



Cellphone GDD

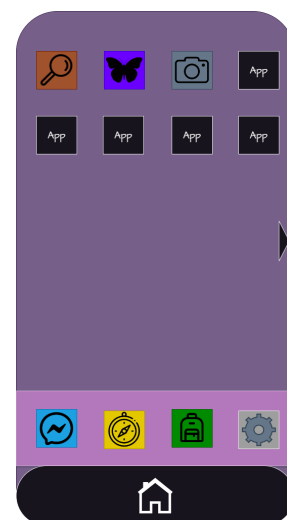
Semi-diegetic **App Menu**, navigable using mouse and/or directional commands. If an app has **new content** or **requires player attention**, a **flashing notification** symbol will appear.

Home accessible with the "Esc" key or "X" button.

Access menu to **all available apps**.

As the game **starts**, **only the Settings app** will be available; the others unlock as their **related mechanics are introduced**.

Easter Egg apps can be collected around the map, inside **drawers, wardrobes** and **closets**.



Messenger

Unlocked **upon receiving the first message from Hygaia**.

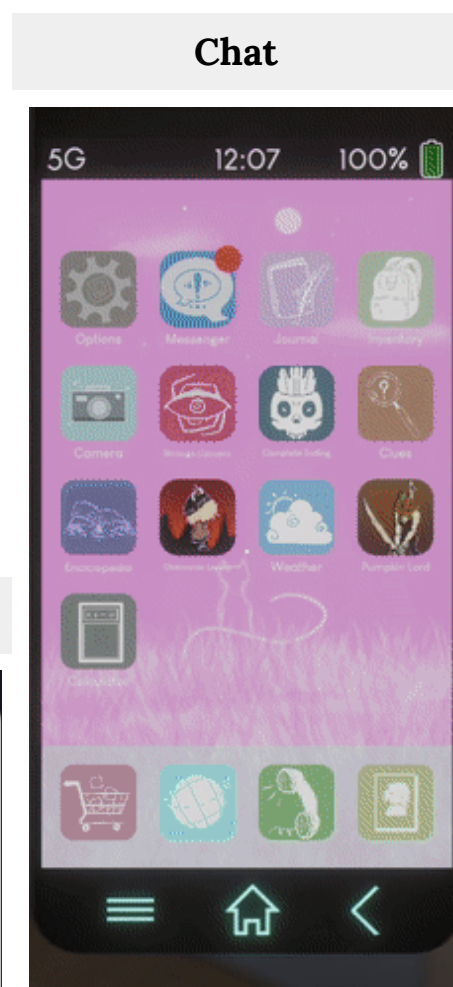
Messaging app for sending and receiving messages with **Hygaia**, **Angseth**, and **Zarnia**, the three personifications of **Moods**.

Once the chat with each of the three characters is unlocked, their **respective Mood will be available for use**.

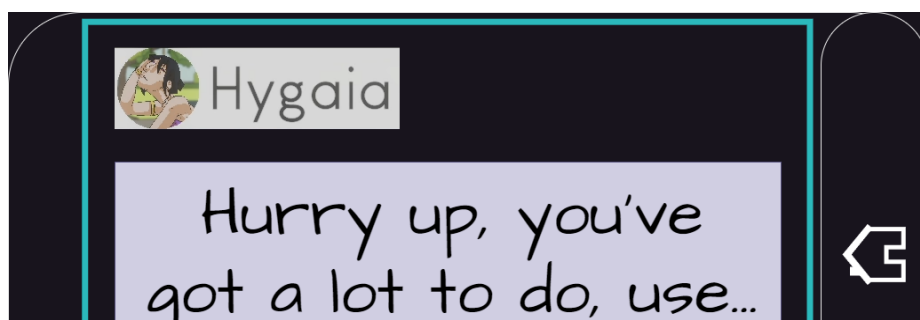
When a **new message** is available, a **notification** displays **part of the text, sender, and outline** on the screen.

Upon opening the app, **if new messages are available**, the chat **scrolls automatically** for both parties.

