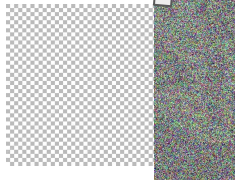
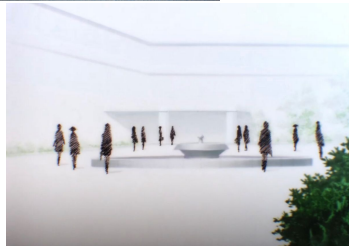
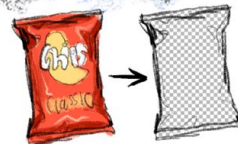




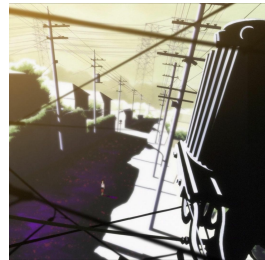
approaching a warm quiet area from a cold, bright and cynical environment

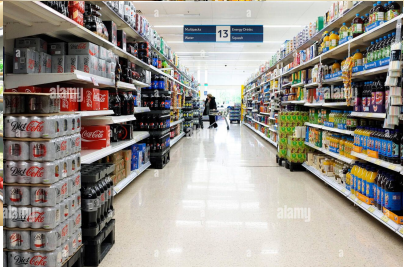
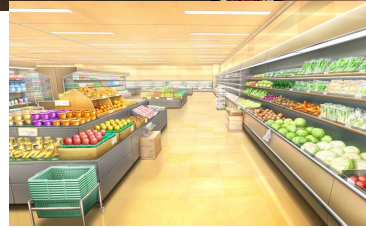
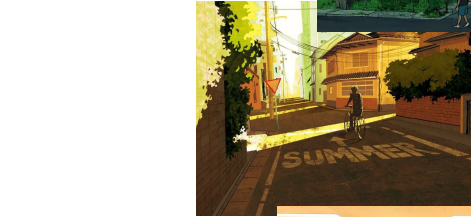
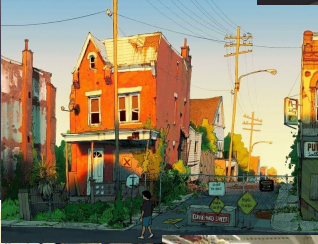
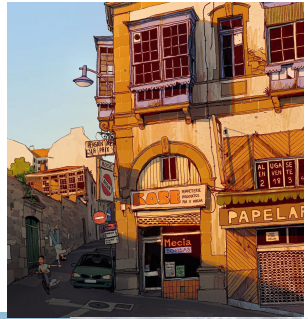
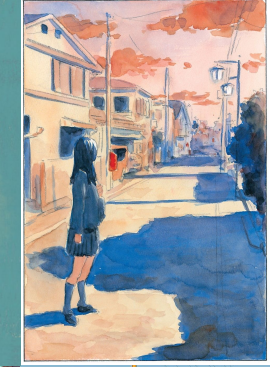


the products can appear like either of these two.

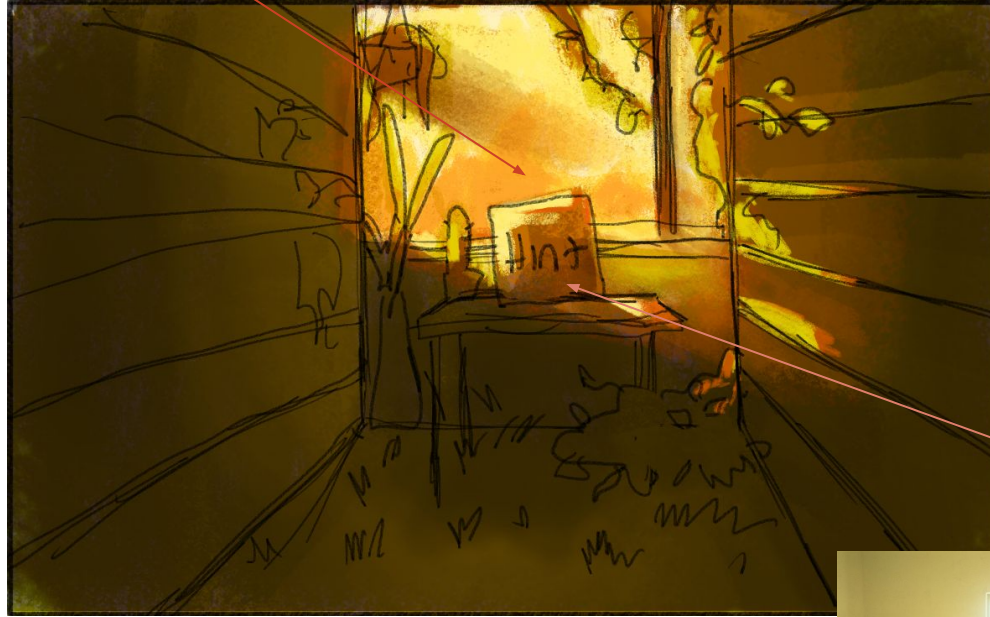
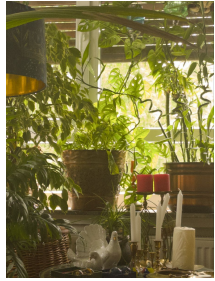


