Ideal player action path

Level One - Home

WashRoom

BedRoom

DiningRoom

LivingRoom

A simple back and forth path

Visual Guide

When players spawned, the red light will capture their attentions, and the place where the red light pointing is the destination they're going

A newroom for players to explore

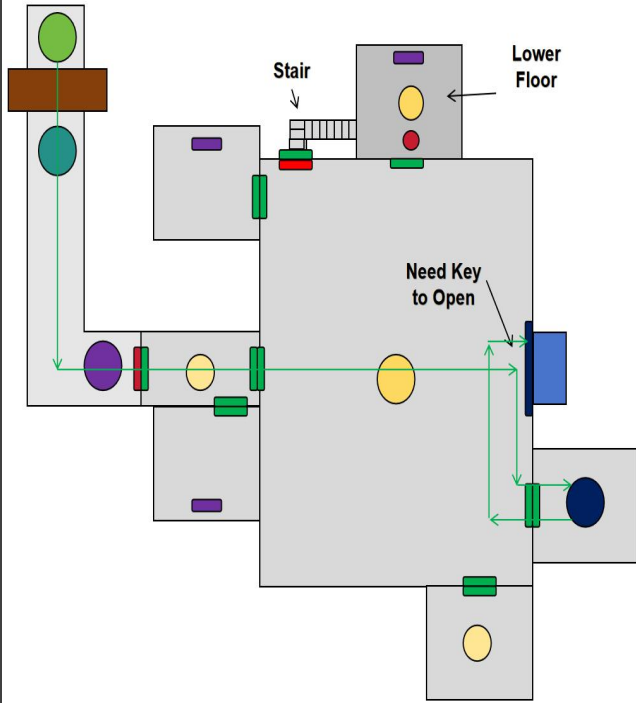An eye - catching light showing the right way

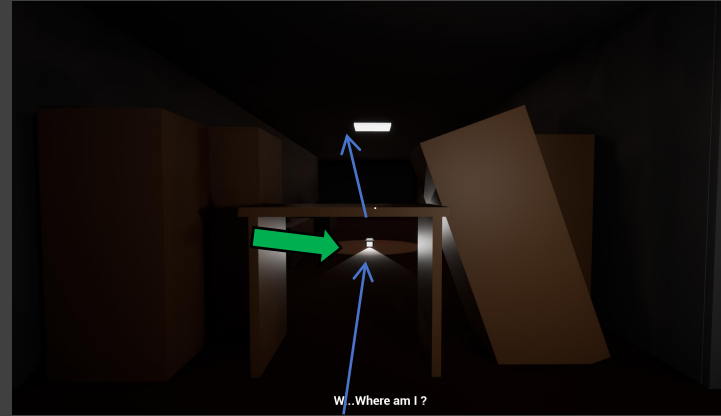Narratives to guide players

Switch level / layer, jump scare

Level Two - Wasted Building (Flash light + Locked door)

Lower Floor

Stair

Need Key to Open

A Map for explore, only the fastest path, there is no right path
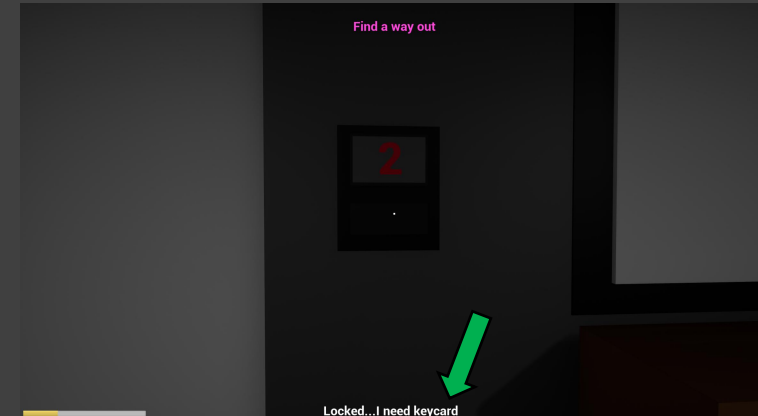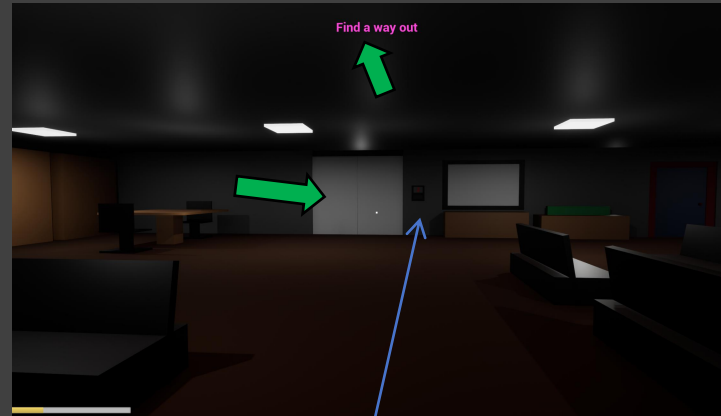
W ..Where am I ?

