



# Void's Ballad

## System Document

### Movement

**Walking** and **rotating the camera** are the two methods to navigate the 3D map.

Sprinting increases walking speed, but **if maintained for too long**, it deactivates and **temporarily slows down movement**.

### Interaction

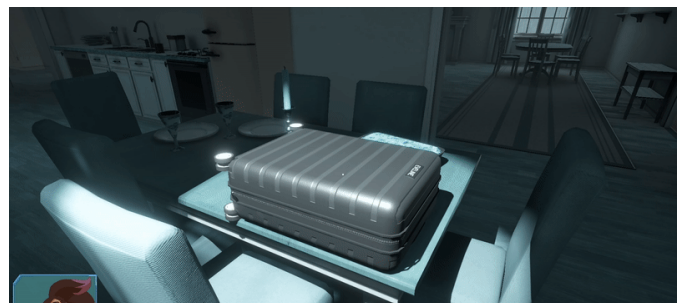
#### Opening and Closing

- Doors
- Shutters
- Drawers



#### Collection


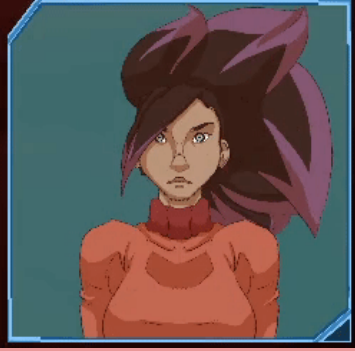
- Clues
- Suicide Methods



# Mood

Phoebe's moods, **switchable** when unlocked.

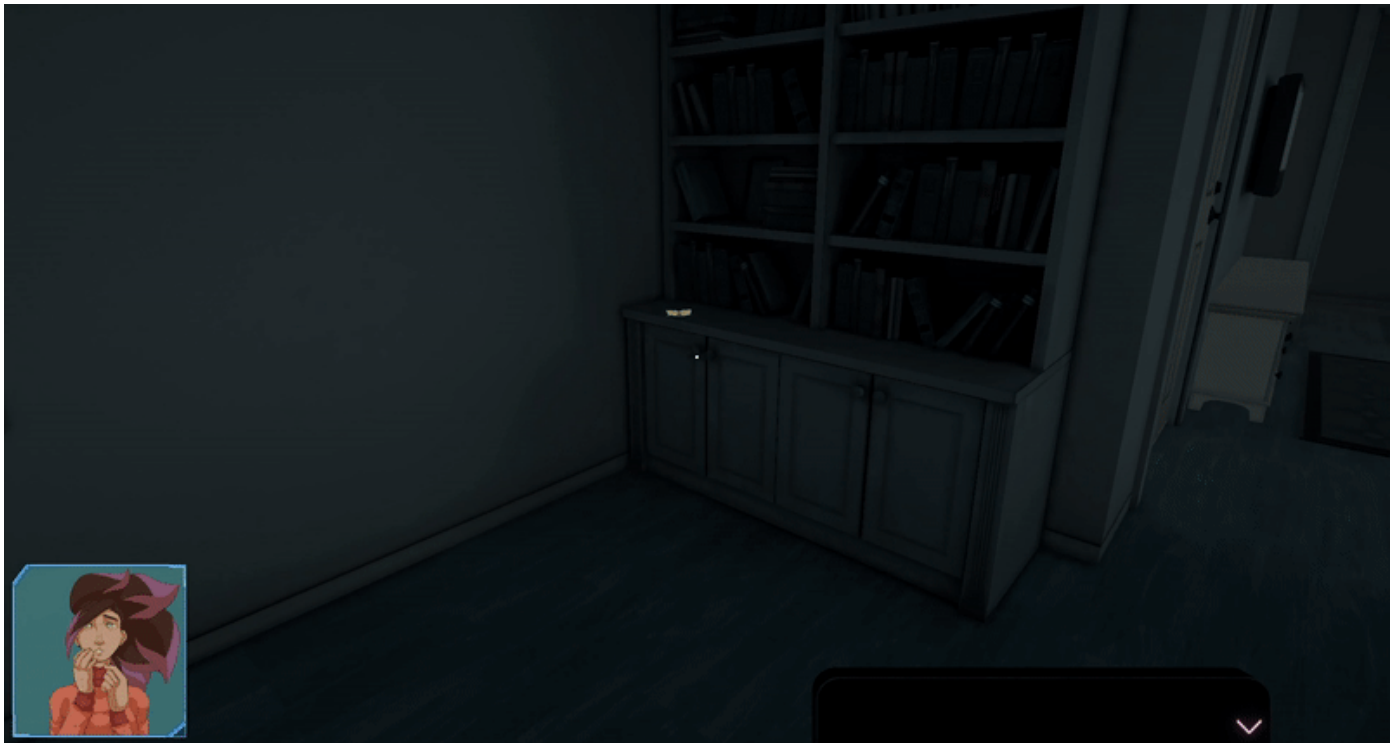
Depending on which is active, **invisible clues to others** can be seen, and **Gates can disappear**.

