Gauge map layout – detailed description – written by Michael Souprounovich



This is the main player spawn point. When the game starts, the main character will spawn here. When it dies, it will be spawned back here.

 Doors are scattered throughout the map. They may be opened by a key of the same colour which the player has picked up from the ground, or by a Finish the pipe circuit of the same colour, which will provide the player with the right key to open the door. When a door is unlocked, it will stay unlocked indefinitely until the player decides to quit the game or has beaten the boss enemy.



A door key. Will only unlock the door which is the same colour as it. The player can only hold ONE key at a time. When a key has been used to unlock a door, the key item will disappear from the player’s inventory.

Pressure plates. If the player stands on one, flamethrowers (with the same colour) will activate. However, the flamethrowers will activate one second later. The idea is that if the player is walking, the flamethrowers will activate in time to deal damage to the player, however if the player sprints over the pressure plate, the flamethrowers will activate too late to make an impact.



The flamethrower. Needs to be attached to a wall. See the description above.

Crumbling floors are spread everywhere. If a player stands on it, it will crumble and fall away, revealing a bottomless hole. Similar to flamethrower. If the player walks, it will fall to its death. But if the player sprints, it won’t fall. No matter if the player walks or sprints onto a crumbling floor, it will crumble and show a hole. It will stay open indefinitely until the player quits the game or has beaten the boss enemy. A crumbling floor needs to look different from a normal floor, but not obviously too different, forcing the player to carefully check the floor before venturing forth.



If the player is in a camera’s field of view (indicated by a scribble of the same colour), the game will spawn an enemy, either a ranged or fast one randomly, every three second. (The game waits three second, then checks if the player is in the camera’s view? If so, spawn an enemy and wait three second again. If not, check the camera again, every frame.) The enemy will be spawn at the corresponding enemy spawn point. Every camera has a control terminal, which the player can use to turn off the camera.



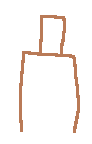
The enemy spawn point.



A control terminal has two uses: One, to disable cameras so that they cannot spawn enemies. Two, to reverse the use of turrets, so that instead of shooting the player, they shoot the enemies. As usual, you can tell which one they are used for by looking for a camera or turret with the same colour.



The player starts out the game unharmed, but there are four weapons around the prison, each stronger than the last, which the player can pick up, and use them on enemies, turrets or the boss enemy. The player can only carry one weapon at a time, so if the player encounter a new weapon, he/she must swap weapons with the one on the ground to use it.



Turrets will start shooting at the player as soon as the character has entered the room. They are destructible, meaning the player can destroy them with weapons, but if the player finds the correct control terminal, he/she can reverse its function, making them shoot at enemies and leave the player alone. Note that not all turrets can be changed to shoot enemies.

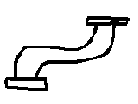


There are some steam pipe leaks in the prison, which are too hot for the player to pass. They block doorways so if the player wants to go through, he/she must use the valve to turn off the steam pump. A valve turns clears the steam pipe leak that is the same colour.

The steam pipe leak. If the player attempts to walk through one, the character will instantly lose all of its health and die.

This is an enemy. These enemies are pre-spawned and will only pursue the player after he/she has entered the room where they are lying in wait. There are three different enemy types: fast(red), ranged(yellow) or strong(green).

The EVF boss.

A “Finish the pipe circuit” puzzle. It consists of a box full of separate pipe pieces, rotated the wrong way, which the player must rotate the right way so it will form a circuit. When the player has accomplished this, he/she will be rewarded with a key to open a door of the same colour as the icon of the puzzle. Very similar to the game Unblock the Ball: <https://play.google.com/store/apps/details?id=com.rolltheball.unrollme.unblock.me.car.slide.puzzle>

Another puzzle, this one called a “Pick a Pipe”. The player is shown three pipes. He/she can place a ball, or steam, or whatever in one pipe per try. Two pipes will lead to an enemy (randomly picked between fast, ranged or strong) being spawned in the same room as the puzzle, while the last one will lead to a consumable being rewarded to the player. The pipes are intertwined so that it will be tricky to try and guess which pipe goes where. The player can have infinite tries to try and get the consumable, but as soon as the player has achieved that, the consumable will be gone forever until the player has beaten the boss enemy or quit the game.