

SALIGIA

SEVEN SINS

Game Design Document
Version 1.0 - Concept / Pre-Production

"The room is the enemy."

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1. Project Overview

1.1 Concept Summary

SALIGIA is a first-person psychological puzzle-horror game in which the player navigates seven hostile environments - each themed around one of the seven deadly sins. There are no enemies to fight and no weapons to use. The environment itself is the threat. Rooms expand, decay, distort, or collapse based on the sin that governs them. Survival requires reading the space, learning its rules, and adapting before it consumes you.

The game is designed to be oppressive without being cheap. Every mechanic should feel inevitable once understood - like the room was always going to do this, and the player simply hadn't figured it out yet.

1.2 Design Pillars

Spatial Pressure	The environment replaces enemies. Rooms expand, collapse, decay, or distort. Player survival depends on reading and adapting to shifting geometry.
No Combat	There is nothing to fight. There is only the room and the player's ability to out-think it. Violence is never the answer.
Physics-Driven	All meaningful interactions are governed by real physics. Nothing critical is scripted or canned. The room reacts to the player genuinely.
Emergent Problem-Solving	No solution is hand-held. Players discover rules through consequence. Failure is informative, not punitive.
Minimal UI	No health bar, no map, no objective marker. The world communicates through itself.

1.3 Genre & Tone

Genre: First-Person Psychological Puzzle / Horror

Tone: Oppressive, atmospheric, brutalist. Quiet dread over jump scares.

Reference Feel: The spatial anxiety of Antichamber, the environmental hostility of SOMA, the tactile weight of Amnesia.

Visual Direction: Brutalist architecture. Heavy stone. Minimal lighting. No ornamentation that isn't also a hazard.

1.4 Structure at a Glance

The player begins in The Atrium - a central hub connecting seven sealed gateways. Each gateway leads to a sin-themed environment. Completing a trial earns a Seal Fragment. Collecting all seven unlocks the exit. The Atrium itself does not change, but the gateways shift as fragments are collected - subtle environmental storytelling that rewards observation.

Hub	The Atrium - central connection point for all seven trials
Trials	Seven distinct environments, one per deadly sin
Win Condition	Collect all seven Seal Fragments, unlock and reach the exit
Fail Condition	Per-room death conditions (detailed in each level spec)
Save System	Auto-save on Atrium return. No mid-level saves.
Approximate Length	4–7 hours for a first playthrough; 2–3 hours on repeat

2. Core Systems

2.1 The Sin Manager

The Sin Manager is the central architectural system governing all level behavior. Each room registers with the Sin Manager on load and declares its sin type. The Sin Manager then activates the appropriate environmental ruleset: expansion timers, decay triggers, weight multipliers, noise sensitivity thresholds, and so on.

This architecture allows each level to be developed and tuned independently without touching shared code. Adding a new level variant, a difficulty modifier, or a timed challenge mode requires only a new Sin Manager configuration - not a new level rebuild.

2.2 Player Physics

- Movement is first-person with full physics interaction - the player has mass and momentum.
- The player can pick up, carry, throw, and stack objects.
- Carrying heavy objects reduces movement speed (foundational to the Greed mechanic, but present globally).
- The player cannot jump - vertical navigation is achieved through climbing, stepping, and environmental affordances.
- No sprinting. Movement speed is fixed but responsive.

2.3 Environmental Interaction

- All throwable objects use physics-based trajectory - no aim assist.
- Surfaces can be tagged as: solid, climbable, decaying, volatile, or illusory.
- The player receives no explicit feedback about surface type - they learn through observation and consequence.
- Objects retain their properties across interactions (a pipe thrown into the Gluttony mass doesn't vanish - it gets consumed over time).

2.4 Death and Failure

Death is immediate and non-graphic. The screen cuts to black. A single line of text appears - not a game-over screen, but an environmental observation. Examples:

On death in Gluttony

It was still hungry.

On death in Sloth

The floor decided it no longer needed you.

After a brief pause, the player respawns at the level entry point. Object positions reset. Environmental state resets. There is no penalty currency. Death is purely informational.

2.5 Seal Fragments

Each trial ends with a Seal Fragment - a physical object the player retrieves from the completed environment. The fragment is carried back to The Atrium manually. Dropping it in the level forfeits the fragment until the level resets. This is intentional: the act of carrying the fragment back is the final test of each level's mechanic.