	 Neutral	 Anxious	 Angry
Clues	<ul style="list-style-type: none"><li>• Torn newspaper</li></ul>	<ul style="list-style-type: none"><li>• Trousers</li><li>• Book “Void’s Ballad”</li><li>• Bottle of alcohol</li></ul>	<ul style="list-style-type: none"><li>• Matches</li><li>• Towel</li></ul>
Gate	<ul style="list-style-type: none"><li>• Chairs</li></ul>	<ul style="list-style-type: none"><li>• Wooden boards</li></ul>	<ul style="list-style-type: none"><li>• Chairs</li></ul>

# Camera

Required for full view and **completing the Butterfly Puzzle** of the day. Unlocked by approaching a Butterfly.

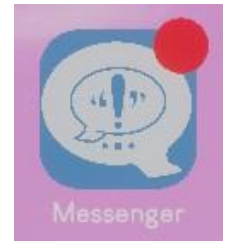
Accessed through the **Camera App** and/or by **holding down** the bound menu key.



# Cellphone

Semi-diegetic **game menu for Apps.**

A **flashing notification** on an App symbol indicates **new content** or requires player attention.

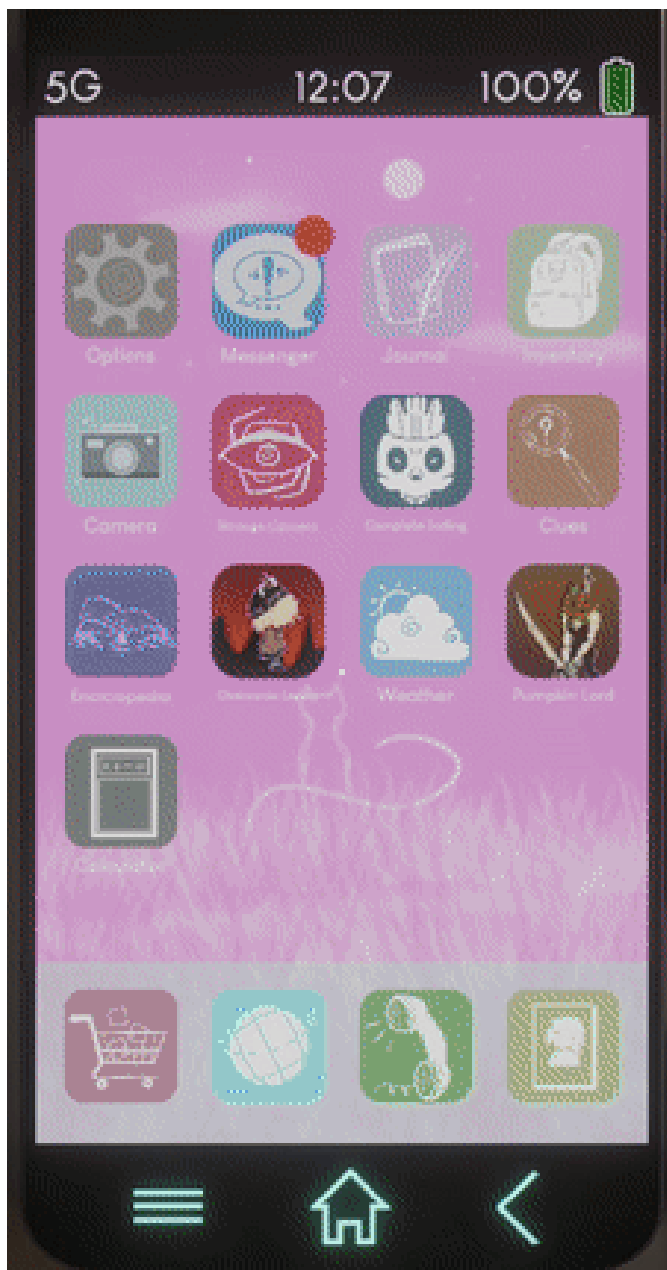


## Messenger

App to receive and send messages with **Hygaia**, **Angseth**, and **Zarnia**.

Unlocking the chat with each character **will make their respective mood available**.

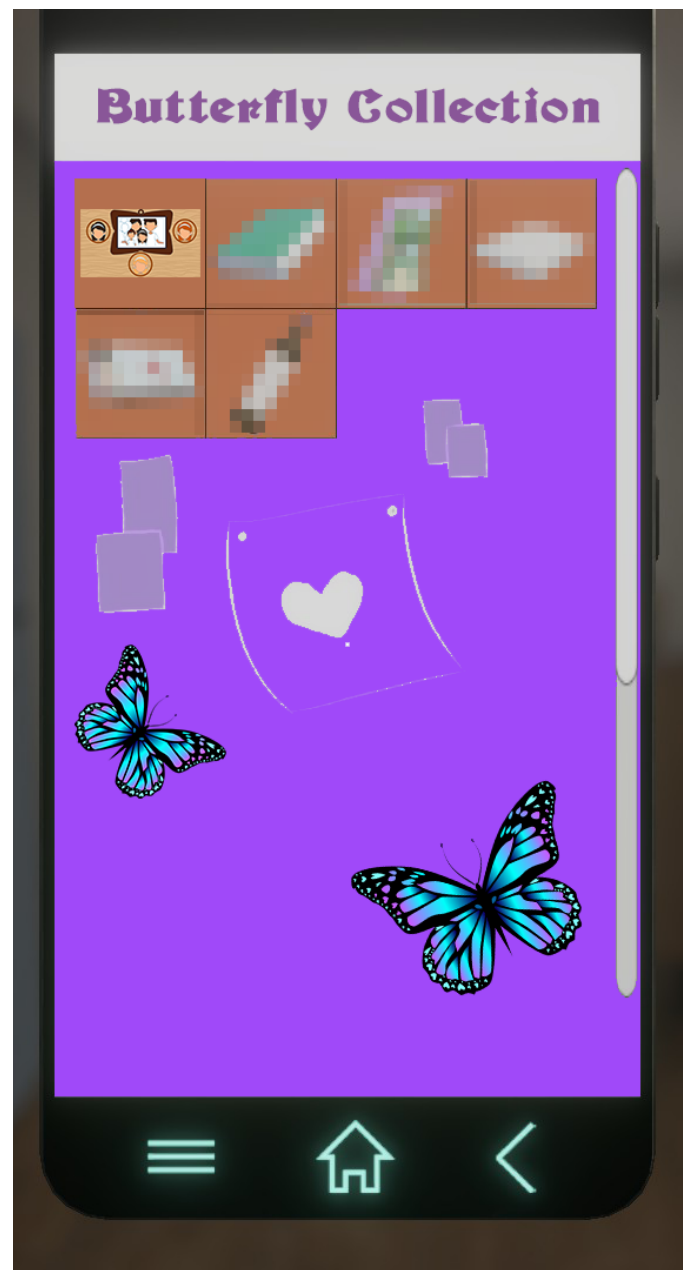
**Reading the dialogue** and following advice will be necessary to progress in different contexts.



