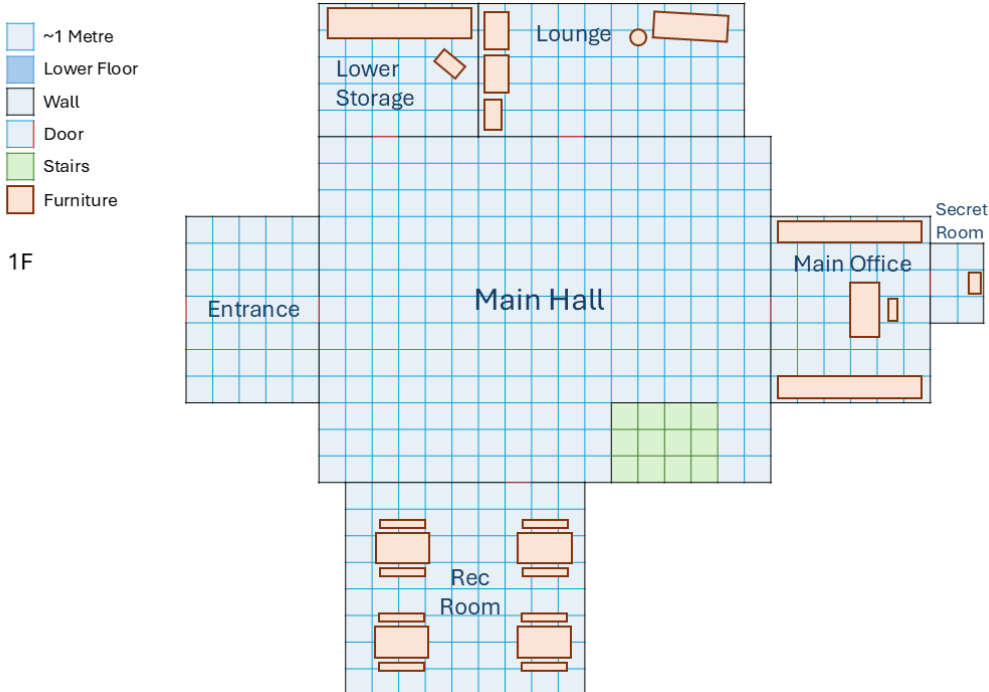


Asset List

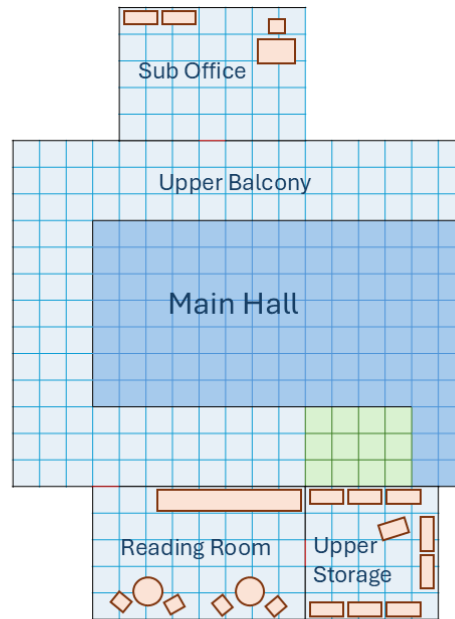
Asset	Source	Link (If Applicable)	Priority		
Walls	Fab - Asset Pack	https://www.fab.com/listings/f799d30d-f540-4468-b4c8-d36b612a8c8a			
Floor/Ceiling	Fab - Asset Pack	https://www.fab.com/listings/f799d30d-f540-4468-b4c8-d36b612a8c8a			
Stairs	Fab	https://www.fab.com/listings/8158c859-d251-449f-a3be-b36722af2875			
Door	Fab - Asset Pack	https://www.fab.com/listings/f799d30d-f540-4468-b4c8-d36b612a8c8a			
Books	Fab - Asset Pack	https://www.fab.com/listings/f799d30d-f540-4468-b4c8-d36b612a8c8a			
Bookshelves	Fab - Asset Pack	https://www.fab.com/listings/f799d30d-f540-4468-b4c8-d36b612a8c8a			
Chairs	Fab - Asset Pack	https://www.fab.com/listings/f799d30d-f540-4468-b4c8-d36b612a8c8a			
Tables	Fab - Asset Pack	https://www.fab.com/listings/f799d30d-f540-4468-b4c8-d36b612a8c8a			
Paintings	Fab - Asset Pack	https://www.fab.com/listings/f799d30d-f540-4468-b4c8-d36b612a8c8a			
Misc Decorations	Fab - Asset Pack	https://www.fab.com/listings/f799d30d-f540-4468-b4c8-d36b612a8c8a			
Progression Statues	Fab - Asset Pack	https://www.fab.com/listings/f799d30d-f540-4468-b4c8-d36b612a8c8a			
Key	Fab	https://www.fab.com/listings/fc006e7c-271a-4e2d-a4bb-579d974b0d5b			
Item Thumbnails	Custom Made	N/A			
UI Crosshair	Kenney	https://kenney.nl/assets/crosshair-pack			
UI Inventory Grid					
UI Buttons					
Handwritten Font	Google Fonts	https://fonts.google.com/specimen/Caveat			
Non-Diegetic Font	Google Fonts	https://fonts.google.com/specimen/Copse			
Paper Texture	Open Game Art	https://opengameart.org/content/sheet-of-old-paper			
Clock	Fab	https://www.fab.com/listings/54536eb4-1013-451d-aa04-6d90a2ab8c2f			
Interact Icon	Kenney	https://kenney.nl/assets/crosshair-pack			
Locked Icon	Kenney	https://kenney.nl/assets/board-game-icons			
Unlocked Icon	Kenney	https://kenney.nl/assets/board-game-icons			