Example: In Greed, the Seal Fragment is heavy. Carrying it back means sacrificing the carry capacity you used to solve the level. The player must choose what to put down.

3. The Atrium - Central Hub

3.1 Description

The Atrium is a large, circular stone chamber with seven archways arranged around its circumference. Each archway corresponds to one sin. The center of the chamber holds a raised dais with seven indentations - one per Seal Fragment. Filling the dais is the win condition.

The Atrium is not safe - it is merely stable. The architecture is oppressive: high ceilings, minimal light, the faint sound of something wrong in every direction. The player should never feel comfortable here, only less threatened than inside the trials.

3.2 Environmental Storytelling

- Each gateway changes appearance as its corresponding trial is completed: the archway seals with stone, the sin's symbol chars into the frame.
- As more fragments are collected, the Atrium itself shifts slightly - light changes, the dais activates piece by piece, subtle sounds emerge from the exit corridor.
- No NPCs. No narration. No text prompts. All storytelling is environmental.

3.3 Navigation

Each gateway is initially identical in appearance - a dark stone archway with a faintly glowing threshold. Players discover which trial lies beyond by entering. There is no map, no legend, no labels. The order in which trials are attempted is entirely the player's choice.

Design Intent

The Atrium is the one place the player has agency over sequence. All other decisions are made under pressure. The Atrium should feel like a breath held between trials.

4. Level Specifications

Each level follows the same structural specification: Environment, Rule Set, Win Condition, Failure States, Object Inventory, Triggers, and Design Notes. Levels can be completed in any order.

01

GLUTTONY

· Gula

The Expansion

4.1.1 Environment

A vast banquet hall, cathedral-scale, with long tables now overturned and covered with rotting food debris. High stone ceilings with functional chandeliers and hanging chains. Shelving units line the walls, stocked with heavy industrial objects incongruous to the setting: pipes, valve assemblies, iron counterweights, machine housings. The floor is partially visible stone. At the room's center: the Mass.

4.1.2 The Mass - Core Mechanic

The Mass is a central organic entity that continuously expands radially from the room's center. It moves slowly at first, accelerating as it grows. Contact with the Mass causes instant death.

Initial Radius	2 meters
Expansion Rate	0.15 m/min, increasing by 0.05 m/min each purge cycle
Purge Trigger	Player throws sufficient non-organic mass into the entity
Purge Threshold	Cumulative 80kg of inedible matter within a 90-second window
Purge Effect	Mass collapses to 30% of current radius, expansion pauses for 45 seconds
Purge Cycles	3 purges required to reach win condition
Win Trigger	After third purge, Mass collapses fully; Seal Fragment exposed at center

4.1.3 Object Inventory

Iron Pipes (×8)	~12kg each - primary throwing mass. Located on wall shelves.
Valve Assemblies (×4)	~20kg each - high value. Located on upper shelves, require climbing.
Iron Counterweights (×6)	~8kg each - low weight, high count. Scattered across floor.
Machine Housings (×2)	~35kg each - near maximum single-throw impact. Heaviest objects.
Chandelier Chains	Climbable. Connect ceiling fixtures to wall anchors. Cannot be thrown.
Overtured Tables	Climbable surface. Can be pushed/repositioned by player.

4.1.4 Triggers

- T1 - On level entry: Mass begins expanding at base rate. No warning. The player must observe and deduce.
- T2 - On first contact with a shelf: nearby chandelier sways, drawing attention to climbing affordance.
- T3 - On first purge: Mass shudders visually, expansion pause begins, audio cue of grinding contraction.
- T4 - On third purge: Mass fully collapses, floor re-exposed, Seal Fragment rises from former center.
- T5 - If player is cornered with no vertical escape and Mass is within 0.5m: subtle audio intensification only. No rescue mechanic.

4.1.5 Win Condition

Complete three purge cycles. Retrieve the Seal Fragment from the now-exposed center of the room. Carry it back to the Atrium entry point. The gateway seals behind the player.

4.1.6 Failure States

- Contact with the Mass at any expansion state - instant death.
- Player becomes trapped with no vertical escape route and Mass closes in - death within seconds.
- No time limit failure - the Mass will eventually fill the room if purge cycles are neglected, but this takes significant real time.

