Core concepts for gameplay tutorial

* *Triggers* open doors
* *Pressure plates* open doors
* *Non-static objects* can be pushed/pulled
* Non-static objects can be used on pressure plates
* *Shadow Containers* restore power to triggers and doors
* *Shadows* can be pushed into Shadow Containers

Gameplay tutorial: learning step by step

The main part of the gameplay tutorial takes place over the two first puzzle levels, teaching the player how the functions work individually. This will enable them to understand how to combine these different functions in later stages.

Level one

* Open the door to the next area using the trigger in current room.
* Head into the next area where a non-static object sits in the way of the exit door.
* Push and pull the non-static object over towards and onto the pressure plate.
* As pressure plate is weighed down, the exit door is opened.

Level two

* The room is not supplied with power, and the trigger is unusable.
* Point your light towards the shadow up ahead and notice it is pushed backwards.
* Push the shadow over towards the shadow container in the room.
* As the shadow enters the container, the power returns to the room.
* Pull the now powered trigger, as this opens the exit door.