### **“Don’t blink”**

**Movement with keyboard (WASD).**

**Mouse used to rotate field of view. A visible mouse cursor is never available in the game.**

**Gaze (a flashlight) is used to aim freely within the field of view.**

Gaze controlled aim allows for more free movement, as the player does not need to use other controls for the aim cursor. → Easier to play. Feeling more natural. The game character looks where the player is looking.

**Single player:**

* Player is trying to escape from a house.
* Player needs to find keys that are hidden inside the house. Each key opens a door assigned to it.

**Monsters**

There are monsters disguised as furniture inside that are attempting to catch the player. If the player walks too close to them, they “wake up” and start moving towards the player. They will continue moving whenever the player is not looking at them. While the player aims their gaze (the flashlight) on the monster, it remains “frozen”.

If the monster reaches the player, it will make the player unable to move (and turn the player towards it) and start dealing damage to the player. The player can attempt to escape from the situation by hitting the monster in the correct spot.

*Finding the correct spot to hit a monster:*

Player must use their gaze to find the weak spot.

1. A cursor controlled by the gaze appears on the screen (enemy is right in the middle of the screen, filling it almost completely).
2. Player moves the cursor with their eyes, and when it’s aimed at the correct area on the monster, it starts to blink and the player must then click the left mouse button.
3. The player controlled cursor is replaced by a horizontal bar with a hitpoint in the middle.
4. A cursor moves back and forth on the bar and the player must click the mouse button when the cursor is overlapping the hitpoint.



**Interacting with objects inside the house**

*Locating interactive objects:*

The player may need to move different objects inside the house in order to find the keys. Not everything in the house can be interacted with. The player needs to look around in the rooms, and while the light from the flashlight is overlapping an interactive object, the object glows (no direct fixation needed).

*Picking up objects:*

When the player moves close enough to the object that can be interacted with, it starts to emit particles but only while the gaze is fixated on it. When this happens, the player can click the left mouse button and the players arm automatically grabs the object.

*Throwing objects:*

To release or throw the object the player clicks the left mouse button again. The object will either be placed to or thrown towards the gaze point based on the strength of the throw. The player can control the strength of the throw by holding the mouse button down. (when the button is pushed down, a speed-o-meter appears on the UI. By holding the button down, the strength increases, and on release the object is thrown.

If an object is thrown on a monster, it automatically “wakes up” even if the player is not within the “wake up” distance. It will start moving towards the player.

**Clean UI**

(more information becomes visible if the icon for it is looked at.)

* A minimap of the discovered parts and the player location

**Collaborative play:**

* Up to 4 people, each player starting from the same room.
* Each player plays on their own computer.

(Players can talk to each other through headphones or live).

* The location of the other players is displayed on the minimap.

**Goal:**

* Every player escapes from the house.

*If any player dies the game ends.*

**Monsters**

The monsters behave the same as in the single player mode.

* If there are several players in the “waking up” distance of the monster, the monster will move towards the player closest to it.
* Any of the players can “freeze” the monster with their flashlight even if it’s not chasing them.
* If a player is grabbed by a monster, another player can come to help. Hitting the monster happens with the same procedure as in single play. The assisting player is not immobilized, and in order to hit the monster, they need to be close enough to it.

**Competitive play:**

* Each player on their own computer:
* Can be played with 2-4 people. If there are more than 2, teams of 1-2 people are formed.
* The location of the players on the opposite team are not displayed on the minimap.

**Goal:**

* Be the first to escape from the house. If the player is in a team, the whole team has to escape in order to win.

**Sabotage and stealth:**

* Players can sabotage the opposite team members by throwing items at them. On impact the opposite team members flashlight turns off for a short period of time.
* Players may attempt to wake up hiding monsters (by guessing which furniture is a monster and throwing an item at it). If a monster is woken up, it will start moving towards the player closest to it, be it the thrower or an opposite team member.
* If a player wants to try to sneak up on a another player, they can turn off their flashlight by pressing the right mouse button. When a flashlight is turned off, the player is unable to detect interactive objects from a distance and freeze monsters.

**Stealing:**

* You can steal keys from a player in the opposite team. To do this, the player has to be close enough to the opposing player. The pocket of the other player starts to glow (visible only to the player attempting to steal). The stealer must direct their gaze on the pocket, and it will start emitting particles. When this happens, they press the left mouse button to steal a key.