Exhausting dialogue will be necessary for progression.



Notification

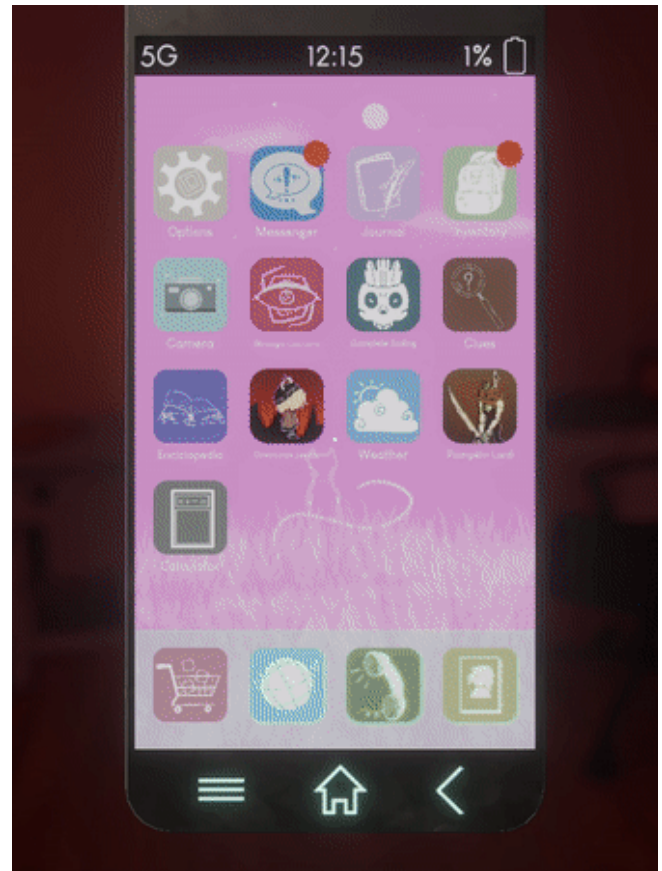


Inventory

Menu for all **Clues related to the Day**, unlocked when the first clue is collected.
Items are categorised **in columns** by the **Mood** required to find them on the map.



When opened, it displays **all collected Clues** and allows **selection** to view their respective **flavor text** and rotate the 3D model.



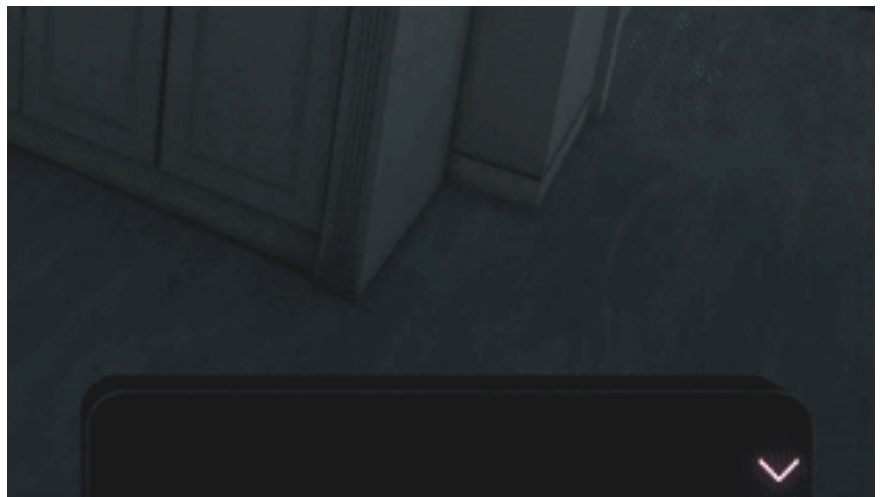
For all clues **not yet collected**, a **silhouette of the respective 3D model** is shown to aid the player in the search.

Camera

Required to **view the Butterfly Puzzle** of the day, unlocked by approaching a Butterfly.

Upon opening the app **Home screen will be closed**, and it's necessary to **hold down the bound key** to keep it active.