the shadows appear way darker, the player can walk in it to avoid NPCs even outside?



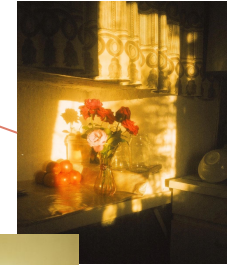
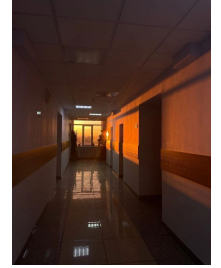
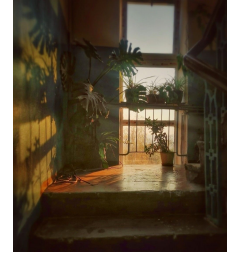
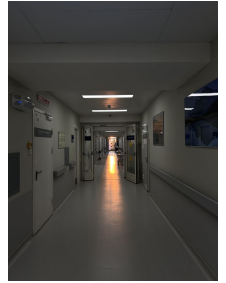


This area has to feel quiet, private and relaxing. the plants help the girl calm down as they remind her of outside the store. this space reminds her of how beautiful the world actually is when not worrying about around them.



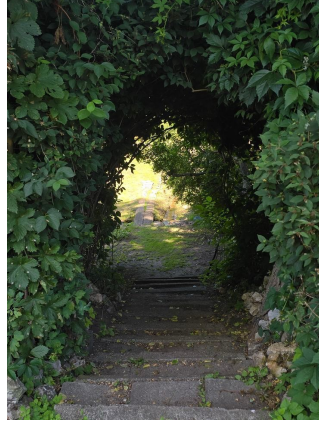
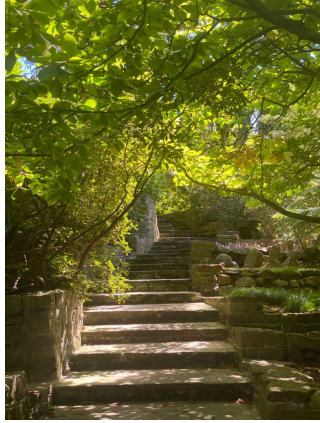
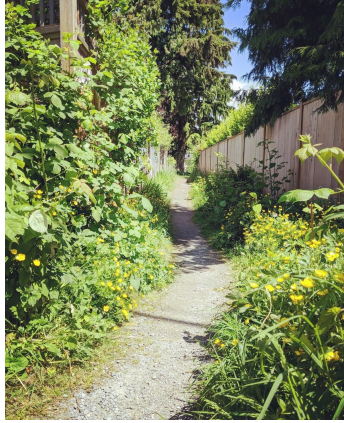
simply reaching the table in this area gives you the hint that should appear on said table.

there should be no shelves that can be collected from in this area.



This is should feel like an abrupt but pleasant location, strongly contrasting against the environment when the anxiety is almost maxed out. The appearance of these spaces doesn't change, regardless of anxiety levels.

