GAME DESIGN DOCUMENT



# ROOM 13

03:17 AM

## GAME DESIGN DOCUMENT (GDD)

VERSION **1.0**
7 OCTOBER 2026
STATUS **PLAYABLE BUILD**

FIRST-PERSON PSYCHOLOGICAL HORROR
PC · WINDOWS 10/11 · UNITY 6 HDRP

DESIGN · CODE · AUDIO · LEVEL
**ENG. FAISAL** · المهندس فيصل

# GAME DESIGN DOCUMENT (GDD)

| | |
|---|---|
| **Game Name:** | **ROOM 13** |
| **Genre:** | First-person psychological horror · stealth & survival. Single-player, story-driven, about 7 minutes of linear play with a built-in checkpoint loop. |
| **Game Elements:**<br>The basic activities the player does for fun | • **Explore** a decaying hospital at 03:17 AM, in the dark, one corridor at a time.<br>• **Manage light:** a flashlight with a draining battery, spare batteries, and a darkness the Patient prefers.<br>• **Stay unseen:** sneak, hide in lockers with the light off, throw a pipe to pull the Patient away.<br>• **Hold him back with light:** the Patient cannot approach while he is lit; he only moves when not observed.<br>• **Solve the route:** keycards, locked doors, CCTV monitors, documents and a phone/map.<br>• **Run:** sprint, slide under low obstacles in the final chase, reach the exit. |
| **Player:**<br>Number of players at once | 1 (single-player, offline). |

# TECHNICAL SPECS

| | |
|---|---|
| **Technical Form:**<br>2D (flat) or 3D (form) | Real-time 3D. Unity 6 High Definition Render Pipeline: volumetric fog, per-light shadows, bloom/grain/chromatic aberration. **All geometry, props, textures and audio are generated procedurally by code at start-up** - no imported art or audio files. |
| **View:**<br>Camera view for the player | First person. Eye height 1.62 m standing / 0.95 m crouched; head-bob, camera roll, shake, and a controlled fear camera in scripted moments. |
| **Platform:** | PC - Windows 10/11 64-bit, DirectX 12 GPU (Mono scripting backend). Distributed as a zip with launcher for itch.io. |
| **Language:**<br>Programming | C# (Unity 6000.x, Mono). Interface and story texts in **English and Arabic** (right-to-left shaping implemented in code). |
| **Device:** | PC (keyboard + mouse). Mobile and console are not targeted. |

> **One-line pitch.** You are Patient 013. The hospital has twelve rooms and a thirteenth door that should not exist. Something tall and silent only moves when you stop looking at it - so you keep the light on him and run.

# GAME PLAY

You open your eyes on the cold tiles of the Recovery ward. The phone in your hand says **3:17 AM - No signal**. A fluorescent tube stutters overhead and paints the room red every few seconds. Beside you lie scattered papers, a battered flashlight and a plastic access card with only a number embossed so hard it almost cut through: **13**.

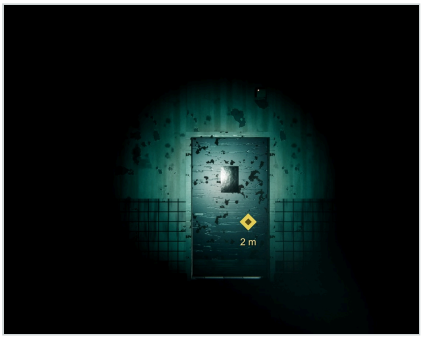
You thumb the flashlight on and the beam shows every flaw in the corridor: water-stained walls, a wheelchair left mid-turn, doors with narrow wired-glass windows. A yellow diamond on your HUD says the first objective is **57 m** away. In the security room, three CRT monitors show corridors you have not walked yet - and on one of them, thirty seconds from now, you are already standing there. Somewhere in the west wing a door opens by itself.

The Patient arrives without footsteps: a tall black silhouette with burning eyes and arms too long for his body. If you look at him he slows to a crawl; if you turn away he is closer. Your only rule is the one written in a child's handwriting on the Records room wall: *keep the light on him*. Back away with the beam on his face through the side door, sprint west with your lungs burning, curl into a laundry locker with the light off and your hand around a loose pipe while his breath moves along the metal door - then throw the pipe and slip out the other way.

The deeper you go, the less the building agrees with itself. The Patient file in the Records room lists your photograph, your admission time, and a note that you remember every attempt. Knocking comes three times from a door nobody is behind. And when you finally walk back down the main corridor, there is a new door next to the room where you woke up: **ROOM 13**.