Sound Name	Description	Link (If Applicable)	2D/3D	Source	Diegetic	Priority
Footsteps	Wood and Cloth variants	https://www.fab.com/listings/ef63c705-cfc6-4a08-9153-d479c732b547	3D	Fab - Asset Pack		
Book Open	Page turn sound	https://freesound.org/people/nsstudios/sounds/321108/	2D	Freesound		
Pickup	Cloth whoosh	https://kenney.nl/assets/rpg-audio	2D	Kenney		
Text Scroll	Tiny plastic click	https://kenney.nl/assets/impact-sounds	2D	Kenney		
Text Close	Small wood impact	https://kenney.nl/assets/impact-sounds	2D	Kenney		
Menu Open		https://kenney.nl/assets/impact-sounds	2D	Kenney		
Menu Close		https://kenney.nl/assets/impact-sounds	2D	Kenney		
Large Room Ambiance	Low interior ambiance echo	https://freesound.org/people/klankbeeld/sounds/712064/	3D	Freesound		
Small Room Ambiance	Quieter interior ambiance	https://freesound.org/people/beticbert/sounds/533962/	3D	Freesound		
Clock	Light Ticking	https://freesound.org/people/KorgMS2000B/sounds/54406/	3D	Freesound		
Door Open	Handle pull and release	https://freesound.org/people/ffb.sofa/sounds/625268/	3D	Freesound		
Door Close	Slam and lock	https://freesound.org/people/ffb.sofa/sounds/625268/	3D	Freesound		
Door Try handle	Door handle jostle	https://freesound.org/people/BenjaminNelan/sounds/321087/	3D	Freesound		
Statue Place	Drop Impact	https://kenney.nl/assets/rpg-audio	3D	Kenney		
Secret Door Open	Concrete Slide	https://freesound.org/people/PostProdDog/sounds/578491/	3D	Freesound		

Map Layout



2F



Event Sheet

The game will allow the player to freely explore the space starting from the entrance room. Progress items are locked behind dependencies requiring players to visit each room to access other rooms with key items. This allows the minimum route to cover most of the map.

The game can be finished after unlocking the secret room with 3 statue keys. Each statue has a minimum amount of room to explore before reaching it.

Statue A: Found in Lounge Room (No Dependencies)