Dark area, but the eye-catching flash light is showing the way to players

Find a way out

First lock and the nearby key displaying that there might be some "finding quest (need keys)" in this layer

Find a way out

Find a way out

Locked...I need keycard

Narratives and an elevator placed in the center of the player's camera showing that this might be the way out. Also tells the players that this layer is about finding and exploring, there're no guides and fixed path

Ideal player action path

Level Three - Wasted Hospital (Night Vision + Locked door)

M_RestR

corridor

F_RestR

Sickroom
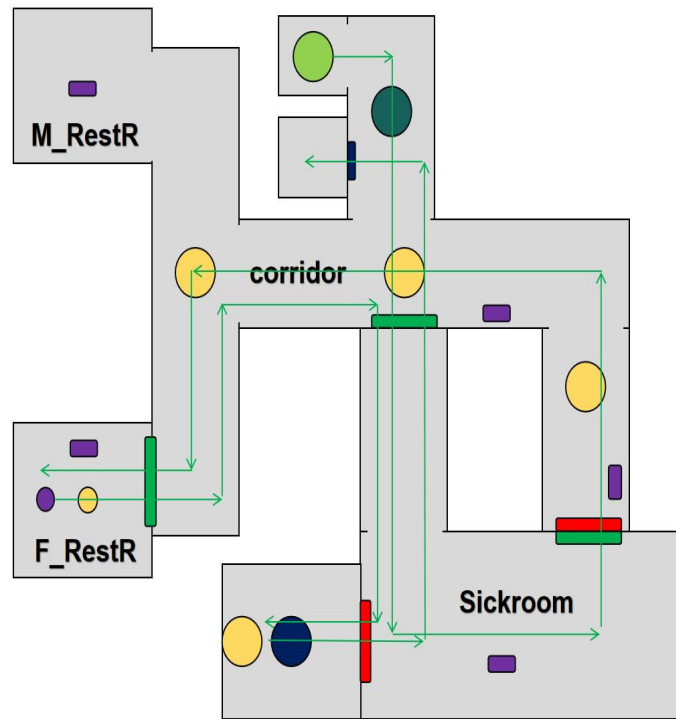
## An map for exploration with more dark areas

Visual Guide

Closed doors placed in the center of the player's camera showing that this might be a place to explore
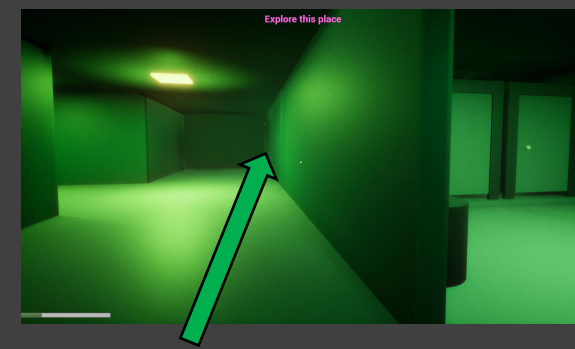
Another locked elevator in front of players' spawn place, telling the player that this is also a "finding quest" just as the previous level / layer

The only light source in a dark area, telling the players there might be clues or a save spot
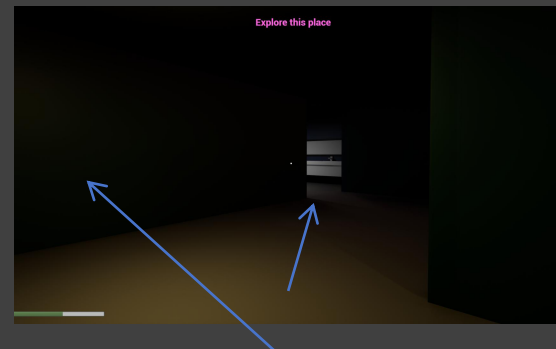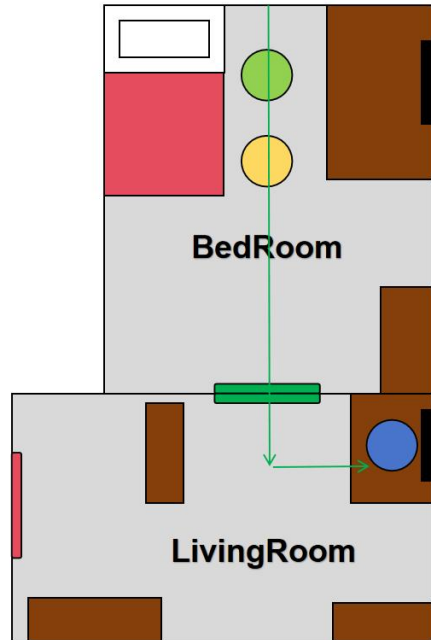
Dark side (there are two restrooms)

