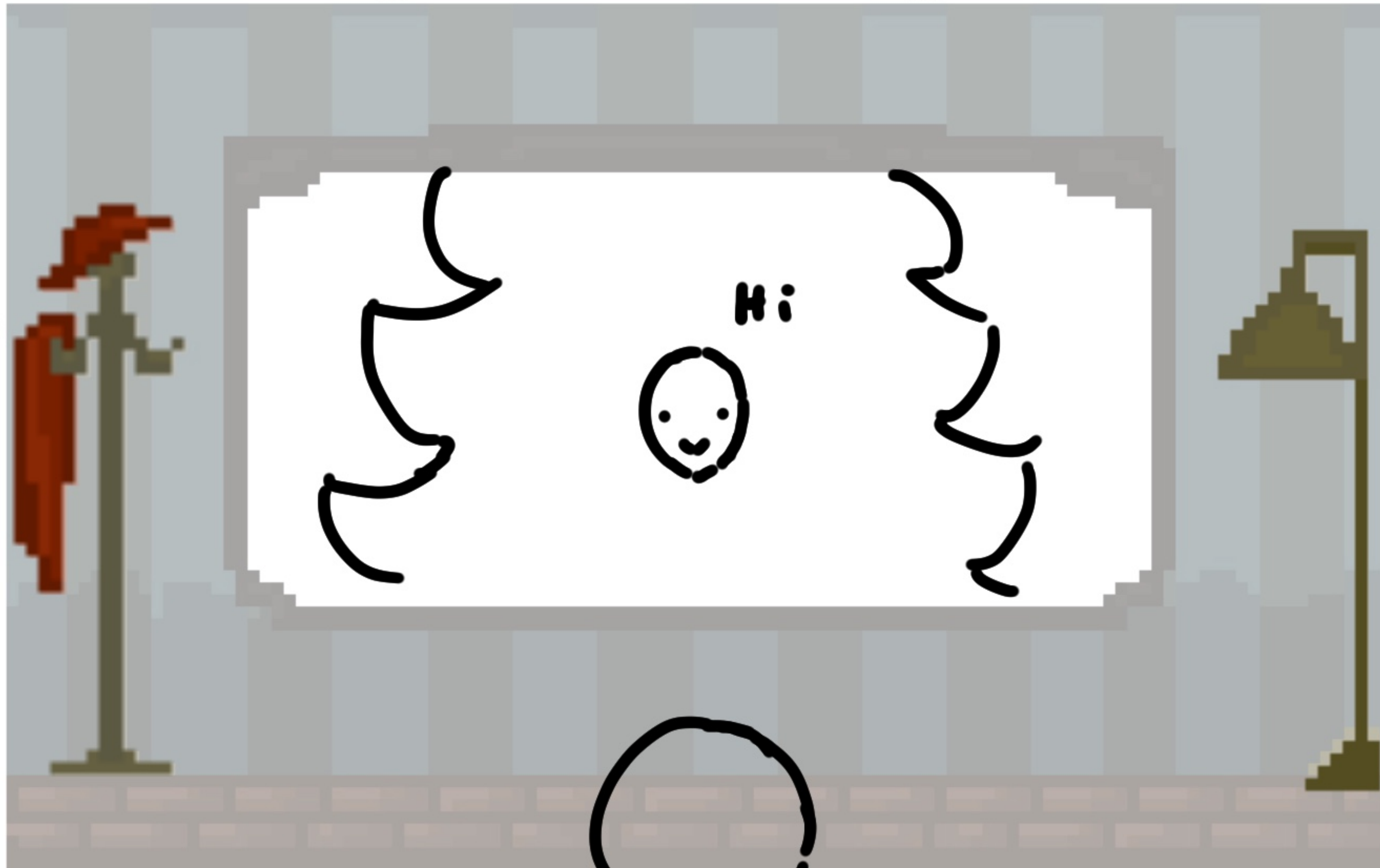


The Coat Rack

- The Player cannot interact with The Coat Rack
- The Player overlaps The Coat Rack

The Lamp 2.0

- The Player can interact with The Lamp
- But it will not turn on



Spooky!

The Floor Creeks