4.1.7 Design Notes

The key tension is resource management under spatial pressure: the best throwing objects are on high shelves, but climbing takes time during which the Mass continues to expand. Players must constantly weigh position vs. resource value. The three-purge structure means the room gets harder each cycle - acceleration means the player never has as much time as they did on the first cycle. The Seal Fragment's location at the former center of the Mass means the player must trust the purge has fully collapsed it before advancing.

02 **SLOTH** · Acedia
The Decay

4.2.1 Environment

A vast library or archive. Rows of shelving stretch in every direction. The floor is tiled stone - but the tiles are cracked, stained, some already absent. Overhead lighting is sparse and flickering. The shelves contain mostly ruined books and debris. Some shelves are bolted to the ceiling as well as the floor, creating a structural lattice the player can use to suspend themselves. The room feels abandoned and exhausted.

4.2.2 The Decay - Core Mechanic

The floor decays beneath the player when they are stationary. A tile begins to crack after 3 seconds of the player standing on it. After a further 4 seconds, it collapses. Collapsed tiles do not regenerate. The player cannot stop moving without consequence. The entire floor is made of destructible tiles.

Decay Threshold	3 seconds stationary on a single tile
Collapse Time	4 seconds after decay begins (7 seconds total from standstill)
Tile Size	Approximately 0.8m × 0.8m
Collapsed Tile	Open void below - fall is instant death
Structural Shelves	Immune to decay. Can be used as permanent standing platforms.
Win Trigger	Reach the Seal Fragment at the room's far end without falling

4.2.3 Puzzle Structure

The Seal Fragment is located at the far end of the library. The most direct path is a straight aisle - but walking it at any reasonable pace decays every tile behind the player, making retreat impossible. The player must find a route using the structural shelf lattice overhead and the arrangement of already-collapsed tiles (present from the room's initial state as navigation hints).

Several collapsed-tile patterns in the initial room state are deliberate: they form natural forcing functions that guide the player toward the shelf lattice. The player who stops to look at the floor before moving will find the answer faster than the player who runs.

4.2.4 Triggers

- T1 - On level entry: three tiles directly ahead begin cracking immediately, demonstrating the mechanic before the player has moved.
- T2 - On first tile collapse: structural shelves briefly illuminate, pointing to the alternative path.
- T3 - On player reaching the halfway shelf junction: a section of floor ahead collapses en masse, forcing a shelf traverse.
- T4 - On Seal Fragment reach: all remaining floor tiles decay simultaneously (no consequence, purely atmospheric).

4.2.5 Win Condition

Reach and collect the Seal Fragment at the far end of the library. Return to the Atrium entry. The return path must also be navigated - tiles collapsed on the way in do not regenerate.

4.2.6 Failure States

- Standing too long on any single tile - tile collapses, player falls into void.
- Retreating onto a previously collapsed tile - same.
- Attempting to jump between non-adjacent tiles (gap too wide) - player falls.

4.2.7 Design Notes

Sloth is the game's navigation puzzle. The sin's irony is that stopping - the thing sloth implies - is what kills you. Players who approach this level carefully, reading the floor pattern before committing, will find a clean path. Impulsive movement creates irreversible damage to the environment that compounds. The shelf lattice is the reward for observation. The return journey with the Seal Fragment is intentionally harder: the player has destroyed part of their own path.

03 **WRATH** · Ira

The Volatility

4.3.1 Environment

An industrial foundry or forge. Heavy machinery - dormant blast furnaces, hanging chains, suspended metal platforms. The air shimmers with heat. Everything is made of iron or stone. The room is full of volatile materials: pressurized gas conduits running along walls and ceiling, barrels of accelerant stacked in corners, unstable slag deposits on the floor. The place feels like it is waiting for a reason to explode.

4.3.2 The Volatility - Core Mechanic

The room responds to noise and speed. Every action the player takes generates a noise value. The room tracks cumulative noise against a Volatility Threshold. When the threshold is exceeded, a chain reaction triggers - exploding conduits, collapsing platforms, cascading slag ignition. The room partially resets after a chain reaction (destroyed platforms do not return, but fire extinguishes and conduits re-pressurize after 60 seconds).