Recovery ward - first minutes.




Security room - CCTV that shows the future.



The Patient in the emergency-lit corridor.

## Game Play Outline

This outline follows the template and varies by game type.

- Opening the game application
- Game options
- Story synopsis
- Modes
- Game elements
- Game levels
- Player's controls
- Winning
- Losing
- End
- Why is all this fun?

# GAME PLAY OUTLINE

## 1. Opening the game application

Double-click **ROOM13_Launcher.exe** (Play Fullscreen / Play Window / Watch Auto-Play) or run **Game\ROOM13.exe**, which opens fullscreen. The first screen is the **main menu**: a slow camera moves through a fogged hospital corridor behind the title *ROOM 13 - 03:17 AM* and the line "Headphones recommended. Play in the dark."




Main menu: `ENTER` Begin · `L` Language · `Q` Quit.

## 2. Game options

- **Language** - `L` switches English / Arabic live (menu, HUD, hints, documents, credits).
- **Pause** - `ESC`: Resume · Language · Quit to desktop.
- **Display** - `F11` toggles fullscreen / window. Start-up flag `-windowed` is used by the launcher's Window mode.
- **Hint** - `H` shows the current objective text; a persistent HUD marker also shows the direction and distance.

## 3. Story synopsis

It is 03:17 AM. Patient 013 wakes on the floor of a hospital whose maintenance logs say "*The corridor has twelve rooms. The floor plan has twelve rooms. The fire map has twelve rooms. Stop filing reports about a thirteenth door.*" A tall thing the staff call the Patient does not tolerate light and is only dangerous when unobserved. Previous patients are listed as "*Did not wake*", "*Missing*" and "*Refused to turn off his torch. Battery failed at 03:52.*" Patient 013 is different: **he remembers every attempt**. He must collect a keycard, read his own file, survive the Patient in three set-piece encounters, and find the way out - even though the room that matters most is Room 13 itself.

## 4. Modes

| MODE | DESCRIPTION |
|---|---|
| **Story (default)** | Linear 11-stage campaign with automatic checkpoints. Death returns the player to the last checkpoint with the correct items and battery. |
| **Window / Fullscreen** | Chosen from the launcher or with F11. |
| **Auto-Play (`-autotest`)** | Built-in autopilot plays the entire game through the same player controls (~7 minutes real time). Used for QA, regression runs and demo capture. |

*No difficulty modes in v1.0 (see roadmap).*

## 5. Game elements

| ELEMENT | WHAT IT DOES |
|---|---|
| **Flashlight** | The only light source. 100 % battery drains ~0.33 % per second (about 5 minutes per cell). Flickers when low. `F` toggles, `R` swaps a spare cell. |
| **The Patient** | AI enemy. Cannot approach while lit, crawls when observed, hunts when the player is loud or unseen. See the Patient section. |
| **Doors & keycards** | Doors with LED locks; the Pharmacy keycard opens the Records room; locked doors beep and warn. |
| **Lockers** | Hiding spots. Inside, the camera is locked to a narrow view, the light must be off, and the Patient may check them. |
| **Throwable pipe** | Thrown with `G` / right-mouse. Makes noise where it lands and pulls the Patient toward it. |
| **Phone & map** | `TAB`: clock, a note ("Find a way out."), and later the Room 13 notification. |
| **Documents** | Maintenance request #4471, patient files, staff notes: they deliver the story and teach the rules. |
| **CCTV / CRT monitors** | Show live feeds and set up scares (watching the monitor 30 s ahead). |
| **Light fixtures** | States On / Flicker / Off / Broken. The west-wing lights fail behind the player. |

### Core gameplay loop

What the player does, again and again, with rising pressure.

**LOOK** scan the dark; keep him in the beam → **LISTEN** breath · knocks · doors · heartbeat → **DECIDE** hide · run · throw · crouch → **ACT** spend light, stamina and noise → **ADVANCE** keycard · document · next door

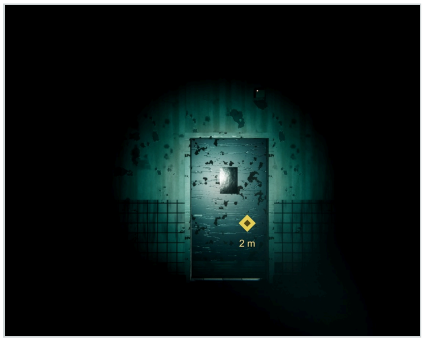



The main corridor: cold teal fog is safe, red emergency light means danger, the yellow diamond is the route.