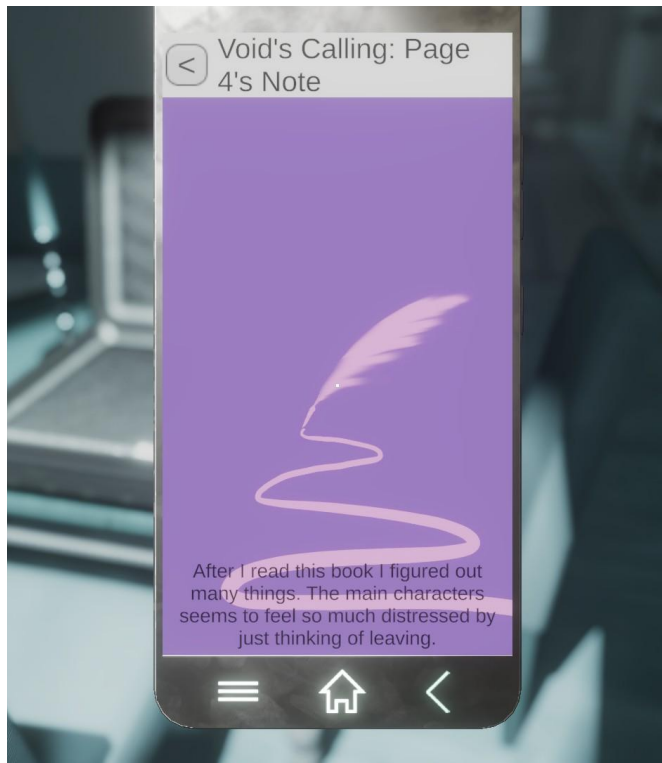
After the first use, it can be used **without opening the Cellphone Home** by holding down the bound key with the menu closed.



Diary

Menu for all **Joey's Notes**, unlocked when the book **Void's Ballad** is collected.

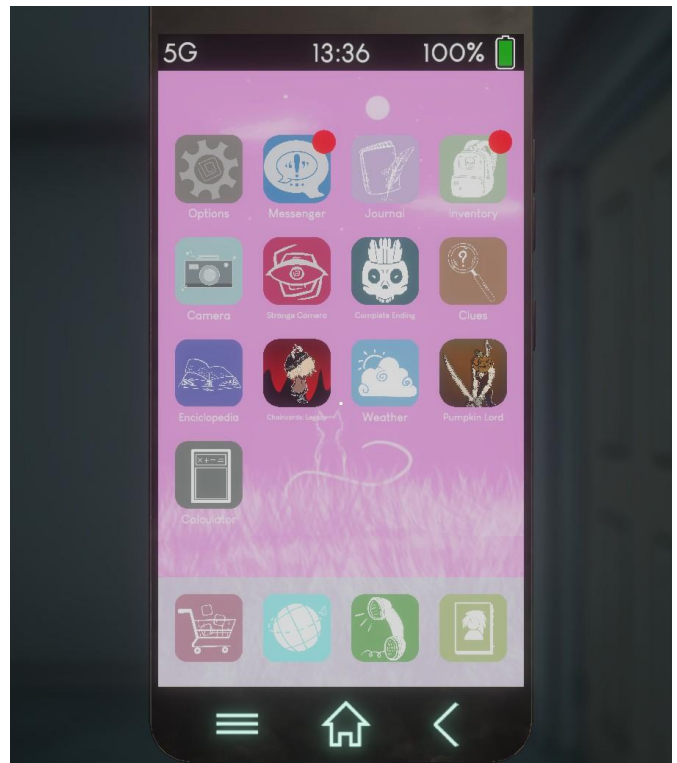
Text for the different notes provides **narrative clues** for solving the **Butterfly Puzzles**.



Games

Folder of unlockable apps by **collecting the related hidden items** in drawers, shutters, or closets on the map.

Each app has a **theme related to an Easter Egg**, presented with **gifs or images when opened**.



Butterfly Collection

Key Items Menu, unlocked after completing the first day **Butterfly Puzzle**.