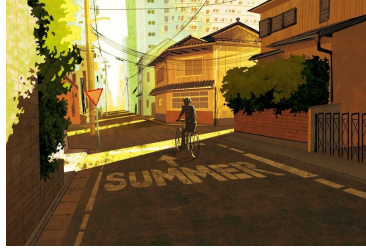
hidden river path



this path is from the back of the house heading towards the store, the path eventually merges into the main path



short town path

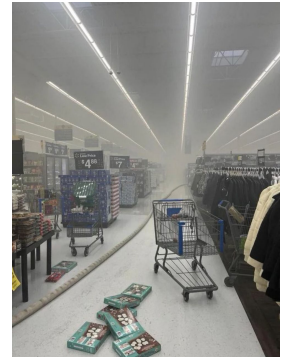
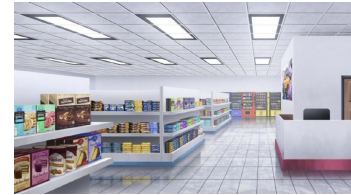
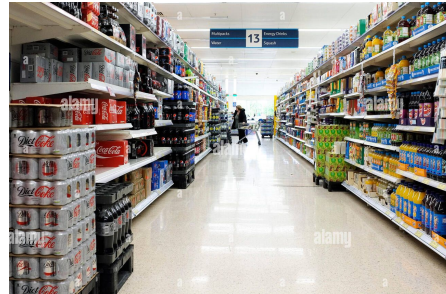
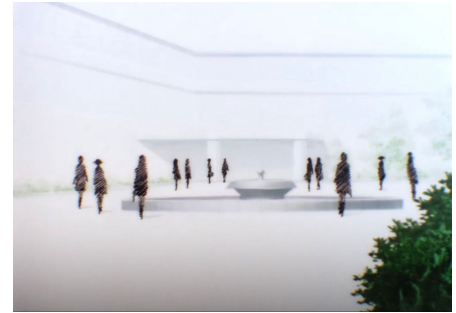
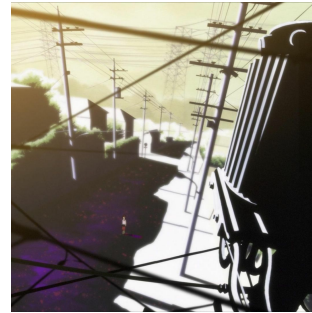


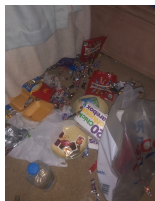
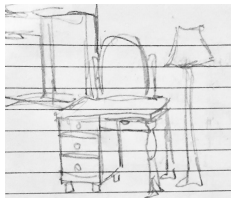
the houses look like a mix of small italian houses and small terrace homes in the UK. the town shares the same mix, but only with the buildings' colours.



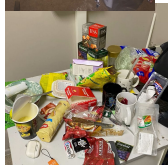
example of the lighting throughout the short walk at the top, building examples at the bottom.

anxiety progression - environment appearance change





there's a river
in the near
distance
behind the
house, the
trees cover it

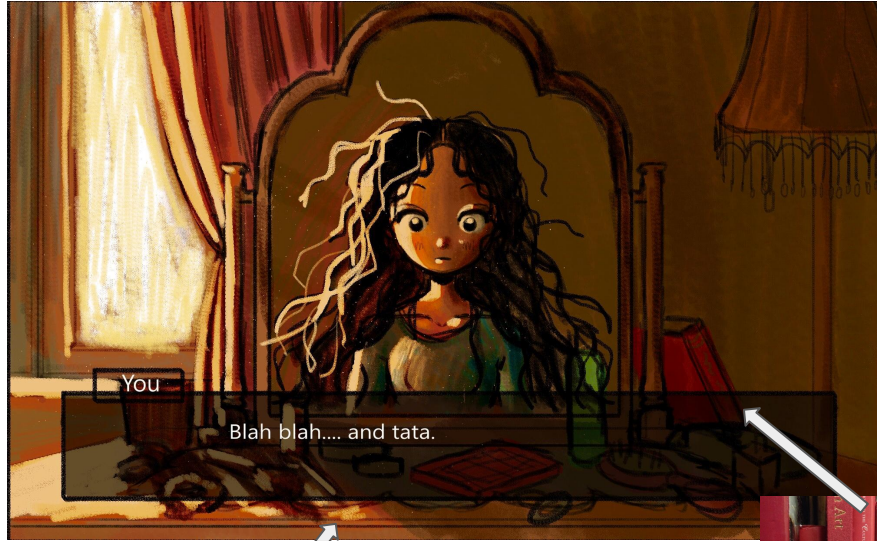
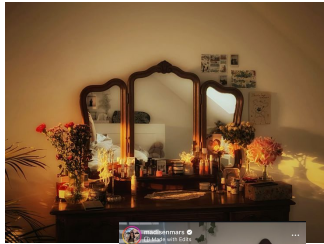


on windowsill



by the bed





this lamp, but full height off the floor.