Noise Generation	Walking: 0.5/sec. Running (not implemented): N/A. Object impact: 2–15 depending on mass and velocity. Object throw: 1.
Volatility Threshold	100 units. Decays at 3 units/sec when player is stationary.
Chain Reaction	Sequential conduit explosions, lasting 8 seconds. Player caught in blast radius = death.
Post-Reaction Reset	60 seconds. Conduits re-pressurize. Volatility resets to 0.
Permanent Damage	Platforms destroyed in chain reactions do not regenerate.
Win Trigger	Reach Seal Fragment at room's center - accessible only after a controlled chain reaction clears the debris blocking it.

4.3.3 The Puzzle

The Seal Fragment is buried under slag debris in the room's center. The debris cannot be moved by hand. The only way to clear it is a controlled chain reaction - but the reaction must be directed. Three gas conduits run over the debris pile. If all three are ruptured before the Volatility Threshold is reached from general movement, the resulting explosion clears the debris without destroying the fragment.

The player must move carefully enough to keep Volatility low, then deliberately rupture the three target conduits (by throwing a heavy object at each), then get clear of the blast radius before the chain reaction begins. Rupturing conduits raises Volatility sharply - the player has roughly 15 seconds from the third rupture to reach safety.

4.3.4 Triggers

- T1 - Entry: a single barrel in the corner detonates spontaneously, demonstrating chain reaction physics. Player is far enough from entry to be safe.
- T2 - First accidental threshold breach: partial chain reaction in a wing of the room away from the fragment, demonstrating consequence safely.
- T3 - All three target conduits ruptured: 15-second countdown audio cue (deep rhythmic thrumming).
- T4 - Controlled chain reaction clears debris: Seal Fragment exposed, audio settles to silence.

4.3.5 Win Condition

Deliberately trigger a controlled chain reaction by rupturing the three target conduits in sequence. Survive the blast. Retrieve the Seal Fragment from the cleared debris. Return to Atrium.

4.3.6 Failure States

- Caught in blast radius of any chain reaction - instant death.
- Chain reaction destroys a required platform before the player can reach the fragment - level must restart (fragment unreachable without that platform).
- Player ruptures non-target conduits first, triggering uncontrolled chain reaction that destroys target conduits without clearing debris - restart required.

4.3.7 Design Notes

Wrath is the game's restraint puzzle. The sin is explosive anger - and the player must resist expressing it to survive, then channel it precisely to win. The counterintuitive solution (the player must cause the explosion on purpose) should emerge naturally from failed accidental explosions. Players who try to brute-force this level will destroy their own path.

04 **GREED** · Avaritia

The Weight

4.4.1 Environment

A vast treasury or vault. Towering shelves of objects - mechanisms, tools, components, ornate containers, all equally non-functional as currency but physically present and pick-up-able. The floor is polished stone. The ceiling is low. The room is immaculate. The Seal Fragment is visible from the entry - but behind a series of pressure-sensitive doors that only open when a precise weight is applied to their corresponding floor plates.

4.4.2 The Weight - Core Mechanic

The player's movement speed is inversely proportional to how much mass they are carrying. Each carried object has a defined weight. The player can carry up to 5 objects simultaneously (simulated through a carry slot system). The heavier the total load, the slower the player moves - at maximum load, movement is a crawl. Some passages in the room have low ceilings that prevent carrying certain tall objects through them. Some floor sections are weight-limited: exceeding 50kg total (player + carried objects) causes the floor section to crack and eventually collapse.

Player Base Weight	75kg (affects floor triggers, not movement)
Movement at 0kg carried	100% - normal speed
Movement at 30kg carried	70% of normal
Movement at 60kg carried	40% of normal
Movement at 90kg carried	15% of normal - near standstill
Max Carry Slots	5 objects, regardless of weight
Floor Weight Limit Sections	Collapse if total (player + carried) exceeds 120kg

4.4.3 Puzzle Structure

Three pressure doors block the path to the Seal Fragment. Each door requires a specific weight on its floor plate to open: Door A requires 40kg, Door B requires 25kg, Door C requires 65kg. The plates only activate while weight is present - the player cannot set objects on a plate and walk away. The player must be carrying the required weight while standing on each plate.

Objects throughout the room vary from 5kg to 40kg. The player must collect the right combination for each door - a pure weight-arithmetic puzzle - while managing movement speed (heavier loads make navigation slower and more dangerous) and floor integrity (some paths to the objects are weight-limited sections).

