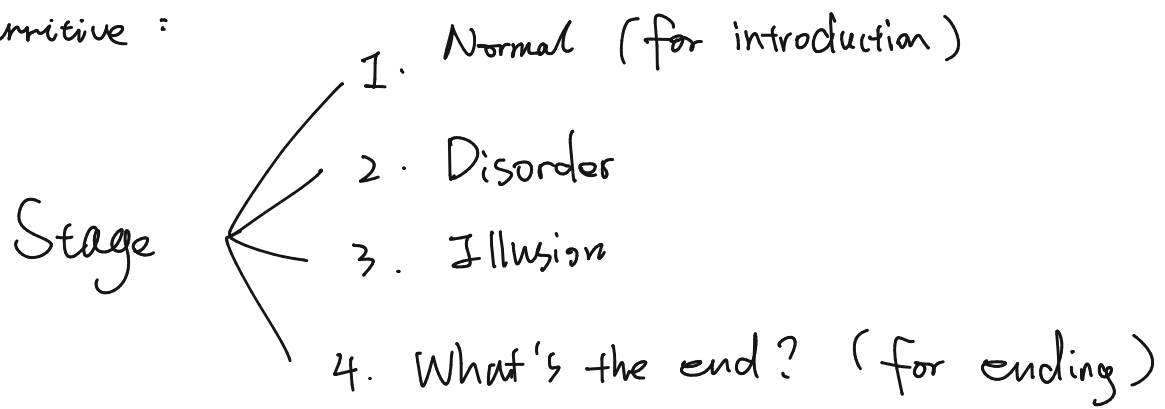


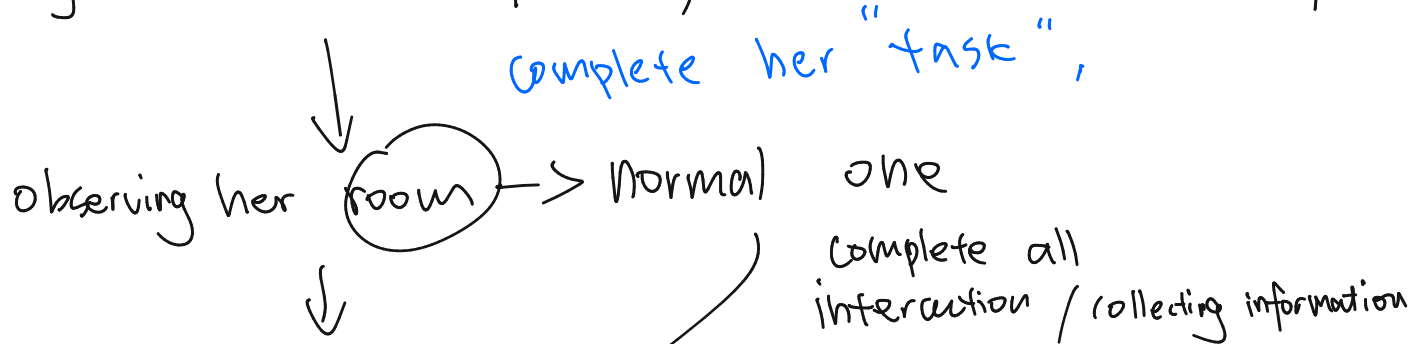
Narrative :



