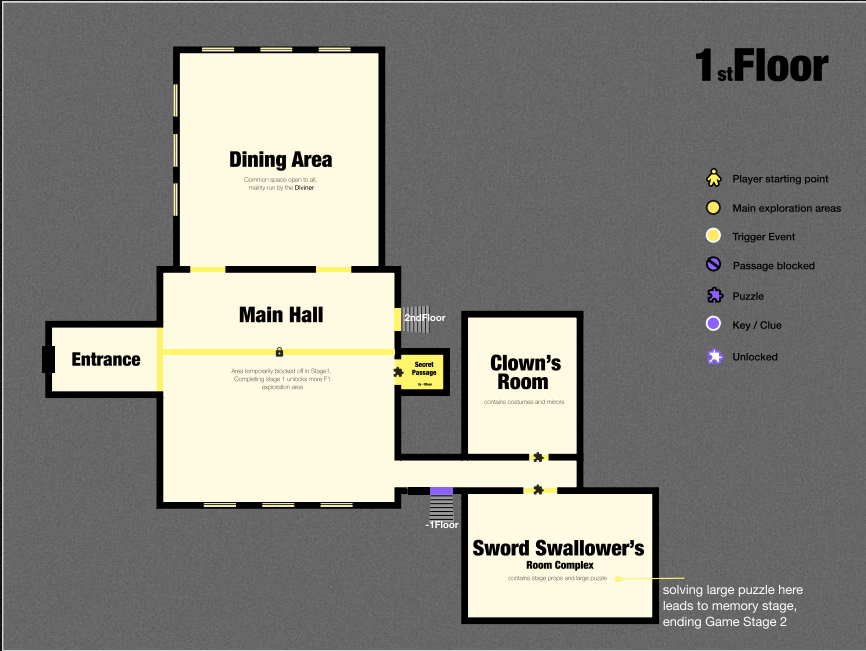
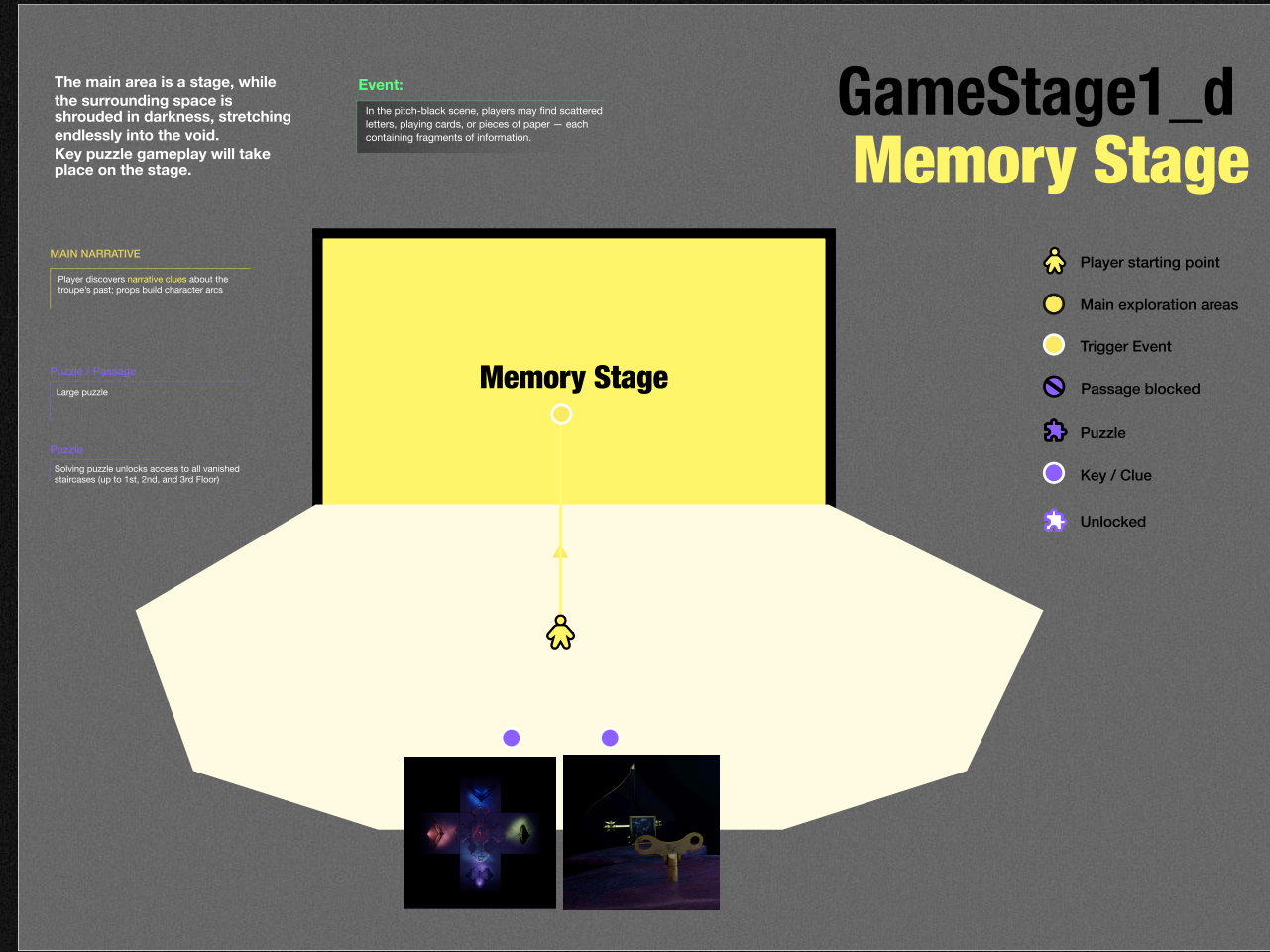
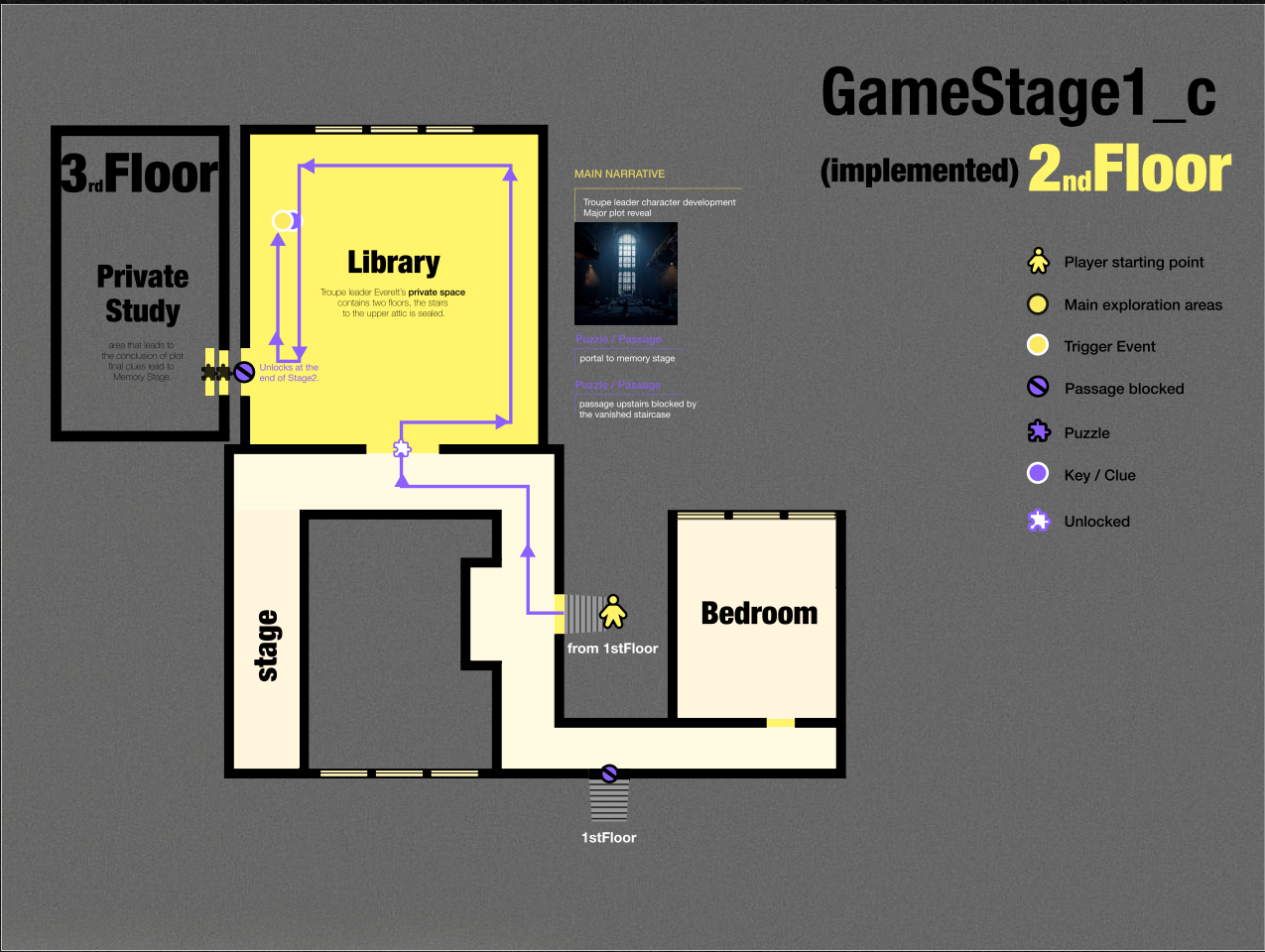
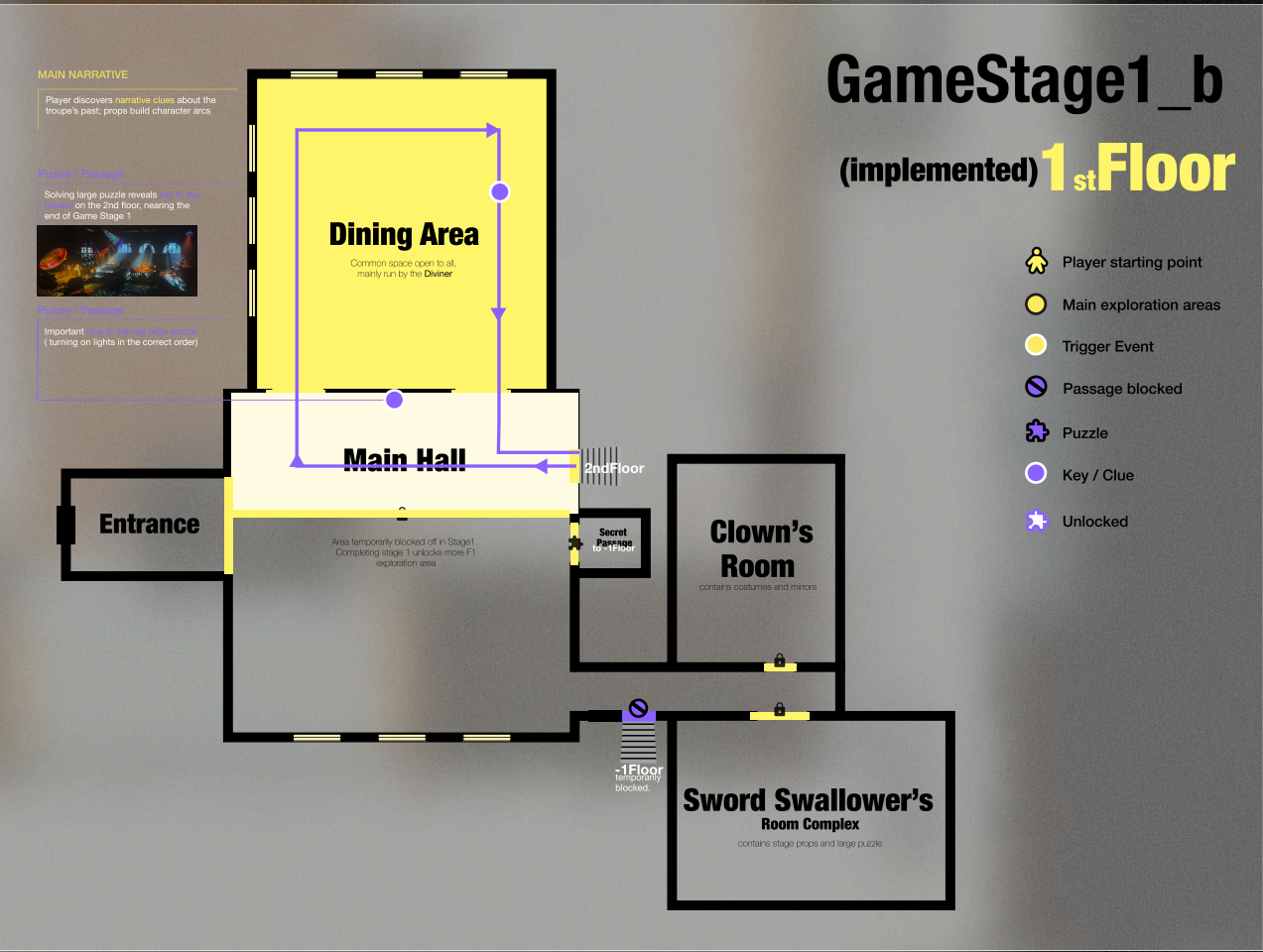