4.4.4 Triggers

- T1 - Entry: a single object is near the entry point on a visible pressure plate, demonstrating the plate mechanic passively.
- T2 - Player picks up first object: carry interface becomes visible (minimal - just a subtle weight indicator).
- T3 - Player exceeds 80kg total on a weight-limited floor section: floor cracks audibly, alerting without immediately punishing.
- T4 - All three doors open: path to Seal Fragment clears. The Fragment itself weighs 20kg.

4.4.5 Win Condition

Open all three pressure doors by standing on each plate with the correct carried weight. Retrieve the Seal Fragment (20kg, consumes one carry slot). Navigate back to the Atrium with it - the return trip through weight-limited sections is now marginally harder due to the Fragment's weight.

4.4.6 Failure States

- Exceeding weight limit on a floor section causes collapse - fall to void, death.
- Carrying so much weight that movement is insufficient to reach a door plate before a time-limited element resets (certain objects have a timed availability window).

4.4.7 Design Notes

Greed is the game's arithmetic and resource management puzzle. The sin is wanting more - and carrying more is always possible but always costly. Players who grab every object they can find will slow to a crawl and destroy the floor under themselves. The Fragment's own weight on the return trip is the final design statement: you wanted the prize, now carry it home.

05 **LUST** · Luxuria

The Distraction

4.5.1 Environment

A long gallery with tall arched windows on both sides, admitting a deep violet light. Statues line the walls - humanoid, stylized, ambiguous. The floor is smooth and level. The room is beautiful in a way that is immediately wrong: too symmetrical, too still, the light too perfect. Illusory figures appear in the player's peripheral vision - shapes that resolve to nothing when looked at directly. The Seal Fragment is visible at the far end of the gallery.

4.5.2 The Distraction - Core Mechanic

The room generates visual illusions - phantom shapes that appear in peripheral vision and seem to move toward the player. If the player turns to face an illusion directly, a Distraction Counter increments. If the counter reaches 10, the room geometry shifts: doors that were passable become walls, the path to the fragment becomes longer and more convoluted. The illusions are harmless if ignored but irresistible in design - they are crafted to trigger involuntary look responses.

Distraction Counter	Starts at 0. Maximum 10 before geometry shift triggers.
Counter Increment	+1 per direct gaze at an illusion (gaze = looking within 15 degrees of illusion center for > 0.5 seconds).
Counter Decay	Decays by 1 per 30 seconds of not looking at illusions.
Geometry Shift	At counter = 10: archways seal, false walls appear, path complexity increases. Partially reverses as counter decays below 5.
Illusion Frequency	One new illusion every 8–12 seconds. 2–3 active simultaneously.
Win Trigger	Reach far end of gallery and collect Seal Fragment without triggering maximum geometry shift - or navigate the shifted geometry to reach it regardless.

4.5.3 Puzzle Structure

The direct path to the Seal Fragment is navigable if the player ignores all illusions. Players who follow every illusion will find the room increasingly labyrinthine. However, the room is solvable even at maximum distraction - the geometry shifts create a longer, more complex path but not an impossible one. This is intentional: the game does not punish curiosity absolutely, but it makes the curious player work harder.

Some illusions appear directly in the path forward, requiring the player to walk through them (not look at them) - distinguishing between 'looking toward the destination' and 'looking at an illusion' is the core skill.

4.5.4 Triggers

- T1 - Entry: a single obvious illusion appears 5 meters ahead and to the right. If looked at, counter increments and a subtle audio sting plays - establishing the mechanic.
- T2 - First geometry shift: an archway ahead seals slowly, demonstrating consequence before the player is fully committed.
- T3 - Counter decay below 5 after a shift: a sealed archway reopens, demonstrating that the room is not permanently hostile.
- T4 - Fragment reached: all illusions cease, room geometry resets, violet light warms slightly.

4.5.5 Win Condition

Reach the far end of the gallery and collect the Seal Fragment. Return to Atrium. The return path has fewer illusions - the room's influence diminishes once the fragment is held.

4.5.6 Failure States

Lust has no direct death state from the primary mechanic. Failure is a maze - the player cannot die from looking at illusions, only become increasingly lost. However, within the shifted geometry, certain paths terminate at drop points into a void below, creating an indirect death risk for players navigating a fully shifted room without care.

