

Design

Player Mechanics

Walk	
Jump	Jump up platforms to advance or use it to get a better angle when teleporting
Teleport	Used with left click allows you to move to the point of the particle on screen but has a certain amount of mana the slowly recharges
Interact Laser	A purple laser that appears with right click that allows you to interact with buttons through-out the map
Punch	When combat mode is enabled right click allows you to punch enemies
Attack Laser	When combat mode is enabled and you hold down right click a powerful red beam allows you to attack enemies but has a limited use but can be regained with red orbs
Ground Slam	If bought from the shop and in combat mode left clicking in the air with allow you to launch forward and defeat enemies in a range
Become Invisible	If bought from the shop and shift is pressed you will become invisible and you wont get attacked by enemies
Interact With Shop	If looking at the shopkeeper and E is pressed the shop will open allowing you to purchase upgrades and abilities

Characters

-Unnamed Main Character-

You play as an adventurer that has discovered an ancient tomb and unlocks unimaginable power and has to learn how to use them to its full potential.

-Unnamed Ai Enemies-

When you adventure through the game you discover a large hall where these unnamed enemies spawn and attack you from short and far.

There will be different types of enemies, fast but low damage melee, slow but large high damage, ranged attack enemies shoots energy blasts and flying enemies that can reach you high up

Level Design

Design Goals

- There will be a sense of urgency through the main game play
- You will have a choice of power
- Aim for 10 minute gameplay per level
- Make it very linear with little paths where the player can access a shop or coins
- Give options for backtracking to allow for gain in credits, this makes the player want to purchase certain powers to reach areas or do different things
- Make levels not feel obvious at first but things change revealing the goal/danger to help create the urgent feel I want to achieve
- Leave places for the player to perch where they have a choice how to attack enemies

Narrative Lead-Up / Context

The expedition scene has been very quiet the last few years for our main explorer. After months of research and scrolling through lost and forgotten forums for leads they've got nothing... until one day a mysterious red envelope gets placed in their letter box stating the temple of the god of matter has been opened therefore becoming known to radars around the world. They need someone like our main explorer to discover the secrets.

Thrilled they book the next flight to the opening spot of the temple, finally arriving they notice a strange purple glow coming from inside, touching the door caused it to shoot open showing the main explorer what they had got themselves in for.

Level Overview

Your main goal is to identify the simple puzzle in the room and quickly solve it before the danger in the room takes over either it be lava rising, smoke consuming you or lasers slicing you up. There are jumps that aren't possible with just jumping so you'll have to use your teleport ability to traverse the level to the next room. Eventually you have to fight waves of enemies in a large hall where the environment and platforms allow you to get a height advantage over your foes.

Emotional Flow

First room = Mystery/Urgency/Fear - You see a lot of odd glowing objects and trying to understand these new abilities that you obtain creates a child like mystery, but seeing the

massive red timer bar appearing at the top of the screen creates this urgent feel in the player as they know they're doomed when it reached 0.

Second Room = Urgency - Entering the next room opens the floor up and smoke fills the room. They clearly tell the player danger is approaching and that sense of urgency is clear throughout this room.

Third Room = Urgency - Similar concept to the last room when they enter these deadly laser turn on causing the player to have to keep scaling the room. Urgency will hit the player as they will see this laser constantly settling closer by the second.

Fourth Room = Calm/Relax - The fourth room is a place where no danger is and holds a shopkeeper who gives you upgrades which you can use to boost your character's ability.

Fifth Room = Urgency/Powerful/Overwhelmed - The fifth room has Ai enemies constantly spawning which can build up swarming the player making it very overwhelming, although it can get overwhelming the player can easily overpower the Ai creating this feeling of power destroying groups of enemies. As you defeat more enemies more will spawn causing you to feel this urgent feeling that things are constantly getting worse and worse.