## Butterfly Collection

Inventory for **Butterflies** and their related **Key Items**.

Correctly **completed puzzles** appear as a **Complete Key Item**, with additional flavour text.

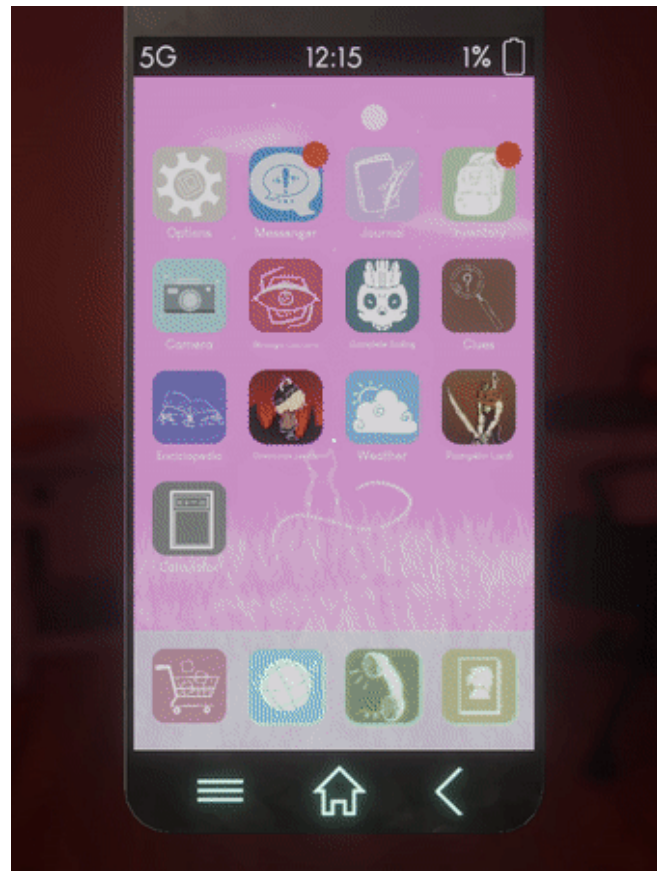




## Inventory

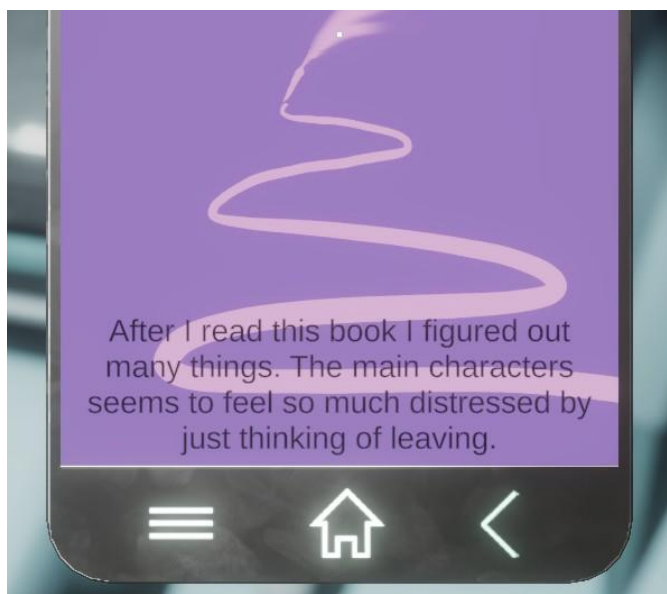
Displays all **collected Clues**, with available **flavour text** for some.

Clues are **categorised by Mood**  
It shows **silhouettes** of missing Clues.



