Trap Ideas

All traps should be able to be activated by the enemies and player and should also affect the enemies and player.

Pressure plates

* Activate saw blades that come out of the wall
* Activate wall flamethrowers/wall mounted guns/lasers/spikes
* Activate enemies spawn

Crumbling floors - cracked floors that once stepped on turn into holes that the player and enemies can fall into

Cameras - if you walk into their vision cone enemies spawn. If you find the control terminal you can turn them off?

Turrets - Destructible. Will shoot you when you enter the room but if you find the control terminal then you can make them shoot your enemies.

Puzzle Ideas

Please clarify below. Is it like a loot box? Is the player shown some pipes and the player can pick one which will randomly reward him/her with a weapon or consumable? What kind of consumables?

Choose a pipe puzzle - Player chooses a pipe which results in them getting one of the options on the bottom. Player can do the puzzle until they get the key item.

Difficulty can be increased with more pipes to choose from and more crossover pipes.

Can think of adding weapons and consumable items to the prizes if more pipes are added.

What exactly will this accomplish? Opening doors? Disabling turrents or stopping enemies from spawning? Or what?

Finish the pipe circuit - steam pipes instead of lines. Player rotates the pipe pieces until they complete the circuit from the in to the out to activate the machine. Can increase difficulty by adding more pipes.

What is the “Cho Pipe”? What are the lines on the left of the map below?

Choose One Pipe

Enemy Spawn

Enemy Spawn

Key

IN

Out

Other normal puzzles

Find Valves to turn off steam vents that block corridors

Find key cards to activate terminals and locked doors