4.5.7 Design Notes

Lust is the game's attention and restraint puzzle - and its most psychologically sophisticated level. The mechanic relies on the human tendency to look at things that move. The illusions are specifically designed to exploit peripheral vision. This level benefits from audio design more than any other: each illusion should have a distinct but subtle sound that the observant player can learn to identify without looking. The player who learns to navigate by sound rather than sight will find this level peaceful. The player who cannot resist looking will find it a nightmare.

06 ENVY · Invidia

The Mirror

4.6.1 Environment

Two identical rooms, separated by a one-way mirror wall that runs the length of the space. The player occupies Room A. Room B is a perfect reflection - same layout, same objects, same Seal Fragment position. The difference: certain objects in Room B are positioned differently. A door in Room A can only be opened by a mechanism in Room B. A door in Room B can only be opened by a mechanism in Room A. The rooms are linked.

4.6.2 The Mirror - Core Mechanic

The player can interact with objects in Room B by reaching through designated portals - narrow slots in the mirror wall at fixed positions. Objects moved in Room B affect conditions in Room A and vice versa. The Seal Fragment exists in both rooms. Collecting the fragment in Room A destroys the fragment in Room B. This is the level's moral: what you take from one, the other loses.

Portal Slots	4 fixed positions along the mirror wall. Each allows arm-reach interaction only - player cannot pass through.
Room A Objects	Solvable on their own but incomplete - key mechanisms require Room B counterparts.
Room B Objects	Mirror layout with deliberate positional differences that create the puzzle.
Fragment Parity	Both rooms contain a Seal Fragment. Collecting one destroys the other. Only one Fragment can be returned to Atrium.
Door Linkage	Door A-1 opens via mechanism in Room B. Door B-1 opens via mechanism in Room A. Etc.
Win Trigger	Navigate through both rooms (via linked doors) to reach one Seal Fragment and exit.

4.6.3 Puzzle Structure

The level functions as a bilateral puzzle where progress in one room requires setting up conditions in the other. The player must plan a sequence: move an object in Room B (via portal) to open a door in Room A, walk through that door into a new section of Room A, move an object there to open a door in Room B, and so on - a chain of mirrored dependencies.

The final step requires the player to commit: the path to one Fragment requires destroying access to the other. The rooms are designed so that if the player has navigated correctly, both Fragments are simultaneously reachable - but only one can be taken. The other becomes inaccessible the moment the choice is made.

4.6.4 Triggers

- T1 - Entry: a simple object in Room B is visibly out of alignment with its Room A counterpart, immediately demonstrating that the rooms differ.
- T2 - First successful portal interaction: a linked door opens in Room A, demonstrating the cause-effect relationship.
- T3 - Player reaches the Fragment decision point: both Fragments glow simultaneously - brief moment of apparent choice.
- T4 - One Fragment collected: mirror wall becomes opaque, the other Fragment's glow extinguishes, exit path opens.

4.6.5 Win Condition

Navigate the dual-room puzzle sequence. Reach and collect one Seal Fragment. Exit through the now-open gateway. Return to Atrium.

4.6.6 Failure States

- Moving an object in Room B that creates an irresolvable deadlock in Room A (certain object positions lock both doors simultaneously) - level must restart.
- Dropping a Fragment into a void section - Fragment is gone, restart required.

4.6.7 Design Notes

Envy is the game's most mechanically complex level and should be developed last. The dual-room structure is the highest implementation risk - ensuring that no combination of player actions can create an unresolvable state requires extensive playtesting. The level's thematic payoff is the destruction of the mirror Fragment: the player wins, but something that looked exactly like what they wanted is gone because of it. The one-way mirror should allow the player to see Room B's Fragment vanish when they take Room A's - the visual is the whole point.

07 **PRIDE** · Superbia

The Verticality

4.7.1 Environment

A vast vertical shaft - the room extends upward beyond visible range. The floor at entry level is broad and stable. Platforms ascending the shaft become progressively narrower, less stable, and more sparsely distributed. The walls are sheer stone with no handholds. Climbing is only possible via the platforms themselves. The Seal Fragment waits at the summit - a pinpoint of light far above.

