

# Legend of Light - Zone 10: Keeplight

## In-Game Environment Concept

Keeplight is a quiet sanctuary of self-expression, where light reflects the courage to be seen. This zone is a vaulted candlelit space with deep echoes, warm illumination, and shadow-softened edges. Here, players are invited to step into the fullness of their own glow and allow others to witness it. It is a zone of vulnerability, truth, and soft emergence.

### Visual Tone

- Time of Day: Eternal twilight with interior candlelight glow
- Sky: Not visible - this is a deep inner chamber
- Color Palette: Amber gold, deep bronze, warm rose, and soft shadow greys
- Lighting: Candlelight flickers and glows brighter the longer the player stays visible

### Terrain & Environment

- Ground Texture: Stone and smooth marble flooring with scattered candle alcoves
- Key Object: Circle of Candles - illuminates more as player stands within it
- Movement: Slow and intentional, shadows follow but gradually release
- Hazards: Fading light when player hides or avoids presence
- Safe Zones: Visibility rings where player is fully seen and acknowledged

### Interactive Elements

- Glow Echoes - trigger messages or memory flickers when player steps into light
- Shadow Gates - doorways that open only when player walks fully into the light
- Mirror Flames - reflect emotional truths and respond with gentle color changes
- Still Circles - reward player for staying still in vulnerable openness
- Candle Offerings - allow players to light candles for others (NPC or symbolic)

### Audio & Visual Feedback

- Soft choral hums grow louder as player remains visible
- Candlelight flickers in rhythm with breath
- Shadow sounds recede as presence grows
- Emotional cues in ambient tones guide pacing

### Emotional Energy Zones

- The Ember Hall - Main candlelit chamber of presence and reflection
- The Hall of Shadows - Where avoidance patterns soften and dissolve
- The Glowstep Chamber - Final visibility test where movement reveals true light