

Level 1 Design Doc

Summary:

This is the first level following the tutorial section. The level itself will take place in and around a cave. Before going into this level the player will have already learned how marching cubes terraforming works with snow as well as how medium objects function (Picking them up and placing them in a specific spot). At the end of the tutorial, the player will have unlocked the repair upgrade for their gun this level will be an introduction to that mechanic. Seeing how this is the first official level in the game puzzles and interactions should be easier and shorter than ones found in later levels. At the end of the level the player will unlock the fire upgrade for their gun, as well as new coordinates that will bring them to level 2.

Level Objectives:

Main Objectives:

- Explore the cave in search for grandpa
- Get next level Coordinates
- Get new Vacuum upgrade

Side Objectives:

- Fire upgrade area
 - Melt ice wall to gain access to smaller room
 - Find collectible
- Lightning upgrade area
 - Use lightning to power minecart
 - Pull lever to send minecart into wall breaking it revealing small room
 - Find collectible
- Statue/object to Bring seals to
 - Bring all seals to object
 - Gives you collectible

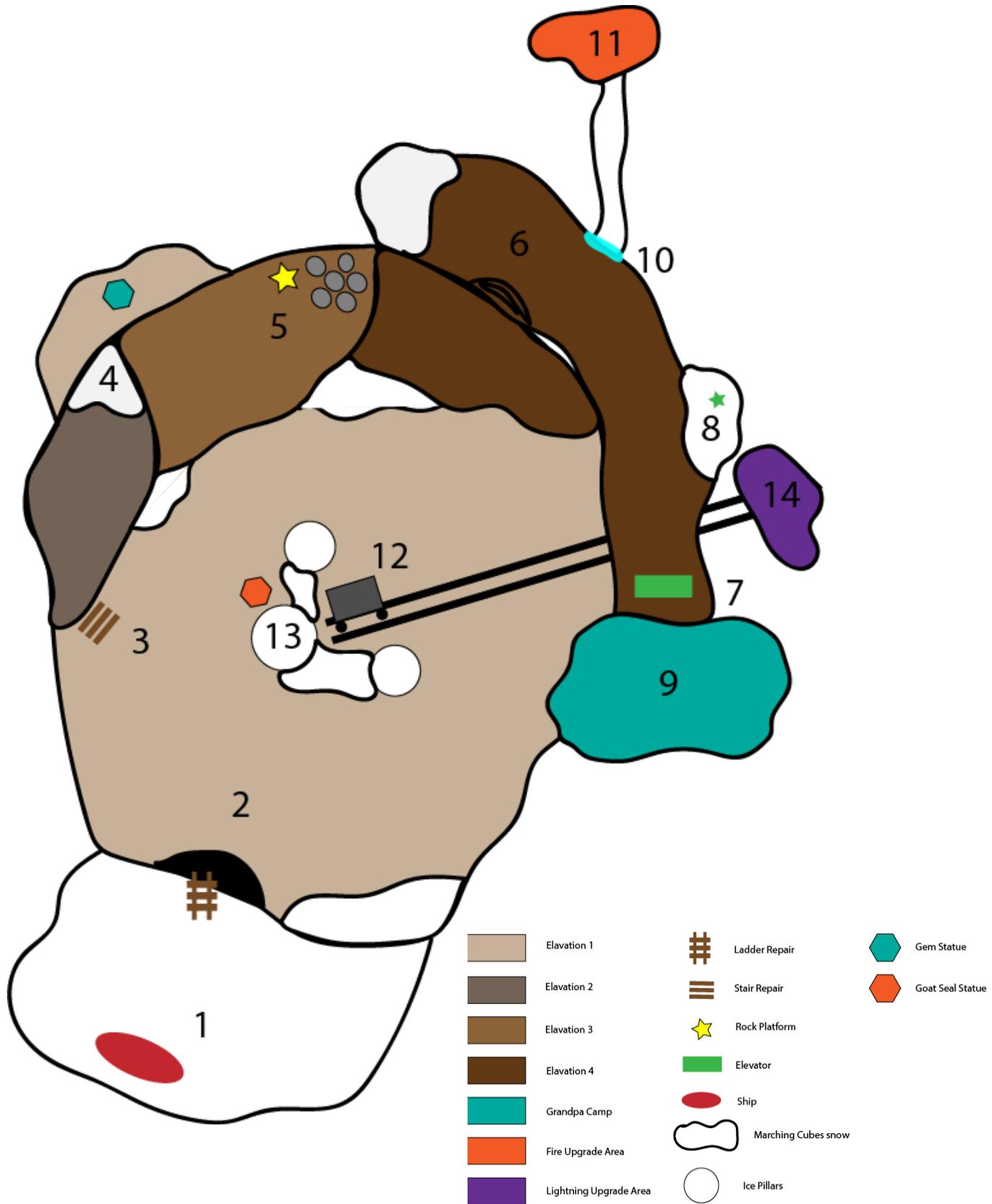
Length of play:

10 - 15 mins

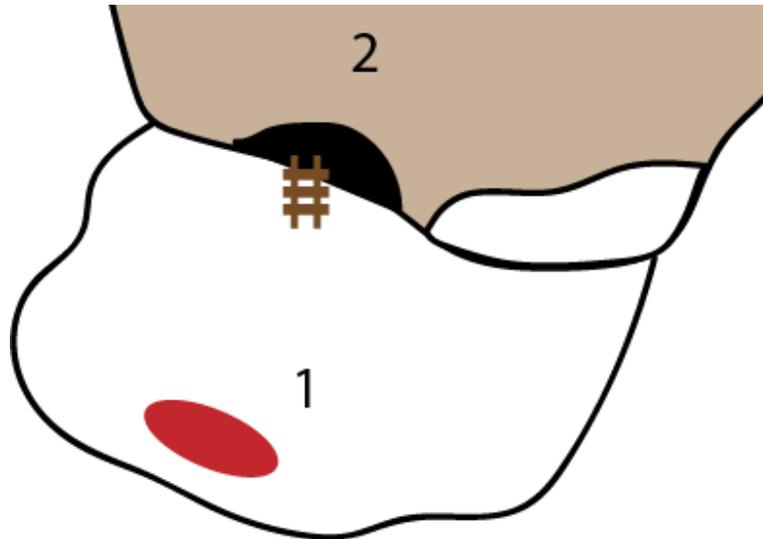
Puzzles/Mechanics:

- Repairable objects (**New Mechanic**)
 - Ladder
 - Stairs
- Rock puzzle (**Sucking Medium Object - Learned in Tutorial**)
 - Pull rock from wall
 - More rocks fall and create platform
- Build and use elevator (**Repairable Object/Placing Medium Objects - New and old Mechanics**)
 - Rebuild elevator with wood
 - Place gear (Medium object)
- Marching Cubes
 - Hide treasure from players
 - Hide small cave areas in the rocks (**Statue areas - new Mechanic**)
 - Allow for building up to platforms

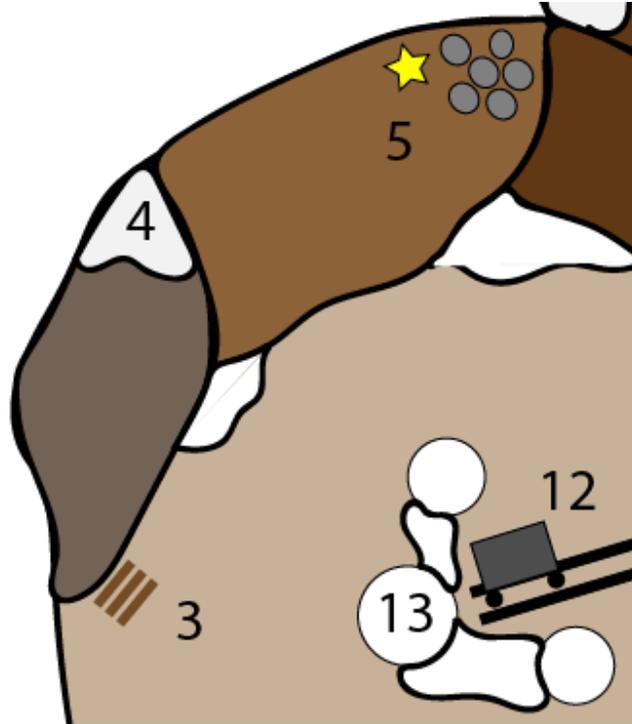
Level Layout:



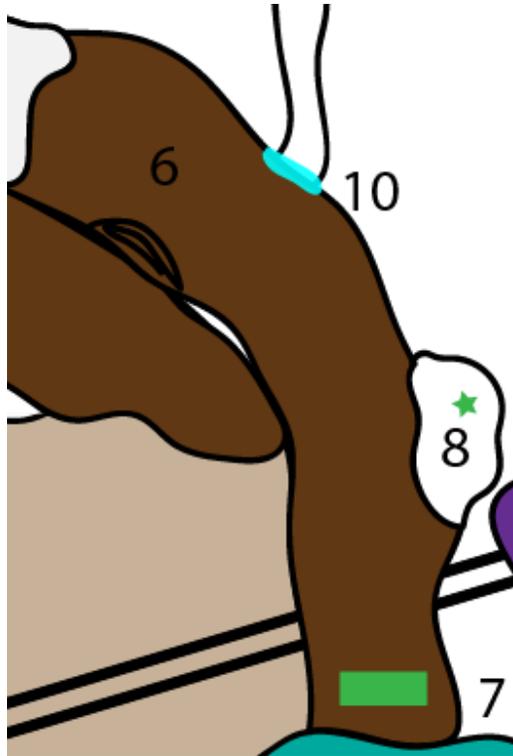
Walkthrough:



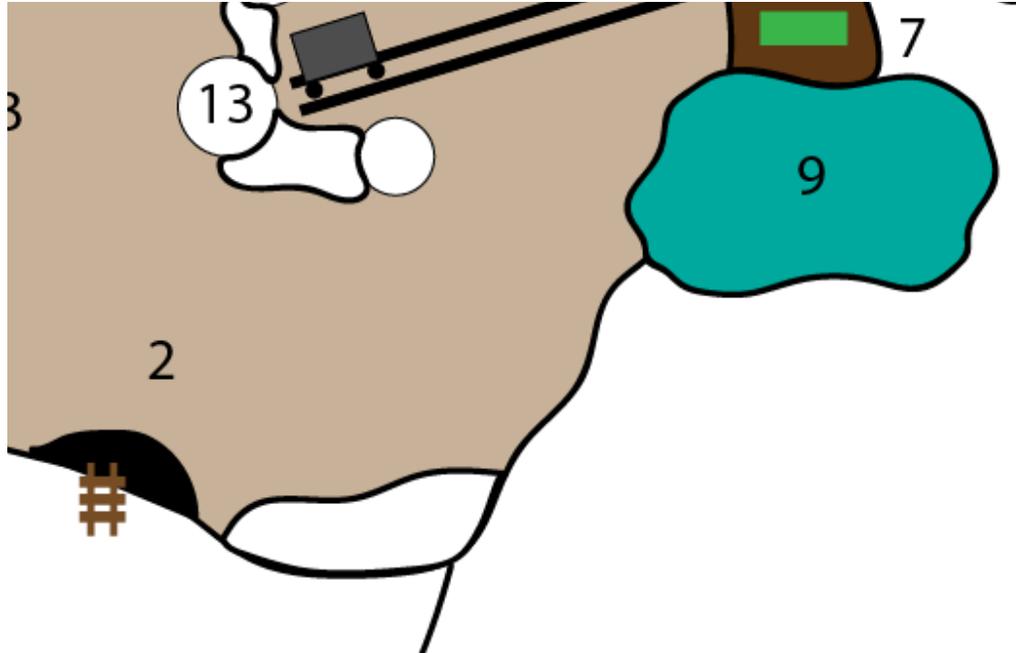
1. Player exits the ship into the starting area of level 1. In front of them is a cave entrance that can only be accessed by a ladder, the surrounding area will have marching cubes for the player to suck up with hidden chests. Surrounding the outside area will large Ice walls and rocks (Artists are making Ice Cliffs for level borders) to contain the player inside the level. The ladder is broken with pieces of it scattered on the ground below. The player must use their new gun upgrade to repair the ladder and make their way into the cave.
2. Once inside the cave, the player will be inside a large room, this room can be explored with hidden loot areas blocked off by marching cubes. The player should notice large platforms like structures located along the sides of the cave leading to another section high above them.