4.7.2 The Verticality - Core Mechanic

The higher the player climbs, the narrower the platforms and the greater the fall penalty. Fall distance maps directly to respawn position: a fall from height 10 returns the player to height 7; a fall from height 20 returns to height 12; a fall from the summit returns to height 0. There is no death from falling - only loss of progress. This is the game's only level without an instant-death failure state. The punishment is time and repetition.

Platform Width at Base	4 meters - easily traversable
Platform Width at Midpoint	1.2 meters - requires care
Platform Width at Summit	0.4 meters - single-step width
Platform Stability	Higher platforms sway slightly. Amplitude increases with height.
Fall Penalty	Return to (current height × 0.65). Fall from summit = full reset.
Platform Distribution	Increasingly sparse. Some require precise timing to reach (moving platforms above height 15).
Summit	Stable 2-meter platform. Seal Fragment is centered. Once reached, no fall risk.

4.7.3 Puzzle Structure

Pride is not a puzzle in the traditional sense - it is a gauntlet of escalating spatial precision. The player climbs through four distinct zones, each with its own platform geometry and movement challenge. There is no hidden solution. The answer is always 'go up.' The difficulty is entirely in execution.

- Zone 1 (Height 0–8): Wide platforms, static, generous spacing. Tutorial zone - establishes traversal language.
- Zone 2 (Height 8–16): Platforms narrow to 1.5m. Some platforms have small obstacles that must be stepped around. Gaps increase.
- Zone 3 (Height 16–24): Platforms narrow to 0.8m and begin swaying. Some are attached to moving vertical lifts - timing required.
- Zone 4 (Height 24–summit): Platforms at 0.4m. Full sway. Sparse distribution. Moving platforms. No margin for error.

4.7.4 Triggers

- T1 - Entry: the shaft's full height is visible. The summit light is visible. The scale is immediate.
- T2 - First Zone 2 entry: platforms visibly narrow. Audio changes - wind increases.
- T3 - First fall from Zone 3 or above: respawn position demonstrates the fall penalty mechanic explicitly.
- T4 - Summit reached: all platform sway ceases, wind drops to silence, Fragment glows steadily.

4.7.5 Win Condition

Reach the summit platform and collect the Seal Fragment. Return descent is safe - a separate descending staircase opens in the shaft wall upon Fragment collection, allowing safe return to entry level and back to Atrium.

4.7.6 Failure States

No instant death from falling. All falls return the player to a lower platform based on fall distance. Full reset (return to height 0) only occurs on a fall from Zone 4 or above. This is the most forgiving level in terms of death - and the most punishing in terms of time lost. Pride's design intent is that the player will reach the summit eventually. The only question is how many times they fall first.

4.7.7 Design Notes

Pride is the game's final level by design, not by player requirement (any level can be tackled first). It works best as a last trial because the player arrives with all other fragments in hand - and then faces the one challenge where skill, not cleverness, determines progress. The lack of an instant-death state is a deliberate inversion of every other level: SALIGIA has been punishing failure with death, and then the final level just... makes you climb again. The summit's sudden stillness and silence after the wind and sway of Zone 4 should be the most peaceful moment in the game.

5. Audio Direction

5.1 Philosophy

Audio is a primary gameplay signal in SALIGIA. Because the UI is minimal and no text prompts appear, sound carries information that would otherwise be delivered visually. Every meaningful environmental event has an audio counterpart. Players who listen carefully will have a measurable advantage over players who do not.

5.2 Per-Level Audio Identity

Gluttony	Low, wet expansion sounds. Organic pressure. Objects hitting the Mass produce dull thuds, not clangs. Purge is a wet contraction followed by silence.
Sloth	Cracking stone. Hollow echoes. The library is dead quiet except for the player's footsteps and the progressive sound of tile failure.
Wrath	Industrial pressure. Hissing gas. Metal stress. The Volatility Threshold build-up should have an audible pressure accumulation that experienced players can use to gauge proximity to threshold.
Greed	Quiet, precise. The sound of weight: items clinking, footsteps becoming heavier with each pickup. Floor stress is audible before visual cracking appears.
Lust	Peripheral audio for illusions - distinct from environmental sounds. Players can learn to identify illusions by sound before sight.
Envy	The mirror wall produces a faint resonance when objects are moved through portal slots. The two rooms sound slightly different - Room B's audio is a half-step lower in tone.
Pride	Wind. Increasing with height. Zone 4 wind should be loud enough to be uncomfortable. Summit silence is abrupt and total.