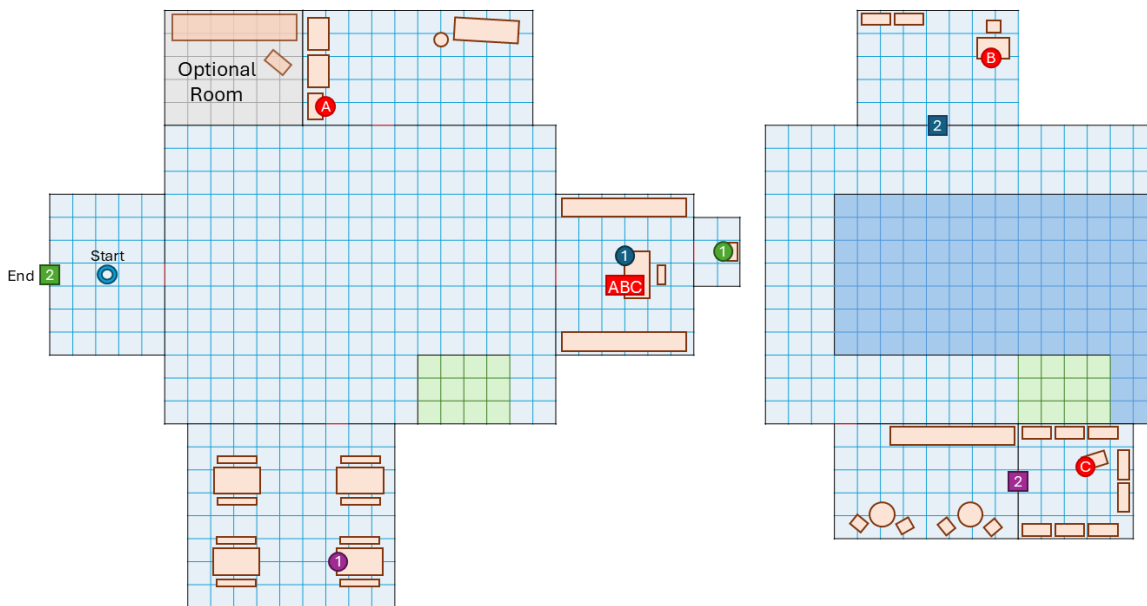
Statue B: Found in Sub Office (Requires key from Main Office)

Statue C: Found in Upper Storage (Requires key from Rec Room)

Between these key rooms there are rooms the player will traverse through to reach each point. These rooms contain books where much of the story is told.

- Entrance
- Main Hall
- Upper Balcony
- Reading Room

This leaves only Lower Storage as an optional space for the player to explore.



Script

Narrative Outline

Some time ago the main character experienced a traumatising event where they were attacked while heading home, the memory of what happened has been locked away and unable to confront what happened they can't regain their confidence and continue on with their life.

Prologue

I had got some shopping for a few days, I was out a bit later than usual, but I was nearly back by sunset. Passing through the bridge I heard some group of idiots shout something towards me, I flipped them off and went on with my da—

No, it doesn't end there. It's been gnawing at me for so long, but I can't admit what happened.

It's in there somewhere, I need to unveil it.

Books

The Day

Title: Walking Home

Outline: Moments before attack

Description: I'm here to find the missing page

I had got some shopping for a few days, I was out a bit later than usual, but I was nearly back by sunset. Passing through the bridge I heard some group of idiots shout something towards me, I flipped them off and went on with my da—

The Missing Page

Title: (Blank)

Outline: Description of the attack

Description: It hurts to look at, I should leave now

I flipped them off and went on with my day, but then I heard a lot of footsteps and suddenly I was on the floor. The rest is a blur, just kick after kick and spit in my face. After they finished, all I could do is pickup my things, limp home, and wash away the blood.

Recipe Book

Title: Taco Wrap Recipe

Outline: Recipe for Tacos (Filler Memory)

Description: Not relevant, but I should cook this again sometime

Pan fry diced onion with a bit of oil until soft

Pan fry beef mince until browned

Add beef stock, sliced chillies, tomato puree, minced garlic, and taco sachet of choice

Mix with a splash of water

Cook on low heat for 10 minutes

Prepare tortilla wraps and place cheese slices in middle

Scoop a half portion of beef onto the tortilla

Wrap with small folds into a hexagonal shape

Pan fry wraps on both sides till crisp to melt cheese and seal wrap

Park Day

Title: Warm day at the park

Outline: Appreciation of nature (Post Event Memory)

Description: This is no way to live

It was a nice day today, one where standing outside instantly wakes you up. I wanted to do something so I thought to try getting myself a nice drink and sitting out in the greenery for a bit. It was nice till someone walked past and gave a weird look. I'm overthinking it but I left as soon as I could.

Taking Control

Title: Getting Things Done

Outline: Independence and mistrust of others (Pre Event Memory)

Description: Like a completely different person

I'm so sick of being pulled behind by others who aren't affected by the things I need to get done. I needed some work uploaded, but it had to be proofread by someone else first. Day after day, reminder after reminder they just kept saying 'oh I'll get to it'. Deadline was approaching and that moron left their computer unattended so I snuck on and gave it the greenlight myself.

I had drive, I showed initiative and got punished for it. Now I'm out of a job and idiots like that continue to ruin people's work.

Epilogue

I always knew this was here. It's terrifying admitting what happened, but I know it's part of the process. I was hurt, but will heal, I will get better.

One step at a time.