LIMINAL SPACES LOOP OUTLINE

Begin Mission → **Enter Liminal Environment** → **Search for resources.**

Search for resources. → **Unlock 2nd Liminal Env.**

Unlock 2nd Liminal Env. → **Unravel the puzzle.** → **Unlocked 3rd Liminal Env.**

Unlocked 3rd Liminal Env. → **Find entrance.** → **Crumb monster released.** → **Find the exit.**

Find the exit. → **Discovered 4th Liminal Env.**

Discovered 4th Liminal Env. → **Match the pattern.** → **Unlocked 5th room.**

Unlocked 5th room. → **Back to reality with answers.**
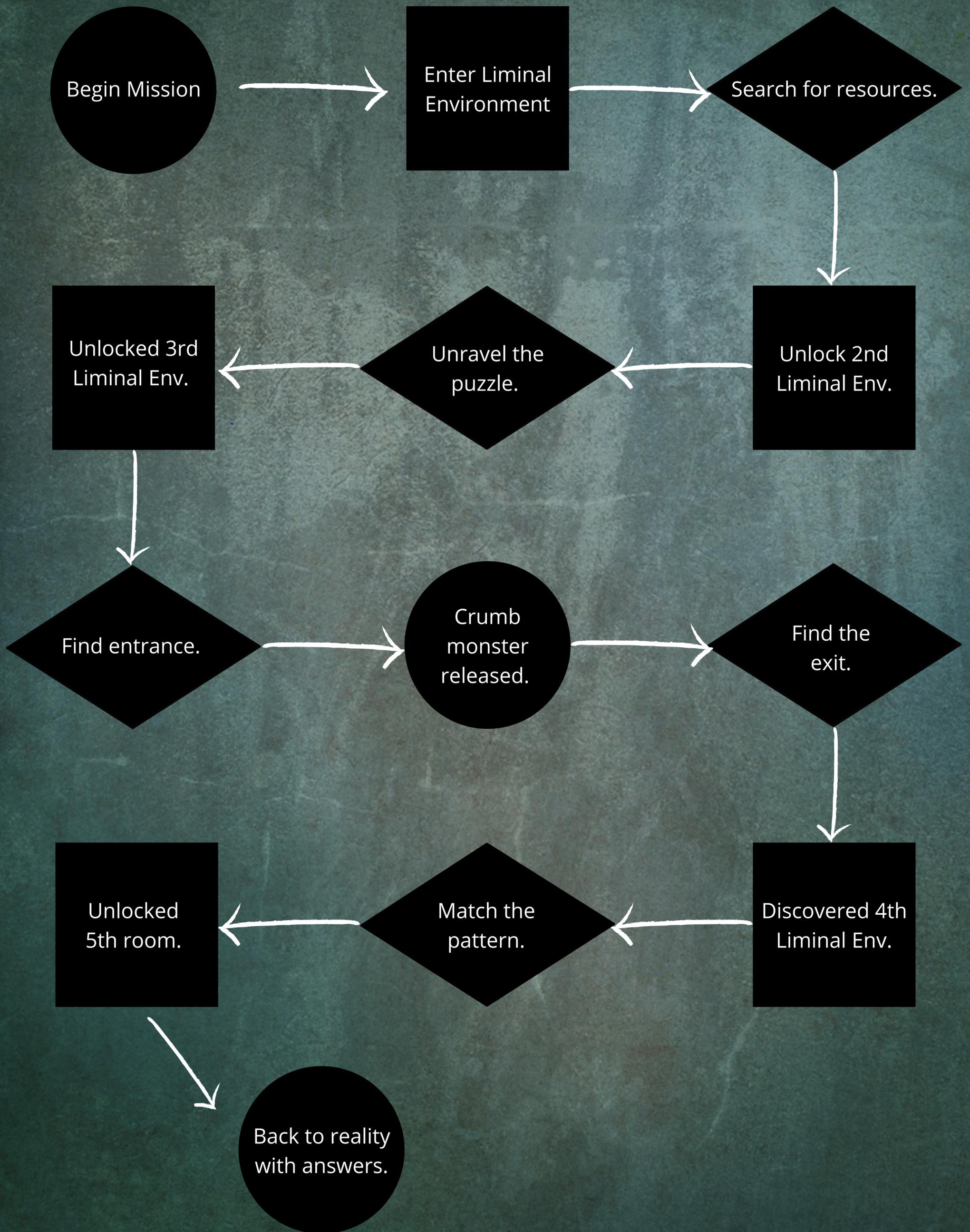
LIMINAL SPACES LOOP OUTLINE

1.2.1 Begin Mission
    Player experiences the normal working world before the car accident.

1.2.2 Enter Liminal Environment
    Player finds themself in a beat-up pink bedroom.

1.2.3 Search for Resources
    Searching around, player pulls the key from the outdated ceiling fan's pulley.

1.2.4 Unlock 2nd Liminal Environment
    The key unlocks the bedroom door, leading into an old fashioned diner.

1.2.5 Unravel the Puzzle
    One letter that dangles on the menu magnet-sign sticks to the metal keypad behind crooked
    wall-tile.

1.2.6 Unlock 3rd Liminal Environment
    A trap door opens from the tiled wall. Player enters in a dark, play place.

1.2.7 Find Entrance
    Player climbs up the rubber padded steps to the child's obstacle course.

1.2.8 Crumb Monster Released
    While player dozes around, the crawling of the crumb monster rises behind them, chasing them
    down.

1.2.9 Find the Exit
    Play reaches the highest point of the course and glides down the slide.

1.2.10 Discovered 4th Liminal Environment
    At the other end of the slide is the redwing, a red hallway in a hospital.

1.2.11 Match the Pattern
    Player needs to pick the color and shape they want to hop on across the hall.

1.2.12 Unlocked 5th Room
    Double emergency doors wait at the end of the hall. Player crashes into white.

1.2.13 Back to Reality with Answers.
    Player wakes up on the hospital bed, receiving answers about their coma.

1.3 Design Notes
Liminal Spaces is based upon old, retro, and abandoned places in immesne perfection of symmetry.
Colors add to the vibes of the rooms, ranging from pinks to reds to a paling darkness. The mystery
of these rooms contain an emptiness inside. We've all been there before.