

Level & Mechanics Design Document (LMD Document)

- **Nombre del Juego:** Atomic Devotion
- **Versión del Documento:** 1.0
- **Fecha:** August 2024
- **Autor:** Gustavo Adolfo Lora Marcillo, Mateo Jimenez, Carlos Santaella, Jeronimo Montoya

SECTION 1

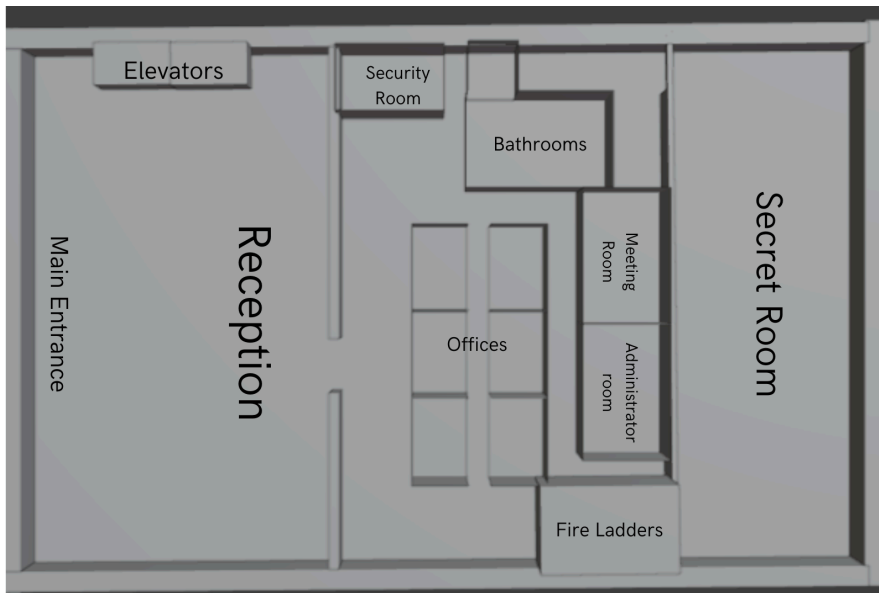
Name: Floor 1, Private Security and Public Services Floor

Summary: Introduction of the player to the game. There are no enemies, with weak lighting and a desolate atmosphere. The player's objective is to get down to the -1 floor.

Player Objectives: The player needs to reach the elevators to descend to the -1 floor. To do this, they must find a security card for the elevator, which is located in the security room.

This room is locked, requiring the player to find the key, which is located in the administrator's room.

Level Layout:



[Interactive Model for Colors](#)

Color Descriptions:

	OPEN DOOR
	LOCKED DOOR (OPEN FROM INSIDE)
	LOCKED DOOR (NEED A KEY)
	FIRE LADDERS
	WALLS
	NOT WALKABLE AREAS

Layout Detail:

- **Administrator Room:** 1 key to unlock the security room
- **Security Room:** 1 elevator access card
- **Bathroom:** 1 little girl card
- **Reception:** 1 little girl card
- **Meeting Room:** Washington card
- **Security Room:** VHS of evacuation (In this room, the player has access to a VHS player, where they can insert and play the VHS tapes they find)