Key's location, a counter-intuitive design where key is being put at the dark side
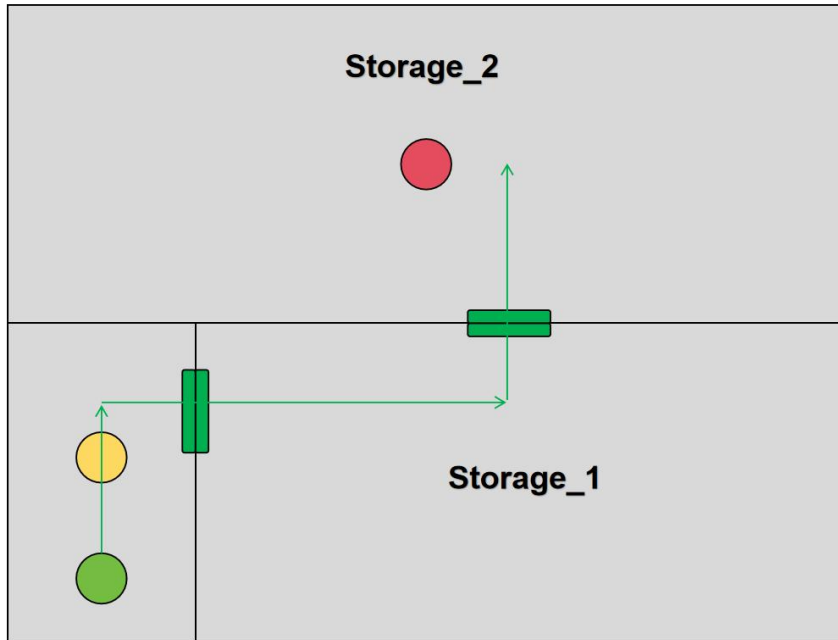
Ideal player action path

Level Four - Home_Dark

BedRoom

LivingRoom

An one way path

Visual Guide

An eye - catching light showing the way, make the players want to explore

Ideal player action path

Level Five - Home_Dark

Storage_2

Storage_1

An one way path

Visual Guide
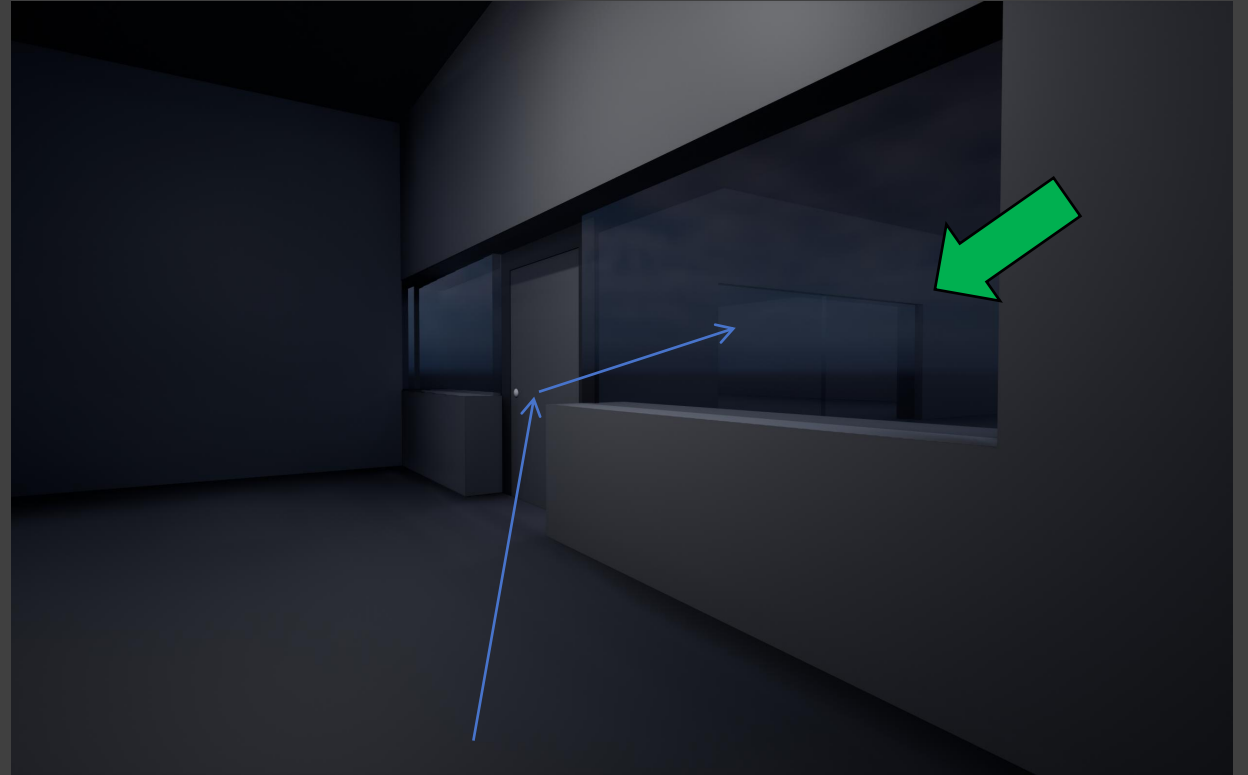
Player will see the final door immediately after they spawned, a very simple and clear guide showing them which way to go