Flow

Opening Cinematic

Approach The Floating Crystal

Emotion: Mystery

Obtaining The Teleportation Ability And Lasering Targets

Death Timer Starts Shoot 3 Targets

Emotion: Urgency/Fear

Locked Door Opens And Enter. You Can Pick Up A Credit

The Next Room Second Room Cinematic Plays

Smoke Starts To Fill The Room

Emotion: Urgency

Parkour And Laser Targets To Open Locked Door

Locked Door Opens And Enter The Next Room Third Room Cinematic Plays

As The Lasers Rise The Player Has To Parkour To The Roof

You Can Pick Up A Credit For Completing The Room

You Can Approach The Shop And Buy Upgrades Using Credits

Emotion: Calm/Relax

In The Fifth Room You Will Have To Enable Combat Mode

Start Fighting Loads Of Enemies In A Wave Based Combat

Emotion: Urgency/ Powerful/Overwhelmed

When Wave 5 Is Complete The Last Door Opens Completing The Level

Room 1

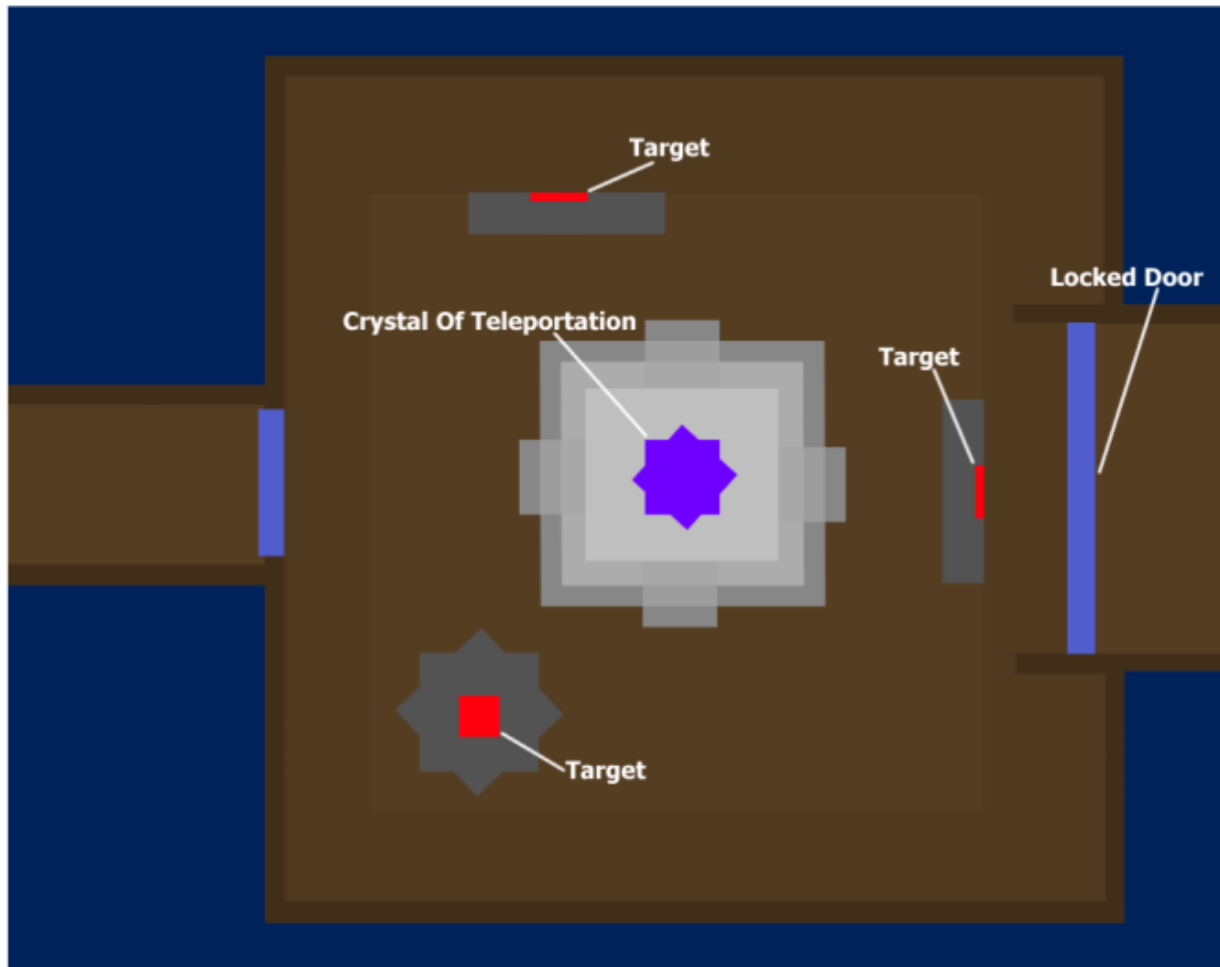
Visual Refs & Inspirations:

I really enjoyed the moment in 'Indiana Jones and the Raiders of the Lost Ark' where there was the obvious treasure in the room that Indiana wanted and taking that caused the room to start shaking and falling in, where in mine after you take the glowing crystal in the centre of the room the lava rise timer starts and the room shakes to create this fear to the player.