3. There are broken stairs leading to the platform on the left hand side of the cave. The player should gather wood scattered throughout the ground level of the cave (from broken boxes of debris) and rebuild the stairs.
4. There is marching cubes snow that the player can use to build a ramp up to the 2nd platform.
5. The player is now on the second platform but there are no marching cubes or repairable structures to get to the 3rd platform. The side of the cave wall will have a rock or gem in it. (This rock should look very different than others in the cave, maybe it will glow, maybe shine god rays on it from cracks in the cave ceiling. **Make it Obvious to the player that it's important!!**) The player can suck the rock out of the wall causing others to all create a rock pile for the player to climb on leading to the 3rd platform.

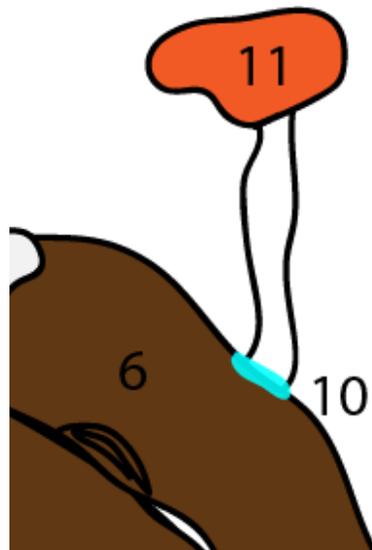


6. The player has now entered into the secondary area of the cave. This section will act as a large hallway directing players towards grandpa's camp. There will be small shoots with hidden loot as well as the fire upgrade section (See Step).
7. Once the player gets to the end of the hallway they will see an old wooden elevator. This elevator is also broken and must be repaired with wood.
8. Once the elevator is repaired it will then need a cog (Medium object) to be placed on it for it to start working.

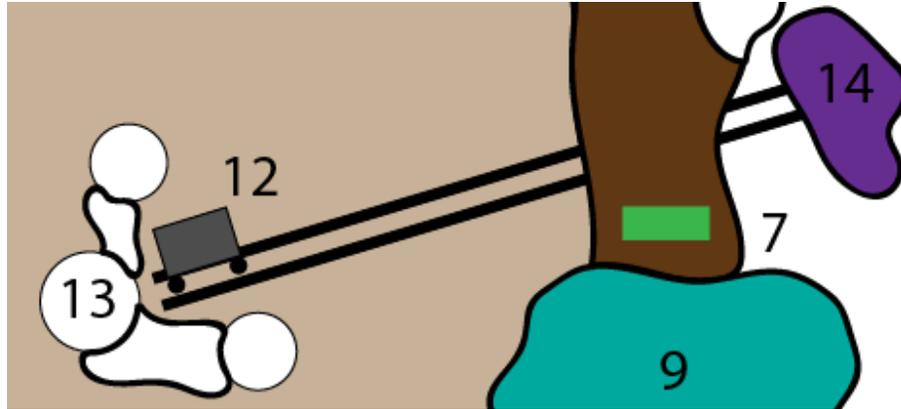


9. After ascending the elevator the player will then be at grandpa's camp site. Here they can explore a bit, get some treasure, and acquire the new gun blueprints and coordinates. The camp will have a balcony overlooking the main cave room allowing for players to quickly jump down and head back to the entrance without having to backtrack

Hidden Areas:



10. This area requires the fire upgrade in order to access. There will be a large wall of marching cubes ice blocking the path that can only be melted by using fire.
11. Inside the player will be able to find some type of collectible.