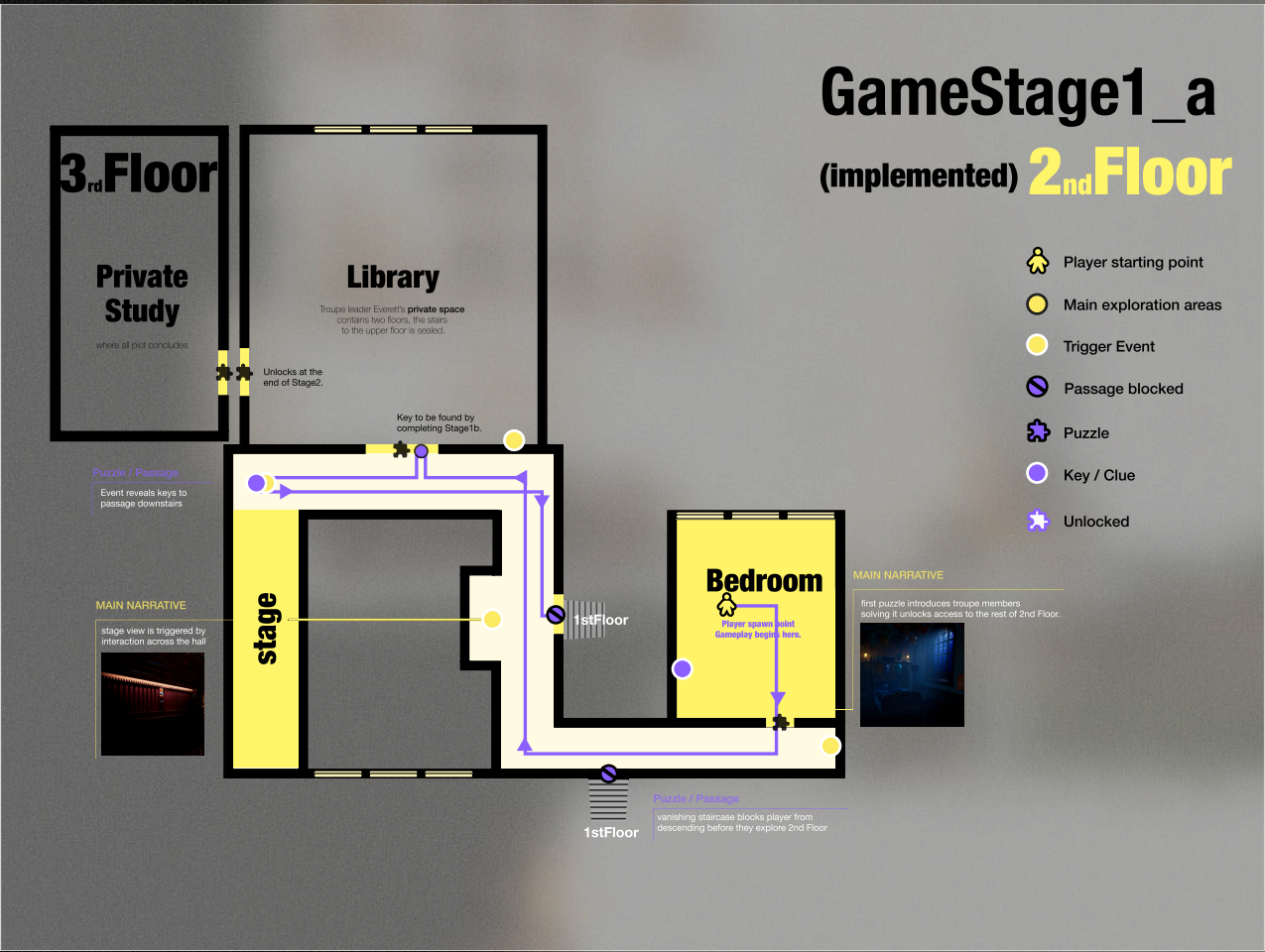


# Level Layout



# Game Flow - Stage 1.



Dream

Bedroom

2ndFloor Hallway

Dining Area

Library

Memory Stage

Tutorial

Easy Puzzle & Quest reveal.

Narrative + small puzzles

Main narrative +Large puzzle

Narrative + portal

Narrative + large puzzle.

Gameplay is structured around object pickups, triggered audio-narratives, and circulation-based level design. Lighting and material adjustments are calibrated to direct player attention, adjust pacing, and shift mood and turn the mansion into a stage-like space.