## 6. Game levels (stages)

*The hospital is one continuous map; the story director drives eleven stages inside it.*

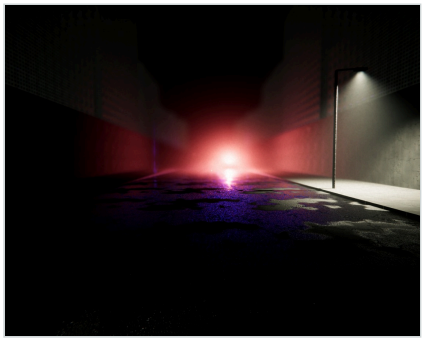
| # | STAGE | WHERE / WHAT HAPPENS | OBJECTIVE ON SCREEN |
|---|---|---|---|
| 1 | Intro | Recovery ward. Pick up flashlight, phone, access card (13), papers. | Find a way out. |
| 2 | SecurityScare | End of the main corridor, east wing, Security room. CCTV monitors, footprints, a first scare. | Something opened in the west wing. |
| 3 | WestWing | West corridor: lights fail one by one behind you. | Find a way out of the west wing. |
| 4 | Keycard | Pharmacy (right of the west corridor): keycard on the table. | Find a keycard. The pharmacy? |
| 5 | Chase1Body | First Patient chase: light on him, back through the side door to Ward 3, then run west to the emergency exit. | RUN! Through the side door. |
| 6 | LaundrySequence | Hide in a laundry locker, light off, throw the pipe, leave by the lower corridor. | Hide. / Get out through the lower corridor. |
| 7 | Archive | Records room (keycard): the Patient 013 file. | The keycard. Find the RECORDS room. |
| 8 | Psych | Return through corridor B; monitors, three knocks, a door that opens after them. | Go back to the main corridor. |
| 9 | Room13 | Room 13 appears next to where you woke. CRT shows the room. | ROOM 13 |
| 10 | FinalChase | East wing, stairs to B3, tunnels, maintenance door; the Patient hunts. **Slide** under low pipes. | REACH THE EXIT. |
| 11 | Ending | Exit hall, the exit door, the street under red and blue light; credits. | You escaped the building. |




SecurityScare - CCTV.



Psych / Room13 - the red door.



Ending - the street.

## 7. Player's controls

Keyboard and mouse. The complete layout is in the User Interface section.

| MOVE / LOOK | ACT | LIGHT & ITEMS |
|---|---|---|
| `W` `A` `S` `D` move<br>`Mouse` look<br>`Shift` sprint<br>`C` / `Ctrl` crouch; slide while sprinting (final stage) | `E` interact / open / hide / leave locker<br>`G` / `RMB` throw<br>`H` hint<br>`Esc` pause | `F` flashlight<br>`R` change battery<br>`Tab` phone / map<br>`F11` window / fullscreen |

## 8. Winning

Reach the **exit door** at the end of the maintenance tunnels while the Patient is hunting you, and step out into the street. The game then rolls the credits and ends with "*No patients were discharged.*"

## 9. Losing

You lose when the Patient gets within about **1.15 m** of you while he is able to kill. The screen cuts to a short death state and you restart from the last **checkpoint** (position, items, battery and spares are restored) with an attempt counter that the ending acknowledges. There are no health bars: one mistake is fatal, and that is what makes every decision count.

## 10. End

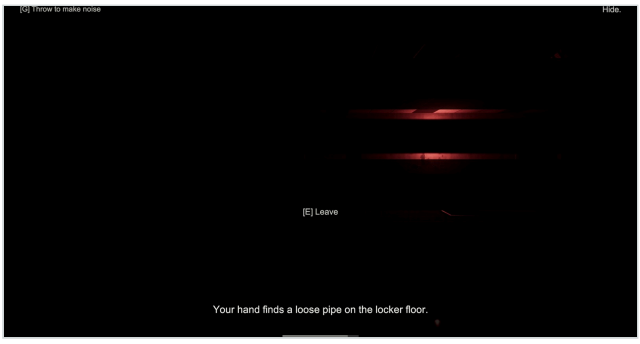
The street outside glows with red and blue light; the phone buzzes: "*ROOM 13 - OCCUPIED*". The last caption says "*Not the room.*" The player escaped the building, but the credits make clear the story did not end. The game returns to the main menu.

