

Tutorial Breakdown

The player has to:

1. Get inside the house
2. Learn basic movements
3. Get confidence with Dread parameter
4. Learn how to catch object in the environment
5. Get Flashlight (first puzzle) on the first floor
6. Being in the dark and start using flashlight to move around
7. Find the key (second puzzle) that would let them to get inside the ceiling on the second floor
8. Encounter with Boogeyman and Dread increases
9. Since the player doesn't find a source light, the mental health starts to decrease
10. In the ceiling they will learn how to move in crouch
11. First appearance of Minions
12. Learn how to use focus
13. Learn how to save and safe room purpose

Game Beats:

- The player sees the wall disappearing after checked a photo of it
- The player gets the flashlight
- The player discover how darkness is a peryl for them and light a relief
- The player remains trapped in the ceiling
- The player escapes from the boogeyman inside the ceiling
- From the ceiling the player sees the safe room through a grate
- The player uses for the first time the focus
- Discovering of the Safe Room

Steps:

- The player is at the entrance
- On a door sees a first sheet with something written upon it
- The player goes inside
- In the first entrance room, the player will see the stairs, a couple of rooms on the left, a fogged area on the right and a little door in front of them
- Going on the left the player will see two rooms completely free to be explored (they can contain batteries and diary pages)
- Going upstairs, since everything is dark, the player will have a rise of their dread -> Death
- In front of them, the player will be able only to go in a room (the kitchen) following a hallway, from where the player can see a flashlight through a hole in the wall
- Going in the room next to the kitchen the player will be able to see a photo of the previous wall but with a door on it
- Returning back, the player will notice that in the door now there is also a door and now they can grab the flashlight

- Once obtained the flashlight, every room in the house becomes dark
- The player going around will notice that in the house the only source of light are candles
- Near one of the candles the player will find matches, which can be used to light other candles
- With the flashlight the player is able to go upstairs now and they will notice that a room is closed so it's important to find the key present in one of the next rooms
- Once found it, the player can open the door that will lead them into the ceiling
- Once entered in the room, the door behind the player will disappear
- The door of the ceiling continues to slam and emit creepy noises
- When the player will open it, everything becomes calm
- Once entered in the ceiling, the player will have the chance to discover lore pieces
- Opening a door they will see the Boogeyman (HOW)
- JUMPSCARE MOMENT
- The player will remain alone in the ceiling with the Dread at maximum
- They will see a light from the ground (the one emitted by the safe room) where they can restore the dread.
- They have to move in crouch to enter in air vent
- In the ceiling and with a lower mental health the player will see minions and the game will teach them how to use the focus mode to beat enemies (no difficulties)
- Going forward the player will find a hole that will let them go back on the second floor.
- The player will find themselves in the lit "safe room" where they can restore their dread
- In the bedroom they can restore the mental health thanks to the memento
- On the desk there is also the key useful to get out from the safe room and keep playing the main game