BIPOVERVIEW

OPENING SEQUENCE|DUMPSTER
1. Scene fades slowly in from black as Bip wakes up to find himself in a dumpster.
2. Bip must manoeuvre around dumpster interior to ascend and escape.
3. Once atop the dumpster, Bip must climb up into open vent via loose bricks.

CREDIT SEQUENCE|VENT
1. As Bip makes his way through the vent, credits are displayed as part of the environment.
2. Once Bip has reached the end of the vent, he will look down into the new environment, slip and fall.

INTERIOR|OBSERVATION ROOM
1. Scene fades in from black as Bip wakes up.
2. Pop helps Bip up and shows him to the test chamber.
3. Pop activates the test chamber doors, but before Bip enters, Pop gives him a smack on the back, knocking the dust off of him and starting up his health display system.

ROOM 1|THE FIRST TEST
1. Bip must simply stand on a pressure pad to open a door.

ROOM 2|LASERS

ROOM 3|DIFFICULT LASERS

ROOM 4|PLATFORMS OVER ABYSS

ROOM 5|MATCH THE PICTURE

ROOM 6|CLIMBING BLOCKS AND PLATFORMS

ROOM 7|MOVING LASERS

ROOM 8 |TIERED PLATFORMS OVER ABYSS

ROOM 9 |SIMON PUZZLE

ROOM 10|LASER MAZE

ROOM 11|LASERS AND MATCH THE COLOUR

ROOM 12|PLATFORMS OVER ABYSS AND PRESSURE PADS

ROOM 13|POP AND INTERMITTENT LASERS
1. Bip enters a seemingly empty room, but is soon alerted by Pop that there are, in fact, deadly, intermittent lasers to be cautious of. [Pop can be seen banging on the other side of the glass wall]

ROOM 16|LASER LIGHTS

ROOM 14|SHOCK FLOOR

ROOM 15|ROTATING PLATFORMS OVER ABYSS

ROOM 16|ROTATE THE PICTURES

ROOM 17|BLANK WITH LASER TURRET
1. The game's first enemy, the 'Blank', is introduced. Bip enters a room in which a Blank is operating a laser turret from behind a glass wall [with an opening for the laser turret].
2. Bip must make it to the end of the room without being hit by the laser turret.

ROOM 18|BLANKS WITH PATROL LIGHTS

ROOM 19|CRUSH WALLS

ROOM 20|TIMED PLATFORMS

ROOM 21|CODE PUZZLE AND PLATFORMS

ROOM 22|MATCH COLOUR TO SYMBOL

ROOM 23|COMPLEX LASER LIGHTS

ROOM 24|SHOCK FLOOR AND LASERS

ROOM 25|COMPLEX PRESSURE PADS AND COBOT
1. A room full of complex pressure pad puzzles that Bip could use some help with.
2. Shortly after entering this room, Bip is again alerted to Pop banging on the other side of a glass wall.
3. Pop activates cobot and sends him over the glass wall to assist Bip.
4. When Cobot reaches Bip, he will project a 'tutorial' on the glass wall, indicating that the player should press 'B' to switch to Cobot's camera.
5. The player can switch to Cobot's view to scan the room and identity what each pressure pad is linked to. [The player cannot move as Cobot]

ROOM 26|DOOR MAZE
1. When entering the room, Cobot will hover up above the maze to give the player a top down view.

ROOM 27| FANS AND PLATFORMS

ROOM 28| AVOID THE BLANKS
1. Cobot is able to see the blanks through the walls.

ROOM 29| PLATFORMS AND BLANKS WITH PATROL LIGHTS

ROOM 30| PLATFORMS AND LASERS/ATRAX SCENE
1. Once the puzzle has been completed, the 'Atrax Robotus' will be introduced.
2. Behind the glass wall, another robot can be seen fleeing from the Atrax, who then destroys the robot.
3. The Atrax turns to Bip as Cobot cowers in fear.

> **Commented [AD11]:** CUTSCENE – 'ATRAX'

ROOM 31| CLIMBING BLOCKS AND LASERS

ROOM 32| LASERS, PRESSURE PADS AND PLATFORMS OVER ABYSS

ROOM 33| TIMED CRUSH WALLS

ROOM 34| DRONE STEALTH ROOM
1. A new enemy, 'Drones' will be introduced.

> **Commented [AD12]:** CUTSCENE – 'Drones'

ROOM 35| PLATFORMS ABOVE DRONES

ROOM 36| TELEPAD MAZE AND DRONES

ROOM 37| COMPLEX PRESSURE PADS PUZZLE AND INTERMITTENT LASERS

ROOM 38| CRUSH WALLS AND LASERS

ROOM 39| INTERMITTENT LASERS AND INTERMITTENT SHOCK FLOORS

ROOM 40| DRONE STEALTH ROOM WITH BLANKS AND LASER TURRETS

ROOM 41| PATROL LIGHTS AND DRONES

ROOM 42| TELEPADS AND DRONE STEALTH ROOM
1. Upon entering the room, Cobot will hover above the area and his camera can be used for a top down view of the room and identifying telepad connections.

ROOM 43| INVISIBLE PLATFORMS OVER ABYSS
1. Only Cobot can see the platforms

ROOM 44|SHOCK FLOOR AND LASERS

1. Bip enters a room covered in a shock floor, some of which is fake and some of which is not. Only Cobot can identify the safe path.

ROOM 45|

[Cobot's demise scene leads to new area – floor caves in]