

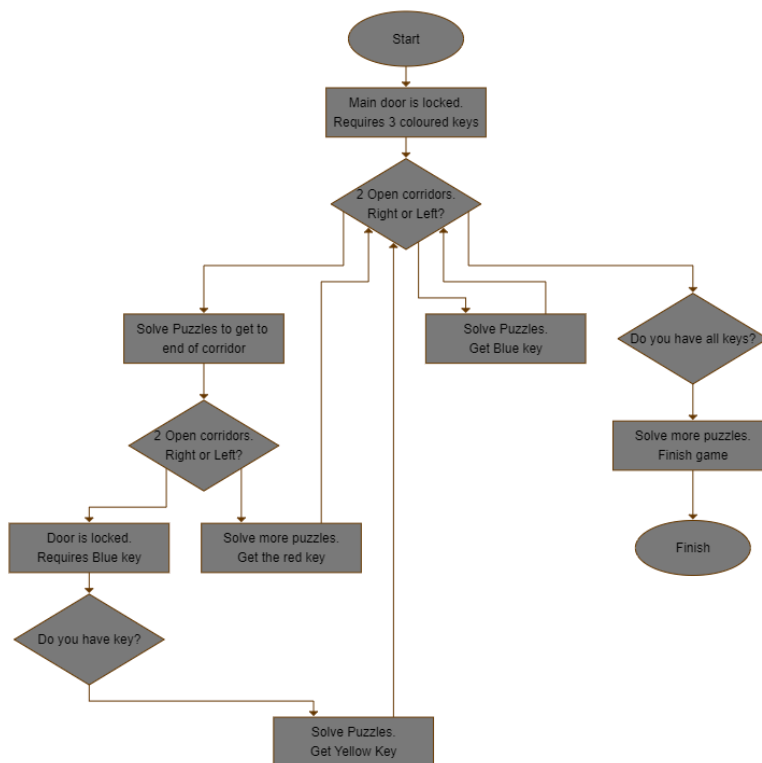
Level overview

The level focuses on the fact that the player is blind. The player starts in their bedroom about to get ready for the day, but when the player opens their door, they open it to a strange hotel, mindscape. Throughout the level the player will encounter puzzles that should be easy but are made harder by the player's lack of vision.

Narrative

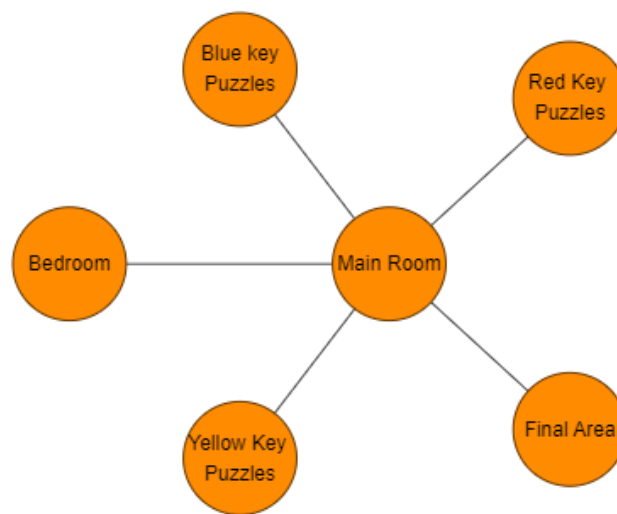
The narrative of the level will be told via indirect methods. Largely through environmental storytelling. The implied narrative we want to get across is about the player experiencing being blind. The protagonist will have been recently diagnosed with macular degeneration. A condition that causes them to slowly lose their eyesight. Throughout the game they will see glimpses of a shadowy figure running away from them. This is supposed to be a metaphor for themselves running away from the truth. Throughout the game they will see images of their family but with their faces blanked out and paintings of glasses to remind them of what is to come. By the end of the game, the player will have beaten the puzzles and challenges presented to them and successfully come to terms with their diagnoses.

Level flow diagram

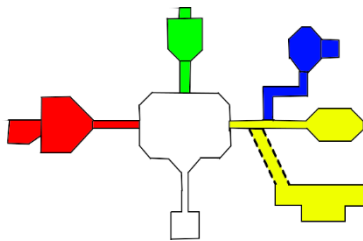


This diagram showcases the gameplay flow of the level. As shown by the diagram the level has a very non-linear approach as the player can go multiple ways of completing the level. However, every part of the level has to be completed in order to progress, it's just the order of completion is not ordered. The level is largely puzzle based and so does not have much room for failure on these puzzles however the player could personally give up on the puzzles. Other than this there is a lack of a specific failure condition.