## 11. Why is all this fun?

- **Light is the weapon and the clock.** Every second the beam is on the Patient is a second you are safe - and a second of battery you will not get back.
- **Rules you can learn, not scripts you can memorise.** The documents teach the rules one scrap at a time, then each encounter asks you to use them under pressure.
- **A short, intense arc.** Eleven stages, no filler: scare → relief → clue → chase → hide → reveal → run.
- **Bilingual and personal.** Full Arabic support with correct text shaping; the story is built around the player's own repeated attempts.




"RUN!" - red emergency light, first chase.




Locker hide - light off, hand on the pipe.

# KEY FEATURES

*List of game elements attractive to the player.*

- **The Patient AI** - a state machine (Patrol, Investigate, Search, Chase, Hunt, Leaving) that reacts to light, noise, line of sight and being watched.
- **Light as a mechanic** - lit/observed rules, battery, flicker, spare cells.
- **Stealth & noise model** - sprint, walk, crouch, doors, throws and the flashlight all emit noise events.
- **Hiding & distraction** - lockers and a throwable pipe.
- **100 % procedural content** - level geometry, textures, props and audio are generated in code; the full game is a ~58 MB download.
- **Live-synthesised audio** - breaths, heartbeat, rusty iron doors, drone, chase music; reacts to tension.
- **English / Arabic** with right-to-left text shaping.
- **Always-visible guidance** - objective text, distance marker and edge arrows so the player never loses the route.

# DESIGN DOCUMENT

This section describes how the game objects behave, how they are controlled and what their properties are - the "mechanics". It is modular: further documents (levels, audio, narrative) can be attached to the concept document.

## Design Guidelines

Creative restrictions and the overall goal of the design.

- **Goal:** a tight, scary 10-minute experience a stranger can finish in one sitting.
- **No combat.** The player cannot hurt the Patient; light only holds him back.
- **Darkness is the art direction.** Low-key lighting, red emergency light as the danger colour, teal fog as the safe colour.
- **Never lost, never safe.** The route is always indicated; the threat is the only thing that is uncertain.
- **Small footprint.** Everything generated at runtime, so the build is small and easy to share.
- **Accessible language.** English and Arabic are equal citizens in the UI.

## Game Design Definitions

How a player wins, loses, transitions between levels, and the main focus of gameplay.

| | |
|---|---|
| **Win** | Leave the building through the exit door (stage 11). |
| **Lose** | Caught by the Patient (distance < ~1.15 m while he can kill) → death state → restart from checkpoint. |
| **Transition** | Story triggers (entering a zone, picking an item, finishing a hide) advance the stage; checkpoints store position, yaw, items, battery and spares. |
| **Main focus** | Managing light and attention: when to look, when to run, when to hide. |

## Light & observation

| RULE | BEHAVIOUR |
|---|---|
| **Lit** | If the Patient is inside the flashlight cone he cannot approach and may flinch or retreat. |
| **Observed** | If the player is looking at him (line of sight inside the view cone) he is slowed to **1.3 m/s**. Look away and he moves at his state speed. |
| **Battery** | 100 % → 0 at 0.33 %/s. At low charge the flashlight flickers; at 0 the light dies (the HUD "LIGHT" text turns red at ~10 %). A spare cell ( `R` ) restores it; the HUD shows "+N" spares. |
| **Beam strength** | Spot light with ~520 lumens base intensity, with random and scripted flicker. |

## Stealth & noise

| SOURCE | NOISE RADIUS |
|---|---|
| **Sprint step** | 16 m |
| **Walk step** | 4.5 m |
| **Crouch step** | 0 (silent) |
| **Door, thrown object, object impact, flashlight toggle, scripted** | Emit noise events of their own kind that the Patient can investigate. |

## Movement & stamina

| PROPERTY | VALUE |
|---|---|
| **Walk / Sprint / Crouch** | 2.1 / 5.7 / 1.1 m/s |
| **Stamina** | 7.5 s of sprint. Regenerates at 1.3 /s standing still and 0.75 /s while moving. At 0 the player is locked out of sprinting until stamina recovers to 35 %; a panting breath plays. |
| **Collider height** | 1.75 m standing, 1.05 m crouched. Crouching under low pipes is required in the tunnels. |
| **Slide (final stage)** | While sprinting, press `C` or `Ctrl`: a 0.9 s burst (1.45× sprint speed fading to 0.5×) with the body lowered; the player cannot stand while the slide lasts, and stays crouched afterwards if there is a low obstacle overhead. 0.7 s cooldown. |

## Hiding & doors

- **Locker:** `E` to enter/leave. The player must switch the light off ( `F` ) and stay quiet; the Patient may search lockers he saw the player enter.
- **Doors:** open, creak, can be slammed and can be broken by the Patient. A locked door beeps (deny) and shows a message; with the right keycard it beeps (ok) and unlocks.