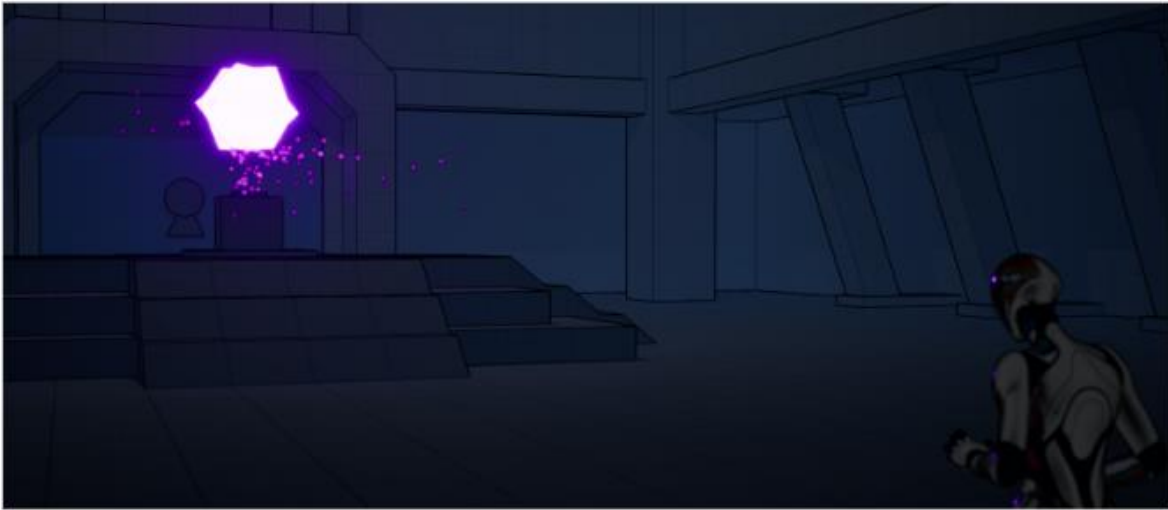
Room 1 Map:

Time of day: N/A you never see the outside.



Overview

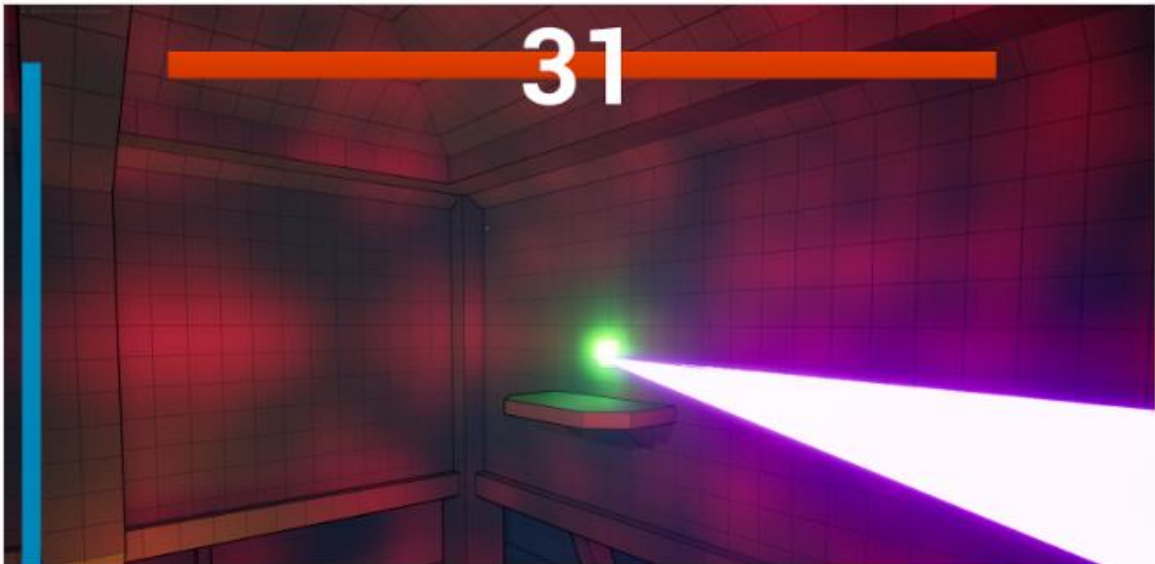
The player's first task is to laser all the red targets to make them become green; this will open the locked door.



