

| Abort | | | | | | | | | | | | | | | | | | |
|-------------------------|-----------------|---------------|---|-------------------------------------|-------------------------------------|-------------------------------------|-------------------------------------|--------------------------|---|--|---------------------|--------------|---|----------------------------------|--------------------------|---|-----|-----|
| Sequence/Level/Location | Time and Mood | Duration(min) | Brief Description of Events | | Player Mechanics | Player Goal | Design Goal | Emotional Beat | Characters Encountered | Enemy Encountered | Objects Encountered | Other Assets | Audio Notes | Visual Effect Notes | | | | |
| Menu Screens | | | | | | | | | | | | | | | | | | |
| Splash Screen Sequence | N/A | N/A | Studio Logo | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | N/A | N/A | N/A | N/A | N/A | N/A | N/A | N/A | N/A | N/A |
| Main Menu | N/A | N/A | - Play Button - Options Button | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Enjoy the music | N/A | N/A | N/A | N/A | Main menu splash screen sfx | game theme music, button | N/A | | |
| Pause/Options Screen | N/A | N/A | - Pauses gameplay - Resolution Option - Music Volume Slider - SFX Volume slider | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | N/A | N/A | N/A | N/A | Various UI assets (Sliders/Buttons/Toggles/Dr | ambience | Blurred Background | | | |
| Credits Screen Sequence | N/A | N/A | - credits all people help on the project including devs, tutor, playtesters, etc - continue play the ending music | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | N/A | N/A | N/A | N/A | fonts and themed graphics | game theme music | N/A | | | |
| VERTICAL SLICE | | | | | | | | | | | | | | | | | | |
| Debao's Room | rainy afternoon | 3 | PC wakes up in his own room and finds a diary on the nightstand. He begins exploring the room, collecting various story items to his backpack. On the desk, he discovers a note from his parents that reads, "We have a gift for you, it's in the first floor lobby." (If PC examine this note before turning on the light, the message instead reads: "It's too dark to make out the writing.") After picking up the note, the bedroom door unlocks. PC steps out into the hallway. | <input type="checkbox"/> | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | Explore and find a way out of the room | Narrative: set the tone, introduce Debao, his backstory and his family, indicate the reasons why he is here; GD: Tutorial of movement and inventory (collect and use items). | curious | N/A | N/A | Family Photo, Dairy | N/A | sfx: PC footsteps, pick-up sounds, door open sounds music: atmospheric audio | | |
| Second floor walkway | rainy afternoon | 2 | PC steps out into the second floor hallway, looking for the staircase that leads downstairs. The corridor is dim and still, except for a faint rustling sound ahead. As the PC moves forward, they spot a ghost standing in the middle of the hall with its back turned. It blocks the direct path. To get past without alerting it, the PC must crouch and carefully slip around the ghost. This moment teaches the player that stealth and body position matter. Farther down the corridor, the PC passes the second sister's bedroom door. It is tightly wrapped in glowing red threads. As the PC approaches, a prompt triggers a line of dialogue: "The door is giving off a strange glow. I need to find a way to get inside." | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | Explore and get to the main lobby area | GD: Tutorial of stealth gameplay, introducing an enemy | excitement | N/A | Qingzhen the ghost | N/A | N/A | sfx: PC footsteps, ghost idle sounds | | |
| First Floor lobby | rainy afternoon | 15-20 | First Floor Arrival The PC comes down to the first floor. Through the windows, the courtyard looks ruined. The PC comments that the rain is too heavy to go outside. From the main hall door, a constant, unsettling noise can be heard. Inside the hall feels abandoned. As the PC explores, a brief dialogue appears: "This is... the ancestral house? Where are Mom and Dad?" Near the round table, the PC finds the birthday-gift camera and picks it up. The round table looks like a past matchmaking site: a scale, two paper efigies, and a paper ingot folded from diary pages. Behind the long table is a small shrine with a riddle hinting that offerings must be collected from different rooms. Camera Interaction The camera tutorial teaches the PC to photograph the paper ingot. Taking the photo transforms it into a gold ingot and briefly shifts the hall's atmosphere, revealing sounds of negotiation. The gold ingot weighs down one end of the scale. The PC searches the hall for three objects to unlock the second sister's room. | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | Use the camera to uncover the hidden history of the main hall, understand the failed matchmaking and sacrifice ritual, and obtain the item required to unlock the second sister's room. | Introduce the camera tutorial and puzzle mechanic that reveals hidden objects in the main hall. NR: Help the player understand the past matchmaking event and motivate the PC to proceed to the second sister's room. | curious | N/A | N/A | three personal items from Ruonan | N/A | music: atmospheric audio | | |
| First Floor lobby | rainy afternoon | 5 | The PC is attacked in the main hall. The ghost blocks the space unpredictably, forcing the PC to use the hall's layout — furniture, pillars, and corners to stay hidden and find an opening to escape. Once the PC slips past her, they flee into the first-floor corridor. As soon as the PC enters the corridor, a CUTSCENE: on the second floor, Qingzhen's silhouette drifts into Ruonan's doorway before disappearing. A strip of red fabric hangs from the second-floor window, and red threads | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Hide from the ghost and proceed to second floor | Camera flash tutorial | anxious/fear | N/A | ghost | N/A | N/A | ghost voices, Debao panting | | |
| Outside Ruonan's Room | rainy afternoon | 3 | The PC heads to the second-floor storage room (Ruonan's room). Using the scissors, the PC cuts through the red threads blocking the doorway and enters the room. | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Successfully enters Ruonan's room | The corridor shifts from a safe space to a subtly threatening area. On both the first and second floors, brief ghost silhouettes appear at a distance, then vanish. These | anticipation/fear | N/A | ghost | N/A | N/A | | | |
| Ruonan's Room | rainy afternoon | 8 | The PC explores and discovers items tied to the family's past and to Ruonan herself. In one corner, the PC finds several torn fragments of the second sister's handwritten admission letter. After assembling the pieces, the PC photographs them, transforming the fragments into a real admission letter — something Ruonang never saw in life. | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | Explore Ruonan's room | Introduce Ruonan's backstory | curious | N/A | N/A | Admission Letter | N/A | | | |