SECTION 2

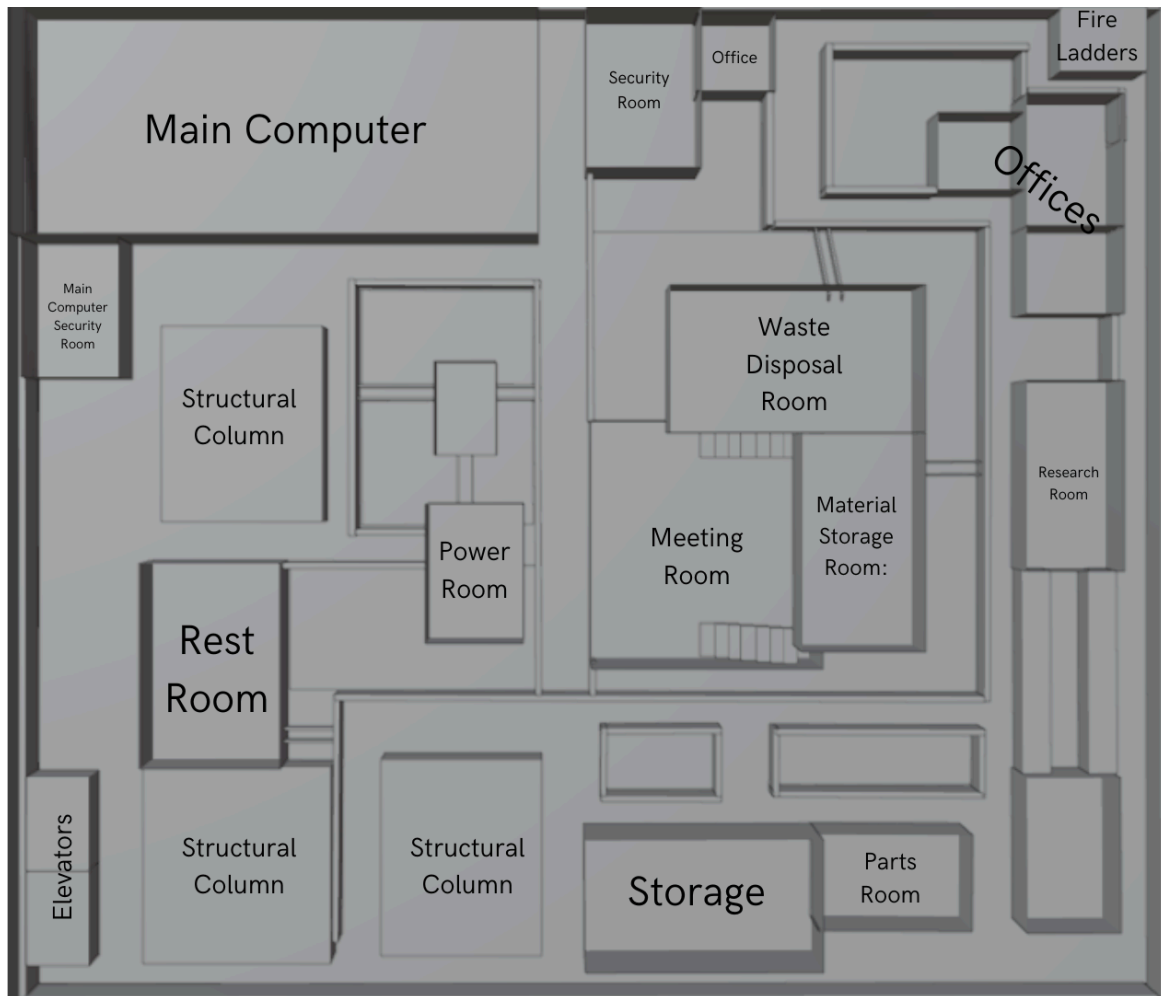
Name: Floor -3, Main Central Computer Floor

Summary: Main level of the game, a considerable amount of enemies; the player's objective

is to repair the main computer.

Player Objectives: The player needs to restore the main computer by collecting 5 missing parts, which are hidden behind puzzles. This main computer will allow the player to absorb the radiation from level -1, which will enable them to escape from the nuclear facility.

Level Layout:



[Interactive Model for Colors](#)

Color Descriptions

	OPEN DOOR
	LOCKED DOOR (OPEN FROM INSIDE)
	LOCKED DOOR (NEED A KEY)
	FIRE LADDERS
	WALLS
	NOT WALKABLE AREAS

Document 1

Description/Effect: Letter with the central diagnostic, recording the failures

Location: Main Computer Security Room

Document 2

Description/Effect: Document about the energy cable, hinting at its location

Location: Rest Room

Document 3

Description/Effect: VHS "The Reunion"

Location: Office 1

Document 4

Description/Effect: Corpse with photo

Location: Room (Right Side of the Power Room)

Document 5

Description/Effect: Book "Flat Earth Theory"