The level starts with a cutscene showing the player that the floor tiles fall in making sure they'll have to keep on their toes.



Following that when the player goes to the glowing crystal in the centre of the room they fall through the floor and learn that they are able to teleport.



When you exit the hole a red timer starts, fueling urgency in the player, as they know something's going to happen when that timer reaches 0 but don't want to find out, so they'll have to figure out that when 3 buttons have been lit the door will open and will be rewarded by some credits, if they fail and the timer runs out they will get swallowed by the lava below them.



The next room is pitch black which gives off this ominous feeling to the player, as they enter the platforms that were safely keeping them from the ground, suddenly fall in.

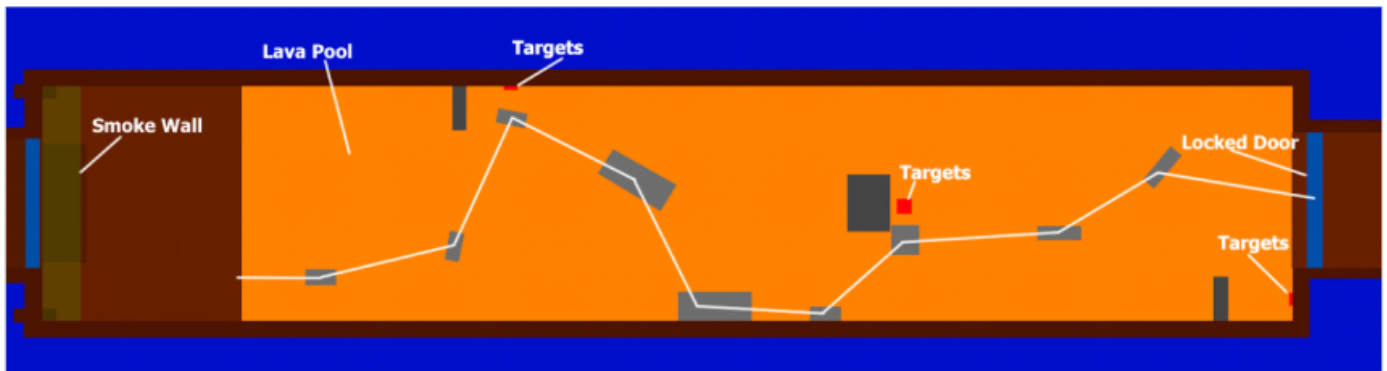
Room 2

Visual Refs & Inspirations:

My inspirations are a tad far from my end goal but I was really inspired by the compactor scene in 'Star Wars'. I really enjoyed how there was this sense of urgency in the characters to escape as the walls are slowly closing in on them. I also enjoyed how there was this feeling of claustrophobia which I want to incorporate in my room as the smoke fills you with less room to move around in.



Room 2 Map:

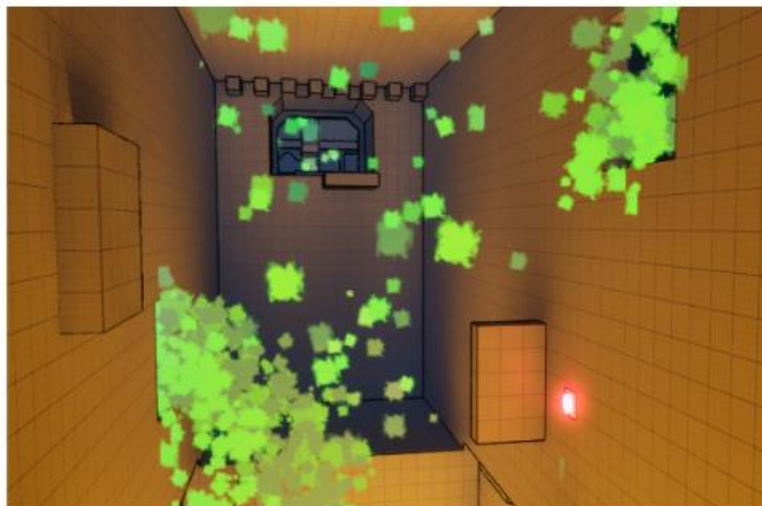


Overview

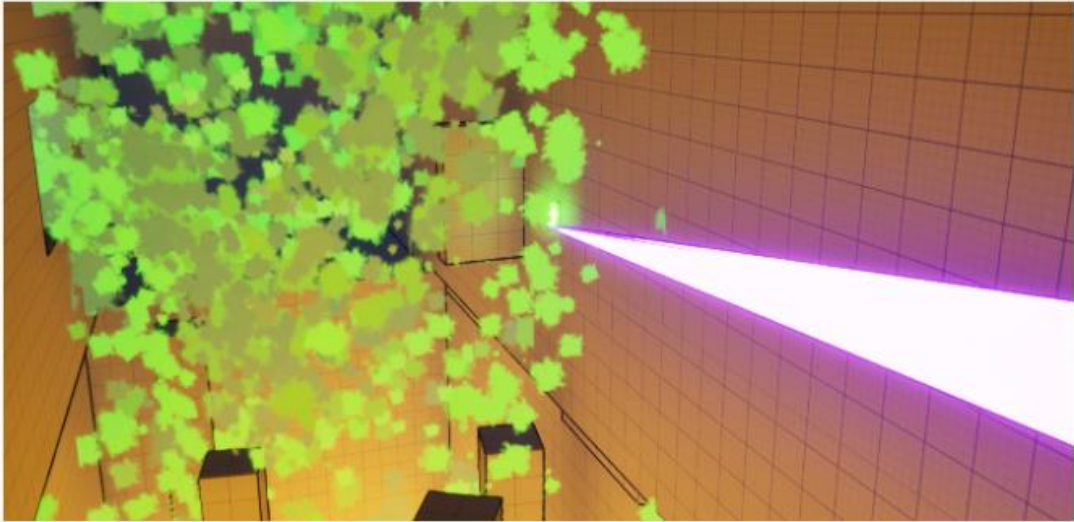
The player's second task is to laser all the red targets whilst running from the smoke that is filling the room. When all the targets are green the locked door will open allowing you to advance.



Platforms rise from the lava showing the route the player must jump to reach the locked door at the end of the hallway, but it's not so easy as the roof vents open smoke flows out



It starts to consume the room.



So you have to urgently parkour across the map shooting buttons hidden on the walls to unlock the door. When done correctly you'll be rewarded with another set of credits.



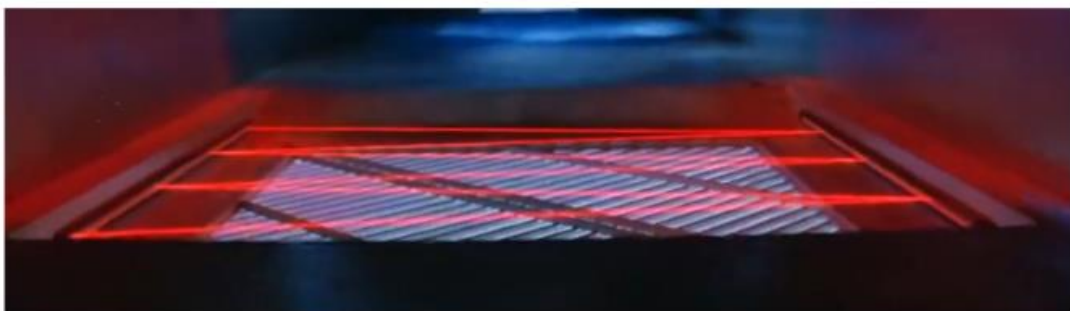
Room 3

Visual Refs & Inspirations:

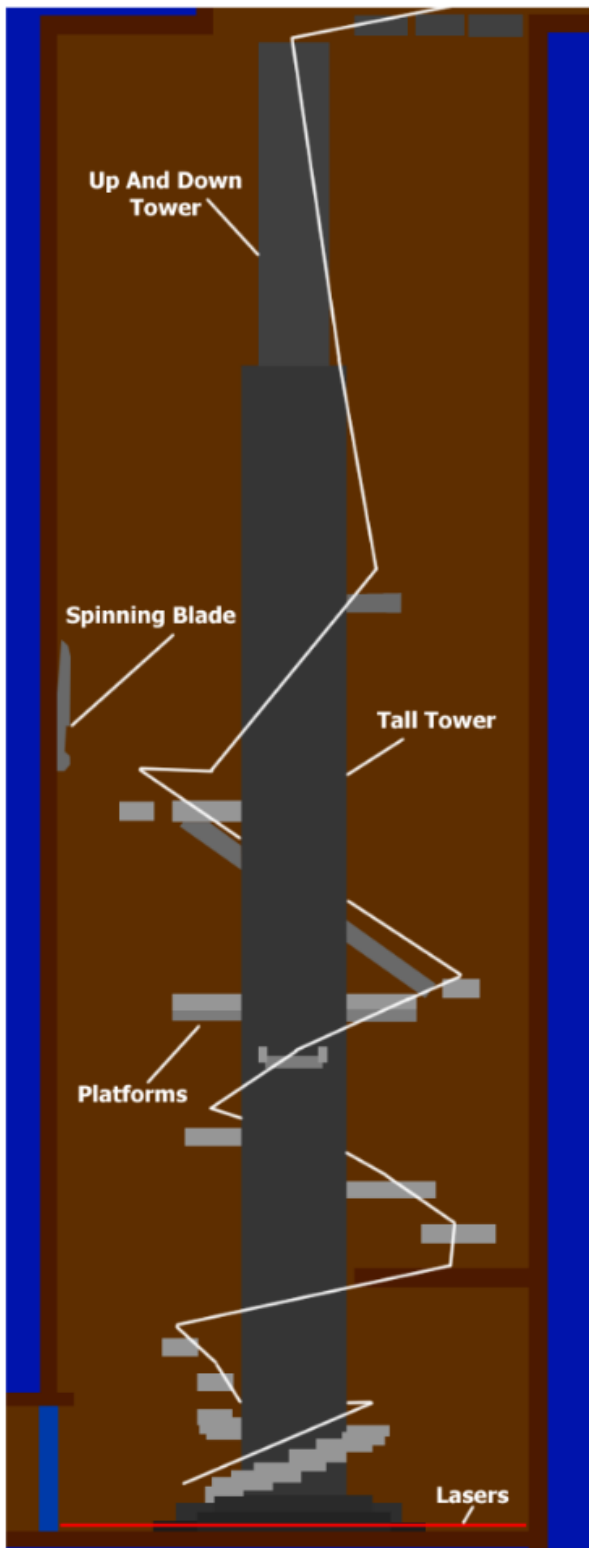
For the room's shape I'm taking a lot of inspiration from the original 'Charlie And The Chocolate Factory' where it's a really tall tower that uses leading lines to direct the players eyes to the top of tower showing something significant in 'CATCF'. It's a dangerous fan. I want it to be the area the player needs to go to.



For the lasers I was really inspired by those spy movies lasers where they will set off an alarm if touched. One example of this is '1996 Mission Impossible' In my game they will eliminate the player if touched

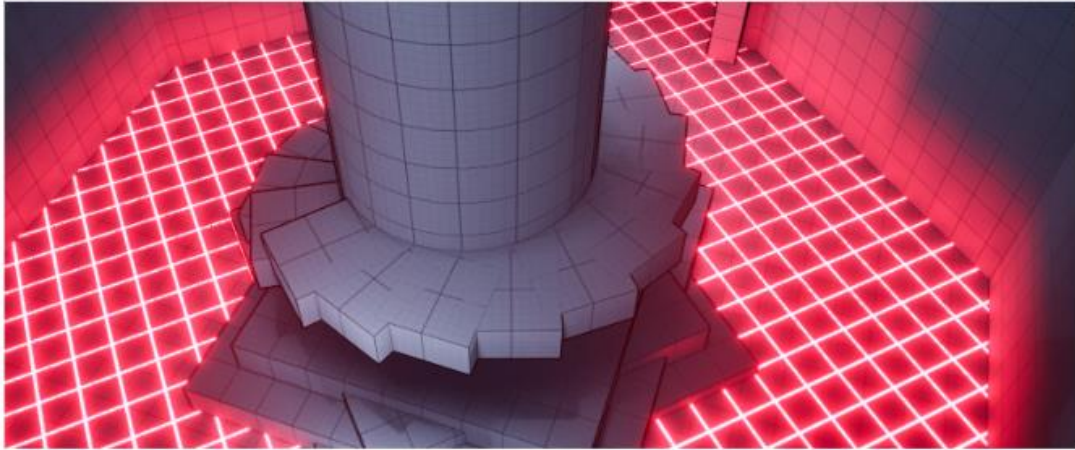


Room 3 Map:

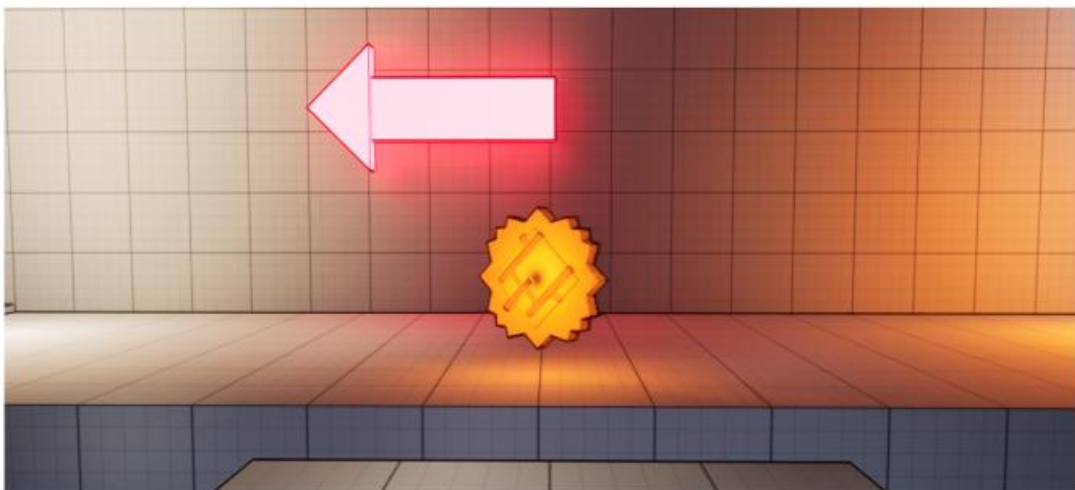


Overview

As you step in the room the lasers turn on and start to raise which means the player has to parkour up the map.



In the third room you're met with a tall tower with tons of spinning platforms. As you get onto the platforms the floor reveals lasers that start to rise so you'd have to instinctively start teleporting up the map to the roof. This will cause a sense of urgency in the player, this might make them fall more often but the fuel from failing will make them play more. If you die you'll have to restart from the bottom of the tower. At the end of the tower you'll get some credits.



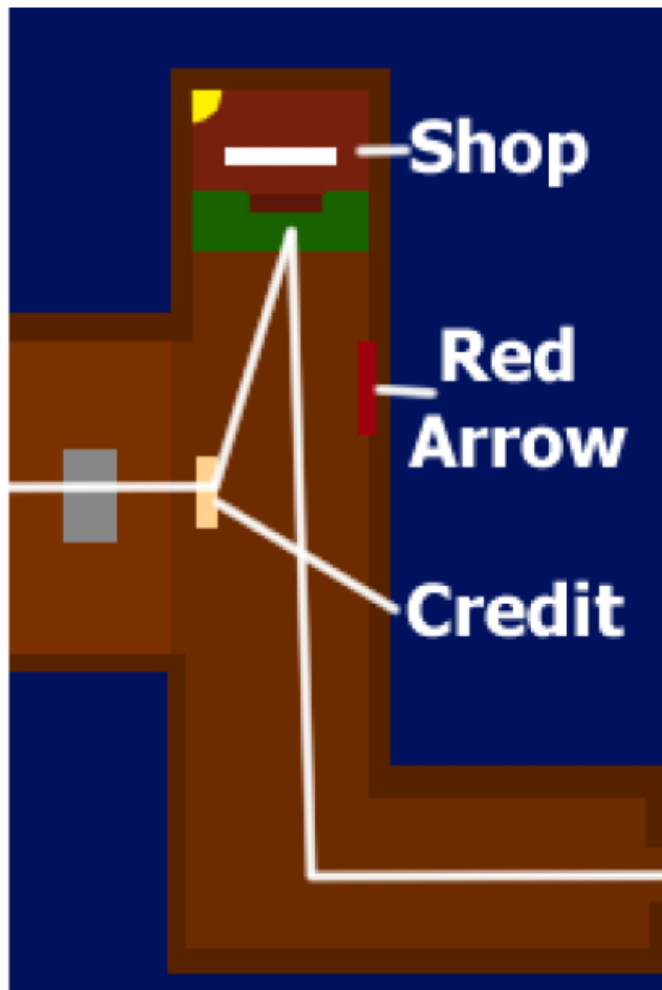
Room 4:

Visual Refs & Inspirations:

I was heavily inspired by Resident Evil 4's shop system where a merchant will strategically be placed at certain points on the map maybe after combat or just before, it's obviously used as a shop but also is used to allow the player to have a rest moment and see a familiar face.



Room 4 Map:



Overview

Here you get a chill moment to go visit a shop where you can buy upgrades and choose your play style. This is all before you start combat.