Level map



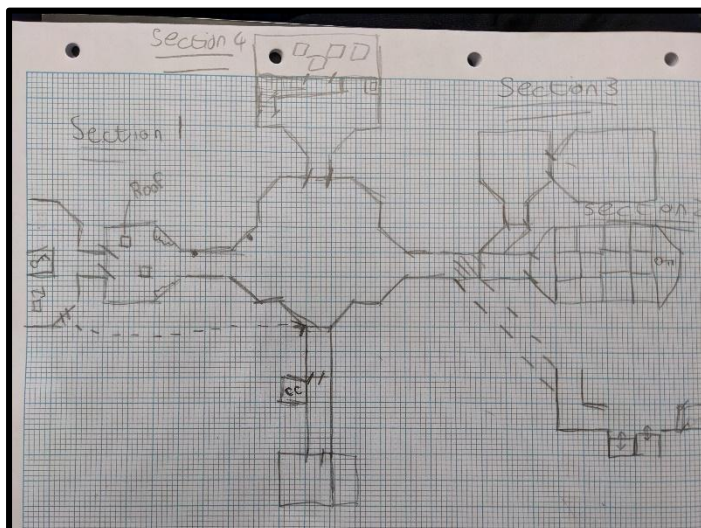
This diagram gives a better idea at the overall map layout and how each room connects to each other throughout the level.



This image here demonstrates, the general flow of the level as well as clearly outlining each individual section contained within the level. Each section is separate from each other and the player can mostly play through each bit non-linearly. Although there is a general consideration of playthrough.

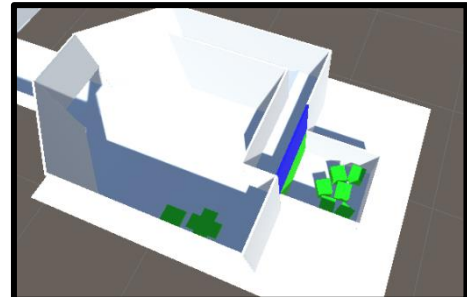
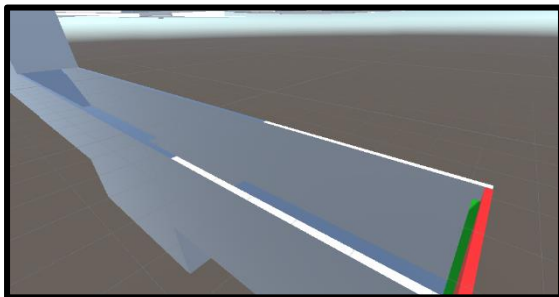
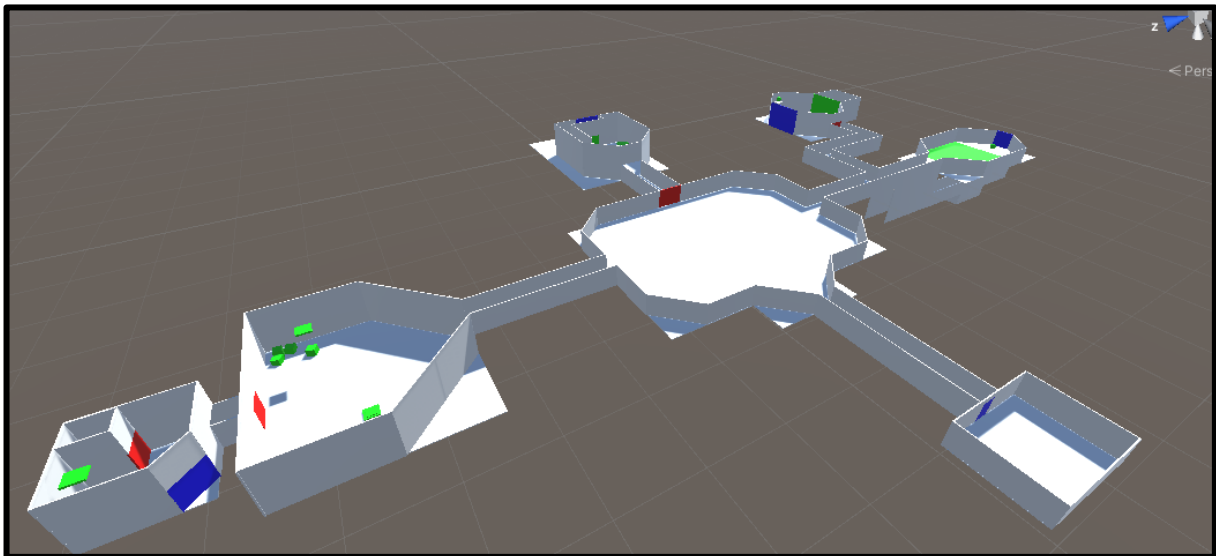
Level map sketch

This is the initial level design sketch that I have done. Notice a lack of measurements as this is just the initial idea of how the level will look and to give a basic idea of the progression flow of the level. Later in the block out you will see a more defined level which will allow you to get a better idea of scale.



The scale that will be used throughout the project is meters. The same scale used throughout Unity's units.

