

## Early Progression

- 1) Closed, claustrophobic, linear hallway
  - a. No scares here as it's where you start
- 2) Large open area
  - a. You see Sawney's shadow pass on the wall
  - b. Distant screech once you reach a certain point
- 3) Closed, claustrophobic hallway with branching paths
  - a. Hanging corpses that hold items you need to progress
  - b. Hand in the background of a photographable object that would move away once you take a picture
- 4) Smaller open area
  - a. Scratches on walls
  - b. More distant screeches at random intervals
  - c. Visible human legs/part of corpse through a peephole
- 5) Chase sequence
  - a. This section would have you run away from Sawney after being noticed by hi

## Final Progression

- 1) Beginning Hallway
  - a. Oil Lamp object
- 2) Entering Opening
  - a. See pickaxe on other side
  - b. Buoy object
  - c. See optional locked door
  - d. Enter crawl space
- 3) Past First Crawl Space, Leading Into Open Area
  - a. Sawney Wall Crawl Scare
  - b. See second locked door
  - c. Wooden Toys object
  - d. Camp object
  - e. Backpack object
  - f. Pickaxe location
    - i. The player can now return to the optional area or advance through the cave
- 4) Optional Area Behind Locked Door
  - a. Barrel object
  - b. Witch Table object
  - c. Once player passes trigger volume, the barrel spills in the distance implying Sawney was right there
  - d. Spilled Open Barrel object
- 5) Level Connects to Past First Crawl Space Area
  - a. Bones object
- 6) Past Second Locked Door
  - a. Torch stops working
  - b. Euan Painting object
  - c. Hand scare animation plays
- 7) Further Down the Cave
  - a. Vases object
  - b. Kayleigh Painting object
- 8) End Part
  - a. Vignette grows larger and heartbeat frequency increases
  - b. Final cutscene plays