

MAT'S REVISION REQUESTS

- ✓ last level currently available (locked door, footsteps & audio - "am I inside?")
 - ✓ remove voices, use only footsteps
 - ✓ lock sound (on rollover?) - replace w/ Door 2F audio
- ✓ 3 doors level
 - ✓ on left side door, last level (stairs leading to white) needs to link to start of levels/home page
- ✓ Room/Door 2A - no sound, fix link? or make sure sound plays on rollover on button, NOT once you enter the room
 - same thing w/ Room/Door 2K, 2L, 2E, 2F
- ✓ rooms 2C & 2D - bottom hot spot link to return to Room 2B
- ? → Room 2I, ambient audio: "Who's there?"
 - Room 2J
 - ? - ambient audio: "are you inside?"
 - ✓ swap hover of captive face - default should be present/visible, disappear on hover
 - ✓ black should link to beginning
- ✓ swap 2E & 2K w/ doors in Room 2B (2K - close right, 2E - far right)

- ✓ → "doors left door. wav" (hings, jangling keys - CREEPY)
- ✓ → "doors middle door. wav" (jangling keys)
- ✓ → "doors right locked. wav" (same "click" as Level 3 - leave unchanged)
- "or am I. wav" (just part of Level 3 ambience - new use?)

AUDIO TO PREP & PLACE

(need .mp3 & .ogg)

- "are you inside. wav" (part of Level 3 ambience - new use?)
- ✓ → "door 1M nightingales quiet. wav"
- ✓ → "door 1N nightingales. wav"
- "door 2 G footsteps. wav" (?? super quiet - 2G/Level 11 already has audio)
- ✓ → "door 2 I button. wav"
- ✓ → "door 2 I rocking chair. wav"
- ✓ → "door 2 E. wav"
- ✓ → "door 2 F. wav"
- ✓ → "door 2 G ambience. wav"
- ✓ → "door 2A. wav"
- ✓ → "door 2D room tone. wav"
- ✓ → "door 2K. wav" (play on hover or on load?)
- ✓ → "door 2L. wav" (play on hover or on load?)

↑ "Sub web footsteps-04. wav" (part of Level 3 ambience - new use?)

↑ "web ambience. wav" (other 21 site ambience - new use?)

↑ "whose there provider. wav" (part of Level 3 ambience - new use?)

DONE

SUBTERRANEA
LEAVING THE DARKNESS

TIMER
ENTER SITE ENTER HALLWAY
Ⓚ K IIIII



"level 01.html"

"level 02.html"

"level 03.html"

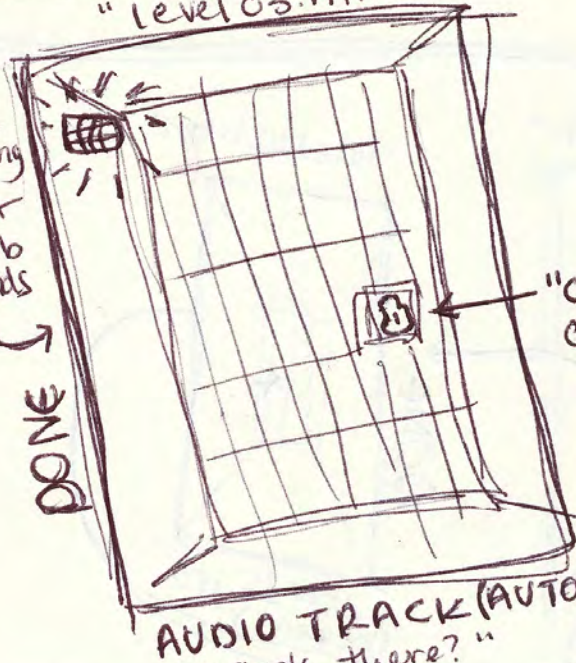
DONE



"Bzzt"

clicking on light bulb loads

DONE

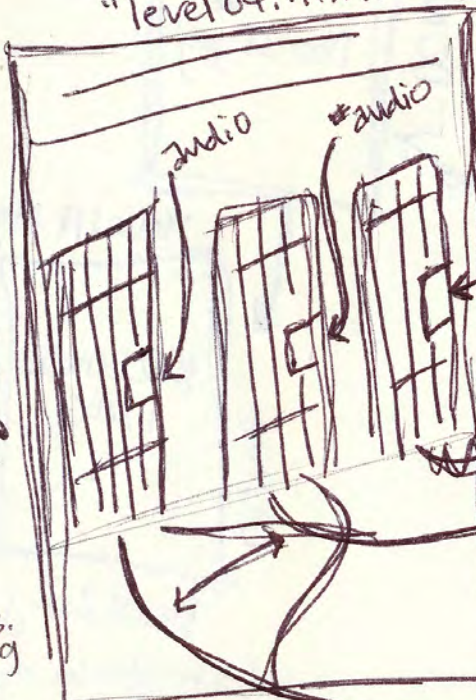


"click" clicking on lock opens

AUDIO TRACK (AUTO)
"Who's there?"

"level 04.html"

DONE



audio

#audio

"locked.wav"

"level 05 a.html"

"level 05 b.html"

"level 05 b.html"

doors.jpg



door 1M.jpg

audio for both:
AUTOPLAY or
on click?
(hover)



"level 06.html"

door 1N.jpg

??
WHERE?



door 2A.jpg

AUDIO

OVER