5.3 The Atrium

The Atrium is acoustically different from every trial - sound here is distant, reverberant, not quite right. As Seal Fragments are placed on the dais, a single sustained tone builds in the room. With all seven fragments in place, the tone resolves - the only moment of harmonic completion in the entire game.

6. Technical Direction

6.1 Engine

Primary engine target is Godot 4 (open source, no royalties, strong physics support, good for small team development). Unreal Engine 5 is a viable secondary target for teams with existing UE experience - the physics and rendering would serve the game's atmosphere well, but the scope overhead may not suit a prototype-first approach.

6.2 Key Systems

Sin Manager	Central controller class. Registers room sin type on load, activates relevant environmental systems. Singleton with per-level config override.
Physics Layer	All meaningful interaction objects tagged with weight, surface type (solid/climbable/decaying/volatile/illusory), and interaction flags.
Environment State	Each level maintains a state object: tile integrity map (Sloth), Volatility counter (Wrath), Mass radius (Gluttony), carry weight (Greed), Distraction counter (Lust), room state (Envy), player height (Pride).
Seal Fragment System	Fragment objects register with Atrium on pickup. Atrium tracks all seven. Dais updates on Atrium re-entry.
No Save Mid-Level	Auto-save only on Atrium entry. Level state is not serialized mid-run.
Audio System	Positional audio essential for Lust mechanic. Per-level audio identity managed through Audio Profiles attached to Sin Manager config.

6.3 Modular Environment Assets

Each level should use a shared base asset library (stone surfaces, archways, basic physics objects) with a sin-specific overlay set (banquet hall props, library shelving, foundry equipment, etc.). This approach reduces total asset count and allows the game's visual coherence to communicate that all seven levels share the same underlying world.

6.4 Performance Targets

Target Platform	PC (Windows/Linux/Mac) - standalone
Target Frame Rate	60fps at 1080p on mid-range hardware (GTX 1060 / RX 580 equivalent)
Physics Objects Per Level	50–150 simultaneous - well within standard engine limits
Level Load Times	Under 10 seconds from Atrium gateway entry on SSD

7. Prototype Roadmap

7.1 Phase 1 - Vertical Slice (Gluttony)

Recommended first prototype: Gluttony only, in a grey-box environment. Goals:

- Validate the core physics interaction (throwing objects into a growing entity)
- Validate the Sin Manager architecture
- Test the purge cycle timing against player feel
- Establish first-person movement baseline

Estimated scope: 4–8 weeks for a solo developer comfortable with Godot 4 physics.

7.2 Phase 2 - Second Level

Add Sloth. Goals:

- Validate tile destruction system
- Test navigation puzzle design with real players
- Establish the Atrium hub and fragment return loop

7.3 Phase 3 - Core Loop

Add Wrath and Pride. Validate the full Atrium structure with four active trials. Begin audio implementation.

7.4 Phase 4 - Completion

Add Greed, Lust, and Envy. Envy is highest risk - implement last with full playtesting budget. Complete audio, visual polish, final Atrium narrative storytelling.

7.5 Prototype Priority Order

1st	Gluttony - core physics, Sin Manager proof-of-concept
2nd	Sloth - navigation, tile system, Atrium loop
3rd	Wrath - Volatility system, controlled destruction
4th	Pride - vertical traversal, fall penalty system
5th	Greed - weight system, pressure plate puzzle
6th	Lust - illusion system, audio-dependent gameplay
7th	Envy - dual-room system, highest complexity, highest risk

8. About the Concept & Contact

SALIGIA was conceived by BLGardner - an independent researcher and designer with a background spanning decades of technology work. This is not a commercial studio document. It is the design record of an idea that refused to stay unwritten.

What is required is that if it is built, it is build it well. This game deserves to exist properly.

If you are a developer, designer, or team interested in collaborating with the person who conceived SALIGIA, direct contact is welcome. Serious inquiry only.

Contact	BLGardner
Email	gardner.barryl@gmail.com
Steam	Snoopy (formerly KillerB - Owner/Admin 'The Hive -==THC==-' Synergy Server)
Availability	Open to discussion - concept, collaboration
Document Version	1.0 - Concept / Pre-Production

"The room is the enemy."