Level block out



This is the level block out. In these screenshots you will be able to see all playable parts of the level and how they are representative of the diagrams and sketches from above in the document.

Green objects are things that the player can interaction with in some way.

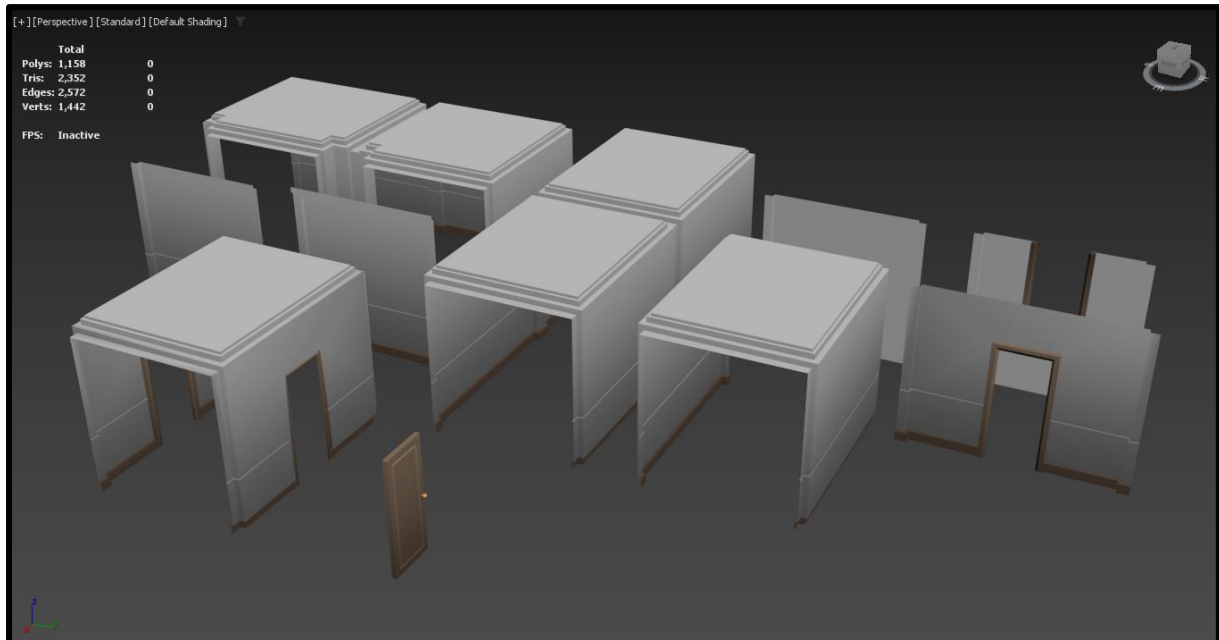
Blue objects are doors that are unlocked at all times.

Red objects are doors that are locked by default, whether or not this changes is not shown.

Refers to the puzzle document if you wish to see a more detailed explanation of each puzzle shown in the block out.

Visual Style

The visual style of the level will consist of low poly models that are textured in block colours. We have chosen to go this route with the project as it will be easier for both artists to keep a consistent set of models if they are like this. As well as this due to the player being mostly blind, making high poly assets would be wasted here as they cannot see the detail. It is also easier to keep a more consistent tone throughout the level using a low poly asset style.



Setting

The setting for this level takes place in a nightmare, a freakish sort of dreamscape. The player will 'wake up' in their bedroom and walk through their bedroom door and end up in a weird sort of hotel. However, while navigating the level the player will notice that this hotel does not quite abide by the laws of physics as they will encounter strangely shaped rooms and upside down corridors and such.

Mechanics

There are multiple mechanics used throughout the level, the main one being the camera. Throughout the level the player will be able to vaguely see things that are not actually there, when the player takes a picture with the camera, those objects will not be visible in the camera, however this goes both ways as sometimes there will be objects visible in the camera that is not visible in the player view. This will be used throughout the main chunk of the game as it directly links into the narrative of the game.

As well as this there are some more puzzle specific mechanics that will be used, a key mechanic will be the ability to pick up physics objects that can be rotated and thrown. These will be used to help the player navigate each section and solve puzzles by hitting things such as pressure plates.

The player will also find collapsible floors that will directly relate to one of the puzzles, as well as floors that can move in various directions.

Onboarding

Each section of the game will introduce a new type of puzzle to the player and each of these puzzles will be relatively easy, however once the player gets to the last section of the game the player will need to use the skills they have learned throughout the game to solve a slightly more complicated puzzle. In total there are 6 puzzles throughout the game, with 5 serving as part of the onboarding process for the player.

Success

The player beats the level by finishing all the puzzles and collecting 3 keys required to open a door placed in the centre of the level. Once they have gone through these doors, they will solve one more puzzle which will require them to use all of the skills they have learned thus far and then leave the hotel.

Failure

There is no specific failure condition other than the player giving up and quitting the game while playing through the level.