After that room you'll see two paths, one has a red arrow to help the player go a certain direction. That way leads you to a shop, which is very much inspired by resident evil 4's shop which is used as a chill moment in the fast paced game play.

The shop will look like a little cabin and will have the shopkeeper perched on the side selling upgrades. These upgrades allow for a choice of power, initially you have smaller upgrades like attack boosts and teleport range boost but you have more class based upgrades; for more tanky players they can choose a ground slam, or for more stealthy players you can become invisible. These upgrades will mostly affect the next combat based room.

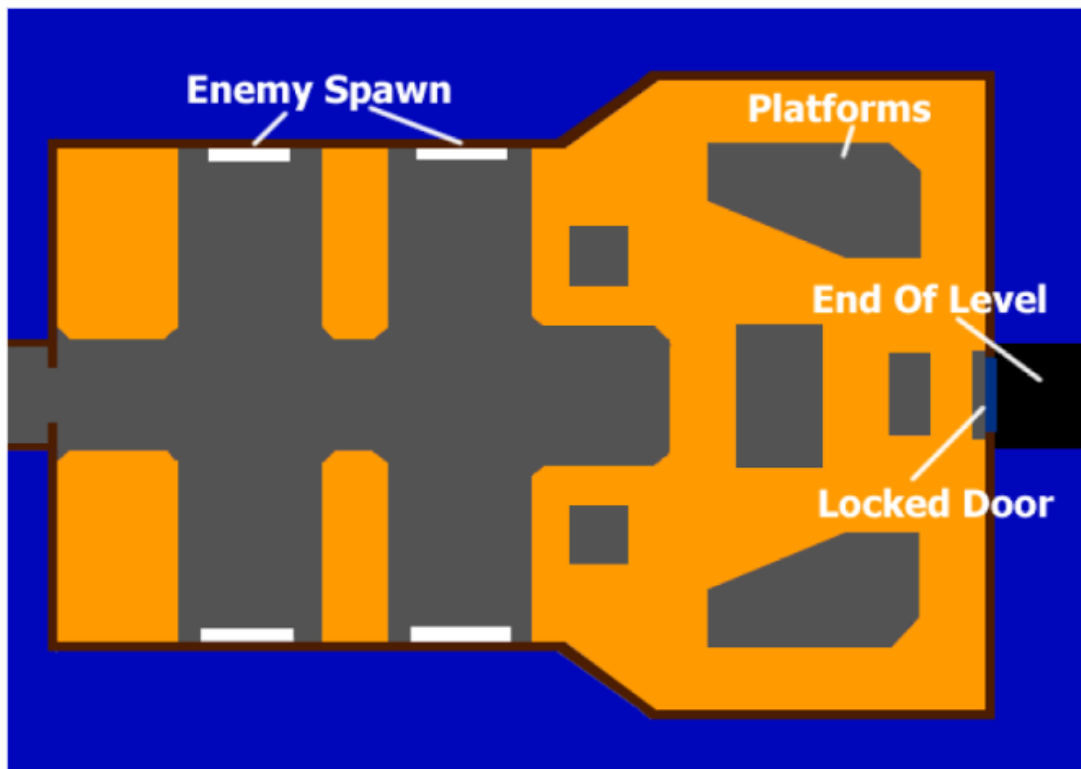
Room 5:

Visual Refs & Inspirations:

I got a lot of inspiration from 'Thor Ragnarok' on the bridge scene where there's tons of enemies all collected together and Thor just destroys them all. I want the player to feel powerful destroying everything with all their abilities.



Room 5 Map:



Overview

In this level you will fight waves of enemies with newly learnt combat mechanics. After the 5th wave you'll unlock the final locked door which allows you to beat the level.



Down the other path is a massive hall that's being lit only from the lava pool that surrounds it. The player will see tall platforms high around the map as if they'd be used for something then suddenly as the player enters the room wave 1 appears on their screen and a visual nod about how many enemies they'll have to defeat. Next thing they know is tons of enemies spawn in running directly towards the player some big some small some fast some slow. Some have ranged attacks weapons or energy blasts created inside them. Some appear to have wings meaning the higher up spots won't even be safe from them. The player will feel urgently overwhelmed but the skills they learnt with their teleport earlier paired with their new skills (punch, red attack laser and either the ground slam or the invisibility) they should be able to defeat them with ease.





Doing so will open the last locked door, and entering will take you to the next level bringing that one to a close.