# GAME FLOWCHART

*Menu · Synopsis · Game Play · Player Control · Game Over (Winning and Losing)*

**MAIN FLOW**



# PLAYER DEFINITION

- Quick description: **Patient 013** - an anonymous patient with a flashlight, a phone with 11 % battery and a keycard with the number 13.
- Player Properties define what changes during play and what feedback the change produces.
- Player Rewards are the objects that help the player.

## Player Definitions

| ASPECT | DEFINITION |
|---|---|
| **Health** | None. The player is either alive or caught. Safety comes from distance, light and hiding. |
| **Weapons** | None. Defensive tools: flashlight (holds the Patient back) and a throwable pipe (distraction). |
| **Actions** | Walk, sprint, crouch, slide (final stage), look, interact, hide, throw, toggle light, change battery, read documents, use phone / map, request hint, pause. |

## Player Properties

Each property gives feedback when it changes.

| PROPERTY | RANGE | FEEDBACK |
|---|---|---|
| **Stamina** | 0 - 7.5 s | Thin bar at the bottom of the screen; panting breath when exhausted; sprint locked until 35 %. |
| **Battery** | 0 - 100 % | "LIGHT 69 % +2" at the bottom right; flicker below ~20 %; red text at ~10 %; dark screen when empty. |
| **Spare cells** | 0 - n | "+N" next to the light value; "change battery" prompt with an animation. |
| **Noise** | 0 - 16 m | Footstep loudness and the Patient's reaction; crouching is silent. |
| **Posture** | Stand / crouch / slide / hidden | Camera height changes, speed changes, locker view when hidden. |
| **Fear (Tension)** | 0 - 1 | Heartbeat speed and volume, breathing, drone pitch, chase music layer, vignette and chromatic aberration, camera shake. |
| **Attempts** | 1 - n | Remembered by the story: the ending line counts the attempts. |

## Player Rewards

Power-ups and pick-ups.

| ITEM | WHERE | EFFECT |
|---|---|---|
| **Flashlight** | Recovery floor | Unlocks light; `F` toggles. |
| **Phone** | Recovery floor | Clock, notes, map (`Tab`). |
| **Access card 13** | Recovery floor | Story item; later explains Room 13. |
| **Keycard** | Pharmacy table | Opens the Records room. |
| **Battery cells** | Storage, Pharmacy, hospital floor | +100 % light when swapped. |
| **Loose pipe** | Laundry locker | Throw to distract (`G`). |
| **Documents** | Throughout | Lore and hints (Maintenance request #4471, Patient 013 file). |

# THE PATIENT (ENEMY DEFINITION)

*"A tall black figure with burning eyes. Very long arms. Head bent sideways. HE ONLY MOVES WHEN YOU DONT LOOK. KEEP THE LIGHT ON HIM."* - child's drawing in the Records room.

He is a single AI agent that uses a navigation graph of the hospital and a perception model: sight range **13 m**, line of sight, noise events, and "is lit / is observed" flags. He opens doors (and waits at locked ones), checks lockers he saw the player enter, and breathes in 3D so the player can hear him before seeing him.



Patient in emergency light.

## State machine

| STATE | SPEED | BEHAVIOUR |
|---|---|---|
| **Inactive** | - | Not in the world (story pauses him). |
| **Scripted** | cinematic | Under the story director's control (jump-scares, monitors). |
| **Patrol** | 1.25 m/s | Walks through patrol areas; looks around. |
| **Investigate** | 2.1 m/s | Heard a noise: goes to the source and stops. |
| **Search** | 2.1 m/s | Lost the player: searches near the last known position and checks lockers. |
| **Chase** | 5.3 m/s | Sees the player. Slower than the player's sprint (5.7 m/s) so a clean run can outpace him. |
| **Hunt** | 6.1 m/s | Always knows where the player is (final chase). Faster than sprint - the player must use the slide and the route. |
| **Leaving** | - | Withdraws when lit or when the scene ends. |