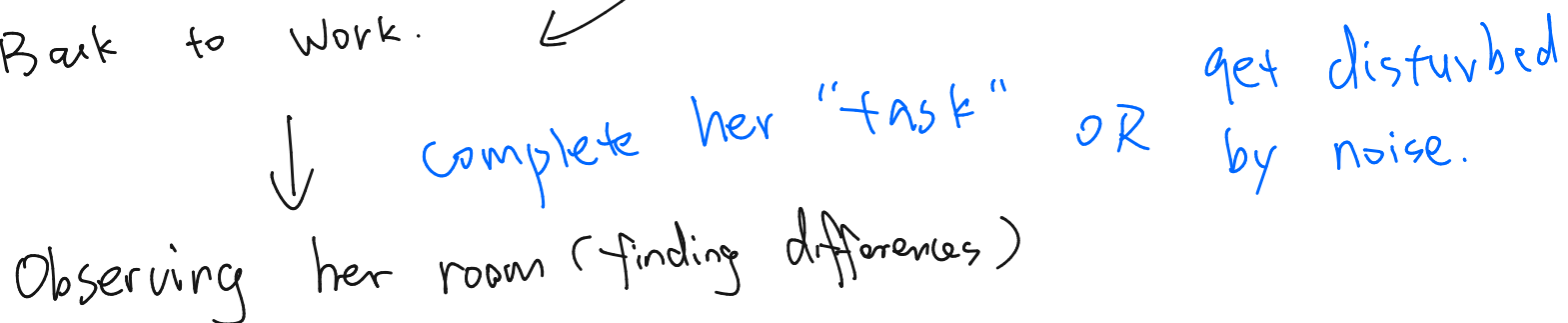
Black & white
↕
Coloured

Stage 1

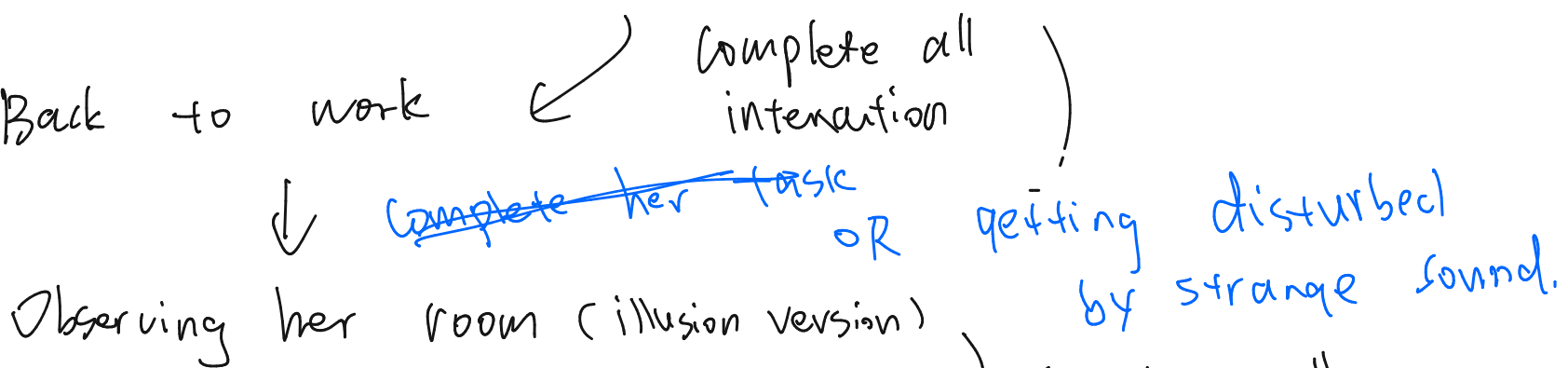
Protagonist : Working on her work. (request? daily tasks) With the Computer



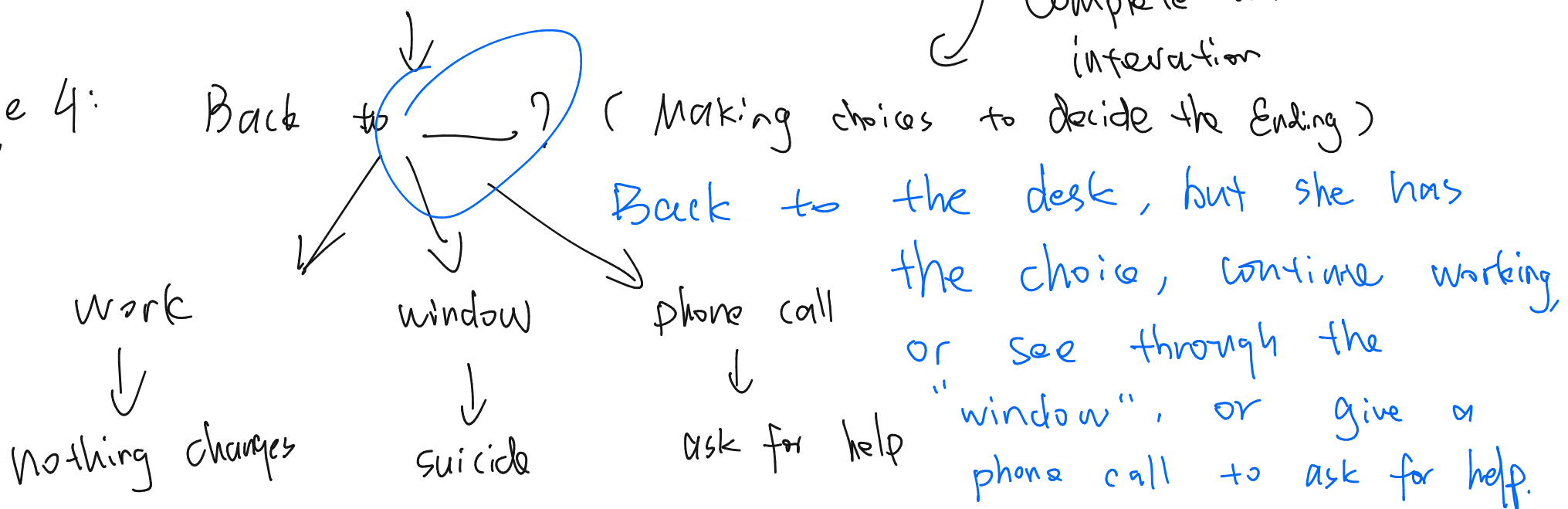
Stage 2 : Back to work.



