**You, Light.** "Life depends on your own point of view"

Fear of the dark --> use your own light, **you are a light**

feel lost (labyrinth? FOREST!) --> dark environment, light as path

feel alone --> feel followed (false hints to give anxiety)

**At the end you cannot escape anymore, turn the camera and see that the red light was you.**

**the red light turns white, camera from above, you & red became one light.**

MAP --> forest-like? /\*some hiding point to rest (aka checkpoint)(see "red light" pass?). No extra light, just somewhere.\*/

MOVEMENT --> auto run. More light you have, faster you run.

CAMERA --> fixed 3rd person.

HINT --> "red light" is showing more path --> gives you the direction (like run in the opposite way)

OBSTACLES --> jump, avoid, crossroads --> if hit: "you've been hit" --> restart with bigger "red light" (help u to see more & more anxiety = closer)

To Fix:

Red light active or not depending “check point” when hard path is coming

Starting completing dark, collect lights to have your own

**Pickup light** (and maybe also particles) **fade down when picked up**

**finalAnimation camera from side or backward to show the red light?**

**Game Scenes:**

1. Incipit
   1. Player
   2. Text
      1. What happened?
      2. Where am I?
      3. I remember nothing
2. Tutorial
   1. Player
   2. Some small obstacles
   3. Pickups
   4. Text
      1. Seems like there’s some light
      2. Better go closer, at least I can see better
      3. I have to be careful, there might be some not visible obstacles
      4. Looks like I can bring lights with me to help me see better
3. **Fear** 
   1. Player
   2. Some more obstacles
   3. Pickups
   4. Red light
   5. **Text** 
      1. **What’s that?**
      2. **It looks like it’s following me**
      3. **And doesn’t seem to be friendly**
      4. **Better speed up**
   6. **Red light disappear**
4. **Thoughts**
   1. **Player**
   2. **Small and big obstacles**
   3. **Pickups**
   4. **Text**
      1. **How did I get to this surreal place?**
      2. **What happened before?**
      3. **What is the red light?**
      4. **I wonder if I am the only one lost in here…**
   5. **Red light appearing and disappearing in hard paths (and player speeds up and down)**
5. **Doubts** 
   1. **Player**
   2. **Mainly big obstacles**
   3. **Pickups**
   4. **Red light**
   5. **Text** 
      1. **…**
6. **…**
7. **…**

**General settings:**

**blue pickups = memory/hint**

the more you go on, the more light decrease -> collect more light to go on

hold on spacebar to “run”/escape the red light -> red light offset increasing