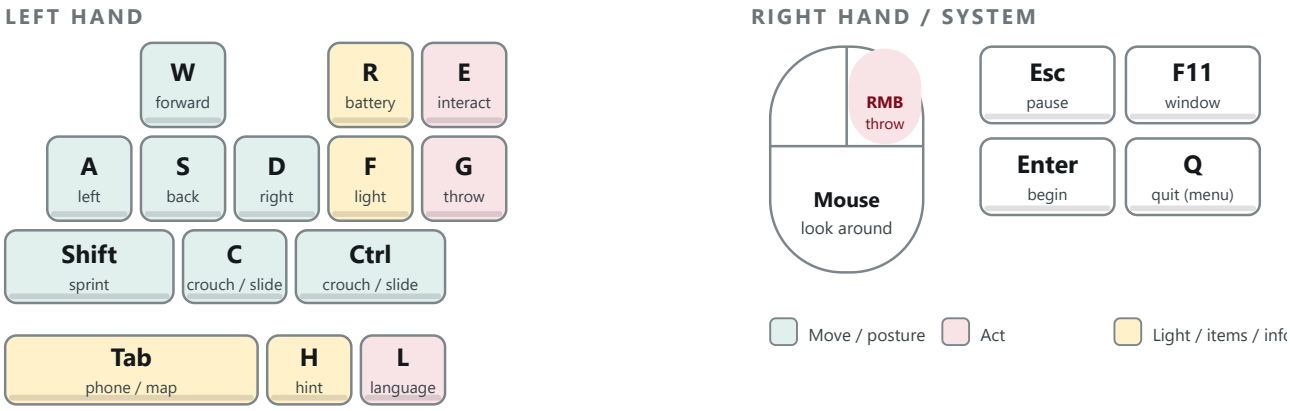
**Observed** overrides speed to 1.3 m/s while the player looks at him. **Lit** prevents approach. Kill distance 1.15 m.



He appears in doorways lit red - never in the beam.

# USER INTERFACE (UI)

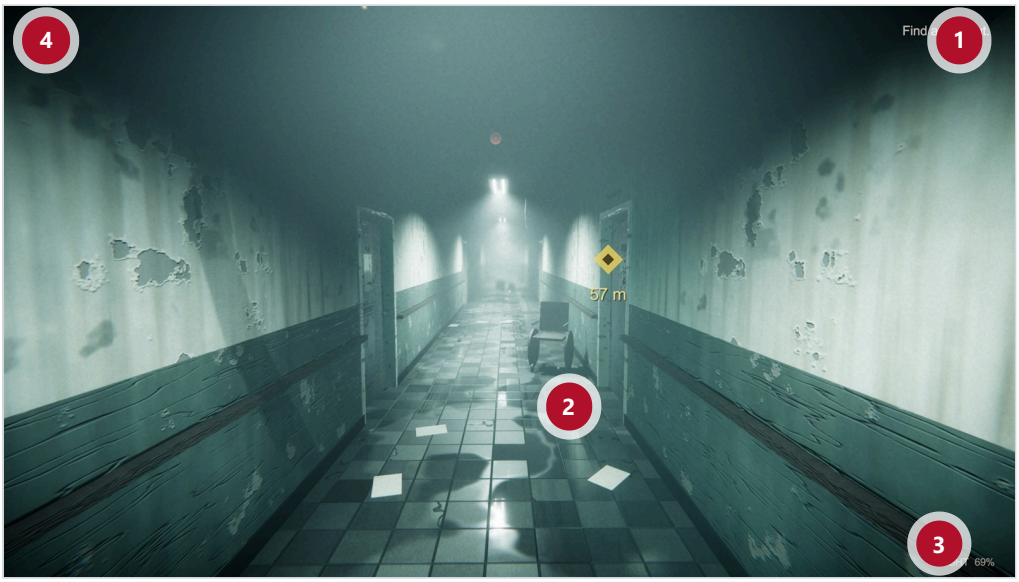
Keyboard + mouse. Keys are grouped by hand position: left hand moves and acts, right hand looks. The worst layout (a laptop without numpad) still works because no key is outside the main block.




Slide: hold Shift + W, then press C or Ctrl in the final stage (FinalChase).