## Journal

**Joey's notes**, available for reading after collecting "Void's Ballad."



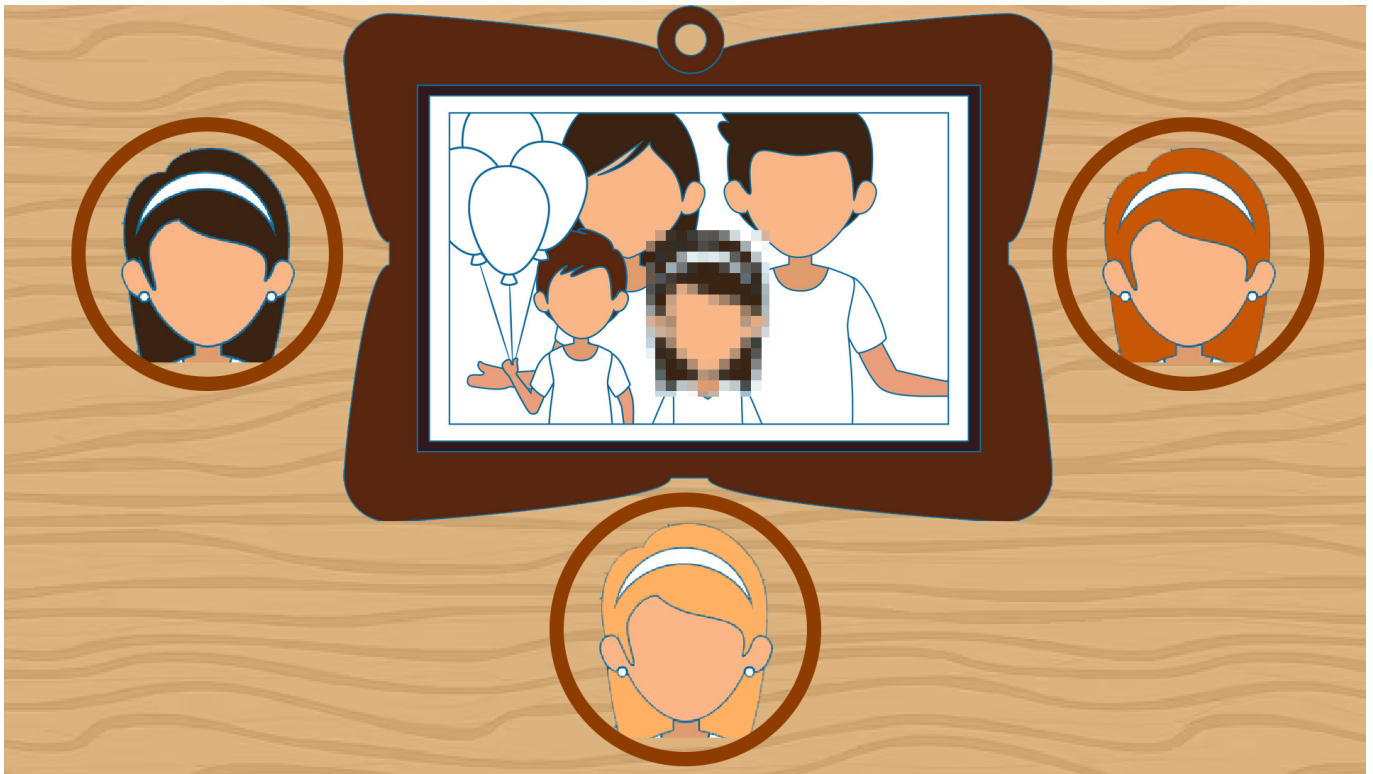
## Games

**Folder** of unlockable apps by **collecting the related Hidden Items**.



## Butterfly Puzzle - Sample

The puzzle for **Day One** involves a family photo with **one obscured face**. To solve it, selecting the **correct face** among those available is necessary.



## Suicide Methods

Dopo aver raccolto **tutti gli Indizi** la **scelta tra uno dei tre** oggetti determinerà la **cutscene finale**.

Pills	Scissors	Gas can
Joey <b>will succeed in committing suicide</b> with the <b>Gas Can</b> .	Joey <b>will not succeed in committing suicide</b> .	
		