12. In the main cave area there will be a minecart. This cart can only be powered using the lightning gun upgrade. Lightning dispensers will be in the main cave area close by the cart power are making it easy for players to understand that the cart needs to be powered (They are mushrooms so they will fit in wherever inside the cave). The track must be rebuilt using the metal repair upgrade. (Could be 2 parts system with wood and metal if we wanted)

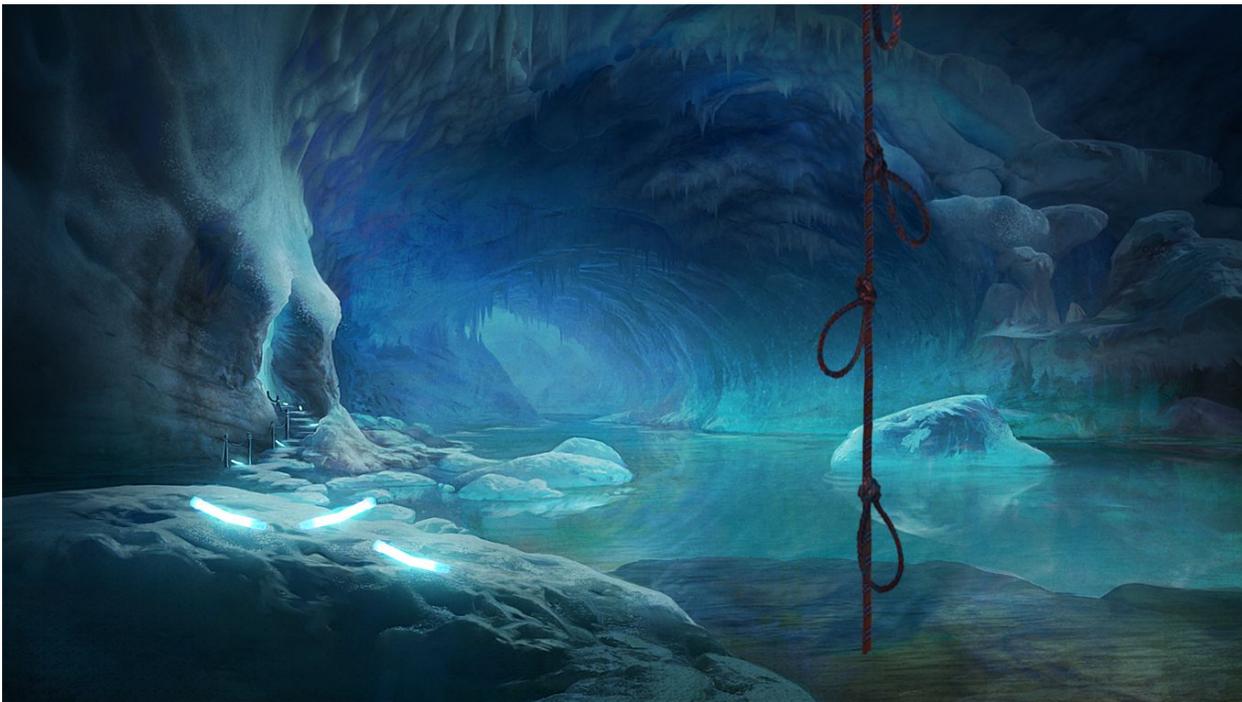
13. Once powered the player must pull a level which will send the minecart crashing into the wall, revealing a small room behind the wall.

14. Inside the player will be able to find some type of collectible.

New Assets:

- Mine cart
- Mine track (Metal building)
- Large ice pillars
- Gem Statue
- Goat Seal Statue
- Wooden Elevator
- Destructible Wall (When minecart smashes into it)

References:



Icey walls with icicles



Ice Pillars



Wooden Mine structure pieces



Outside cave