## HUD

Always minimal: the world is the interface.




| | |
|---|---|
| 1 | Objective text (top-right) - now persistent; localised. |
| 2 | Waypoint diamond + distance in metres; becomes an **edge arrow** pointing at the target when it is off-screen or behind you. Enlarged in v1.0 so it can never be missed. |
| 3 | Light level and spare cells ("LIGHT 69 % +2"). |
| 4 | Context prompts: "[E] Open", "[E] Leave", "change battery", pick-up names. |

## Menus & feedback

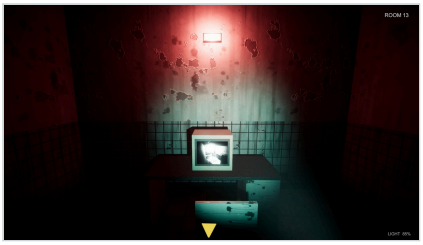
- **Main menu** ( `ENTER` / `L` / `Q` ), **pause** ( `ESC` ), **phone** ( `TAB` ), **document reader** ([E] Close).
- **Red vignette + "RUN!"** in chases; **subtitles** for story lines ("3:17 AM. No signal.", "Don't look behind you."); screen-edge arrows; stamina bar.
- Arabic uses full right-to-left layout and letter shaping with a fall-back that keeps Latin words and numbers readable.

## The hospital (areas)

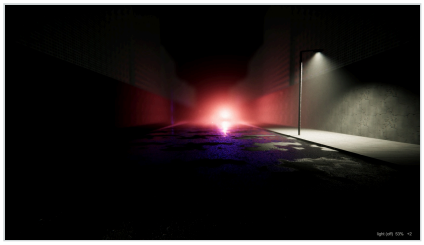
RECOVERY · main CORRIDOR · EAST WING · SECURITY · STORAGE · ARCHIVE / RECORDS · WEST WING · PHARMACY · WARD 3 · LAUNDRY (N and S) · lower corridor · STAIRS to B3 · TUNNELS · MAINTENANCE · EXIT HALL · STREET. One continuous map, built from data at start-up by the level builder (rooms, doors, props, lights, decals, nav nodes).



Main corridor.



Room 13 monitor.



The street.

## Narrative documents

| DOCUMENT | ROLE |
|---|---|
| **A plastic access card** | "White plastic, scratched. No name. No photo. Only a number, embossed so hard it almost cut through: 13." |
| **Maintenance request #4471** | Warns about the west wing circuit: "If the lights start going out behind you one by one, do NOT keep walking." |
| **Staff notes** | "02:50 Patient in 13 asked what day it was... He said: No. Tomorrow." "03:16 Someone knocking. Three times." |
| **Patient file 013** | Admitted 03:17. Room 13. "Wakes on the floor of Recovery. Asks for the way out. Finds the room. Patient 013 remembers every attempt." |
| **Child's drawing** | The tall figure; "HE ONLY MOVES WHEN YOU DONT LOOK" - "KEEP THE LIGHT ON HIM". |

## Audio (procedural)

- All sound is synthesised at runtime and cached as AudioClips: breath (calm and fast "fear breath"), heartbeat (soft and hard), footsteps, wet steps, drones, alarms, CRT hum, knocks, whispers and the patient's breath / skitter / hiss.
- **v1.0 additions:** old rusty **iron-door** sounds (latch click, hinge squeal, heavy clang, slam, locked handle rattle) and a slide scrape.
- Tension drives the mix: breathing and heartbeat rise, the drone pitches up, chase and tension music layers cross-fade; the player's own breathing is deliberately quiet so the Patient's is heard.

# TECHNOLOGY, QA & ROADMAP

## Technology

| AREA | NOTES |
|---|---|
| **Engine** | Unity 6 (6000.x), HDRP, Mono, legacy Input. |
| **Architecture** | Bootstrap creates Audio, UI, PostFX, Level and Player; **StoryDirector** runs the stage coroutines and checkpoints; **PatientAI** + **PatientBody**; **NavGraph** for pathing; **NoiseSystem** for hearing; **LightManager / LightFixture** for power states; **GameUI** builds all UI in code. |
| **Procedural content** | **LevelBuilder** (areas, doors, props, nav), **TexGen** / **MaterialLib** (textures), **HorrorSynth** / **SynthAudio** (sound). |
| **Build size** | ~181 MB unpacked, ~58 MB zip. |
| **Distribution** | itch.io, Windows. Zip root: README, `ROOM13_Launcher.exe`, `Game/`, `.itch.toml`. The executable is not code-signed (SmartScreen may warn). |

## Quality assurance

- **Autopilot regression:** `-autotest` plays all 11 stages through the real player controls; the final build reached the Ending stage in ~410 s on every run with **0 exceptions** in the player log.
- Launcher smoke test from a clean unzip: game starts, responds, no errors.
- Slide mechanic verified through the player log (start/end events); a human play-test of the final chase is still pending.

