

what mechanic I need to achieve in the Game

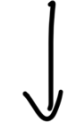
- Game process

- mechanic

cutscene

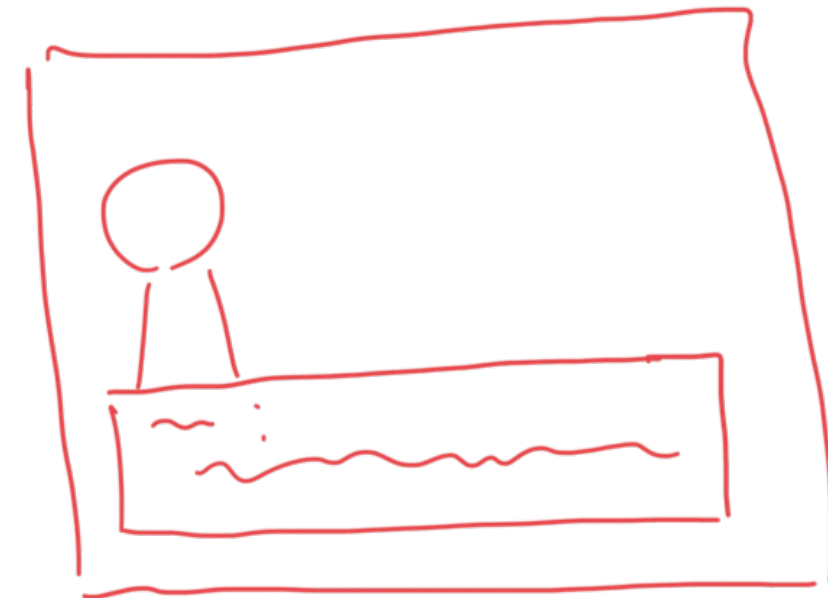
(Player walk to market)

→ Player in her room



click mirror show cutscene
(Player talk with herself)

It like visual novel style



→ In the supermarket

click shopping list and item, show detail

collect all the item
(Door open)

click item and collect them

didn't collect all the item
(Door locked)

play movement

↓ NPC tracking and patrol

good NPC meet
player

Health bar
increase

talk with
player

Bad NPC meet player
talk with player

Health bar decrease

go to safety room

click mirror

player talk with herself (cutscene)

or

play mini game

increase Health

Cut scene

→ player room

↓ decorate player room

Cut scene