Game Design: Level and Player Mechanics

# Objective: A

“Search for Dad...”

### Location: Kids Room

1. Basic tutorial: prepare your bag pack and sneak out to find your dad
   1. (Players are introduced to: basic movement + items pick-up + inventory mechanic + exit mechanic)

## FADE OUT...

### Location: Front of House

1. Revealing Hide Mechanic and Checkpoint (1): use the bushes (glowing) to hide from the scouting drones
   1. (Players spawn outside the window and need to stay low and find cover, village is on lookout by alien scouts)
   2. Choosing to explore neighbouring houses may provide bonus collectables
   3. If detected players respawn from Checkpoint (1)

# Objective: B

“Get to safety, find the Tree-house”

### Location: Bushes Hideout

1. Revealing how sound causes diversions among Patrollers
   1. Players must be shown a trace to the next objective + traverse the main road to cover from patrollers under the woods, this needs to happen when drones clear the path during the diversion
   2. If players fail to reach the woods before drones return, detection triggers, players respawn from Checkpoint (1)

[[[if players respawn, should players learn pick-up and throw mechanics here?]]]

### Location: Forest path to Tree-house

1. Revealing Crouch Mechanic and Checkpoint (2)
   1. Players must distract Scout Drone to continue the path, once passed threat, where they find the tree-house