Stage 3 : Back to work

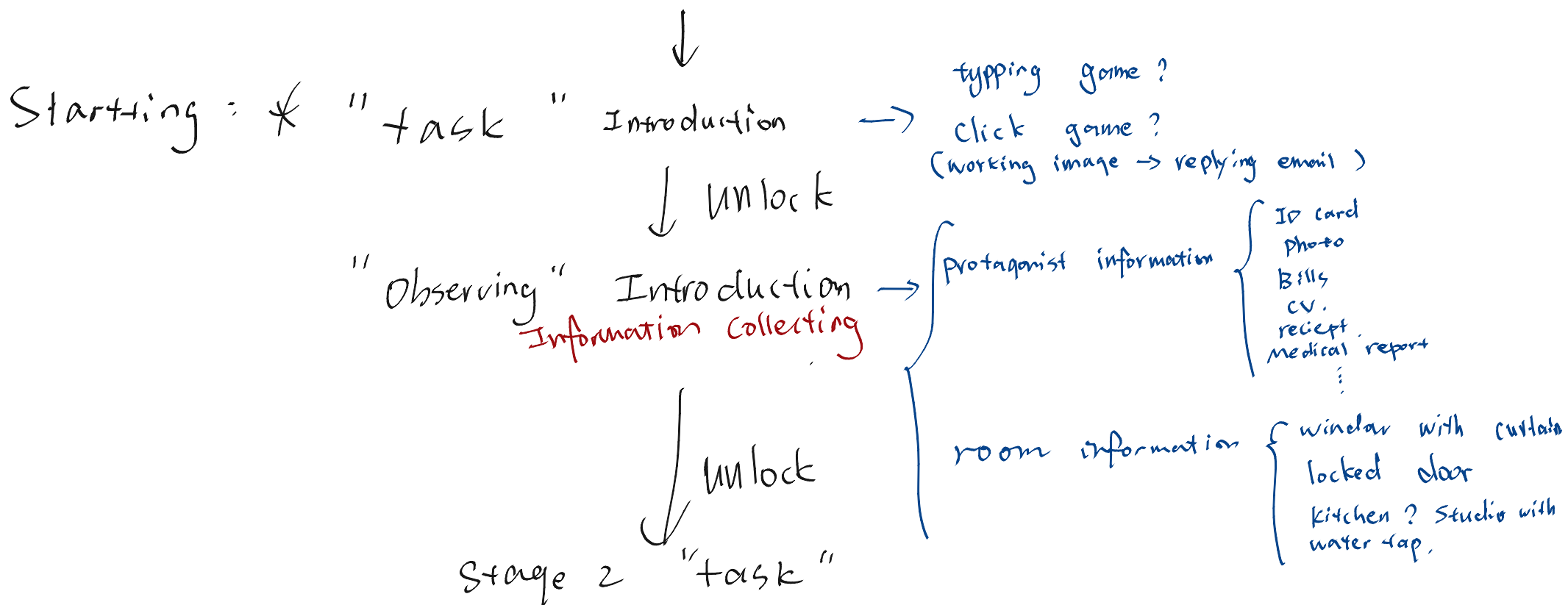


Stage 4 :



Stage 1:

The protagonist needs to complete "task" step of her computer, to unlock the next "observing" step of her room.



Stage 2:

After the protagonist finishing her task, OR she got disturbed by a strange sound while working,

she has to "observing" her room again.

Starting: * "task" (note, I want to make it become "meaningless" so the players will release the protagonist doesn't really need to follow the calendar to do her work / which means the player can start observing the room while the protagonist get disturbed. they can quit the work)

↓

"observing"

the room is no longer clean and the curtain closed which blocks the lights from outside.

find the difference. / a

↓

Stage 3 "task"

Stage 3: This is when the proto to have the illusion.
(I think we should put more effort on this part)
The room is totally different from the reality and everything became abstract)

Starting : " task " (In this stage, the task is unnecessary, players do not really need to complete the task. they will relive the "disturb" in the beginning. I am thinking of, if the players choose to complete the "work" first, the ending will lead to 1/2? directly without the "asking for help" ending).

↓
" observing "

(In this stage, the aim is to show the illusion. There is a progress, from small things to a huge difference. Small weird things like "the window disappear", things missing. To huge difference, like the room distortion)