## Known limitations

- No in-game settings menu (volume, sensitivity, key rebinding).
- Single ending; no difficulty setting; keyboard and mouse only.
- Darkness is intentional but may be hard on some monitors - a brightness option is planned.

## Roadmap

| VERSION | PLANNED |
|---|---|
| **1.1** | Settings (volume, sensitivity, brightness), gamepad support, more slide / vault set-pieces, accessibility subtitles. |
| **1.2** | Second ending, difficulty modes, speed-run timer and attempt statistics. |
| **2.0** | Extended hospital (new wings), new Patient behaviours, Steam page. |

> **Credits.** Design, code, procedural audio and level: **Eng. Faisal** (المهندس فيصل). Built with Unity 6 - HDRP.

# ملخص وثيقة تصميم اللعبة (GDD)

### اسم اللعبة: الغرفة 13 (ROOM 13)

**النوع:** رعب نفسي من منظور الشخص الأول، يعتمد على التخفّي والبقاء. لاعب واحد، قصة خطية مدتها نحو 7 دقائق.

**الفكرة:** أنت المريض 013، تستيقظ في الساعة 3:17 فجرًا في مستشفى مهجور له اثنتا عشرة غرفة وباب ثالث عشر لا ينبغي أن يوجد. كائن طويل أسود لا يتحرك إلا حين لا تنظر إليه، ولا يقترب من الضوء. قاعدتك الوحيدة: **أبقِ الضوء عليه** واهرب.

### العناصر الأساسية

- الكشاف ببطارية تنفد (حوالي 5 دقائق للخلية) وبطاريات احتياطية.
- التخفّي: الركض يُصدر ضجيجًا بنصف قطر 16 م، والمشي 4.5 م، والانحناء بلا صوت.
- الاختباء في الخزائن مع إطفاء الضوء، ورمي الأنبوب لتشتيت الكائن.
- بطاقة المفتاح، الأبواب المقفلة، شاشات المراقبة، الأوراق والهاتف/الخريطة.
- الانزلاق تحت العوائق أثناء الركض في المطاردة الأخيرة (أثناء الجري اضغط C أو Ctrl).

### المراحل (11)

غرفة الإنعاش ← غرفة الأمن ← الجناح الغربي ← الصيدلية (بطاقة المفتاح) ← المطاردة الأولى ← المغسلة (اختباء) ← غرفة السجلات ← الجزء النفسي ← ظهور الغرفة 13 ← المطاردة الأخيرة (الأنفاق وباب الصيانة) ← الشارع والخاتمة.

### الفوز والخسارة

- **الفوز:** الوصول إلى باب الخروج والخروج إلى الشارع.
- **الخسارة:** إذا اقترب الكائن أقل من نحو 1.15 م، فتعود من آخر نقطة حفظ بعتادك وبطاريتك.

### التحكم

W A S D حركة · الماوس نظر · Shift ركض · C أو Ctrl انحناء/انزلاق · E تفاعل · F الكشاف · R تبديل البطارية · G أو زر الفأرة الأيمن رمي · Tab الهاتف/الخريطة · H تلميح · L اللغة (في القائمة) · Esc إيقاف مؤقت · F11 نافذة/ملء الشاشة.

### التقنية

Unity 6 (HDRP) ولغة C#، ويعمل على Windows 10/11 مع DirectX 12. كل شيء (المراحل والمجسمات والنسيج والصوت) يُولَّد بالكود عند التشغيل، فحجم التنزيل نحو 58 ميغابايت فقط. اللغتان العربية والإنجليزية مدعومتان بالكامل مع تشكيل الحروف والاتجاه من اليمين لليسار.

### الجودة

اللاعب الآلي الداخلي (`-autotest`) يلعب المراحل الإحدى عشرة كاملة في نحو 410 ثانية بدون أي أخطاء في سجل اللعبة.

التصميم والبرمجة والصوت والمراحل: **المهندس فيصل**