Location: Research Room

Document 6

Description/Effect: VHS "Purification Day"

Location: Meeting Room

Document 7

Description/Effect: Book "How to Practice Endogamy"

Location: Rest Room

Document 8

Description/Effect: List of missing pieces

Location: Main Computer Room

Document 9

Description/Effect: Code paper for the energy cell

Location: Main Computer Room

Document 10

Description/Effect: Book "The Art of Self-Isolation"

Location: Office 3

Document 11

Description/Effect: Book "The Divine Comedy"

Location: Waste Disposal Room

Document 12

Description/Effect: Newspaper about the rumors of the U.S. nuclear program budget cuts

Location: Storage Room

Pieces

Energy Cell (Piece 1)

Location: Power Room

Power Cable (Piece 2)

Location: Parts Room

Valve (Piece 3)

Location: Research Room

Key from Main Computer (Piece 4)

Location: Office 3

Lever (Piece 5)

Location: Waste Disposal Room

Station 1:

Location: Elevators

Function: Health station save

Station 2:

Location: Research Room

Function: Radiation station save

Key 1

Location: Meeting Room

Effect: Key that opens the door to the second floor of the meeting room

Key 2

Location: Rest Room

Effect: Key that opens the second office

Key 3

Location: Storage Room

Effect: Key that opens the room leading to the research room

Key 4

Location: Room leading to the research room

Effect: Key that opens the shortcut with three paths below the main computer room

MedKit:

Location: Office 2

Location: Security Room

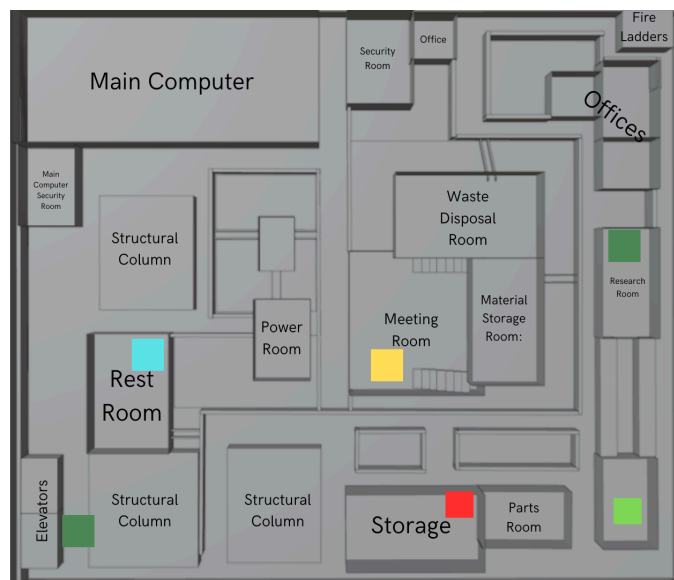
Location: Main Computer Security Room






Radiation Injections:

Location: Power Room

Location: Material Storage Room

Location: Parts Room

Key Maps:

	KEY 1: UNLOCK THE SECOND FLOOR OF MEETING ROOM
	2 KEY: UNLOCK THE SECOND OFFICE
	KEY 3: UNLOCK THE ROOM BELOW RESEARCH ROOM
	KEY 4: UNLOCK THE SHORTCUT ROOM BELOW THE MAIN COMPUTER ROOM
	HEALTH AND RADIATION SAVE STATION

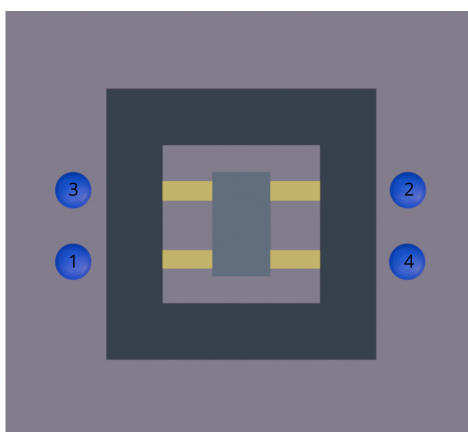
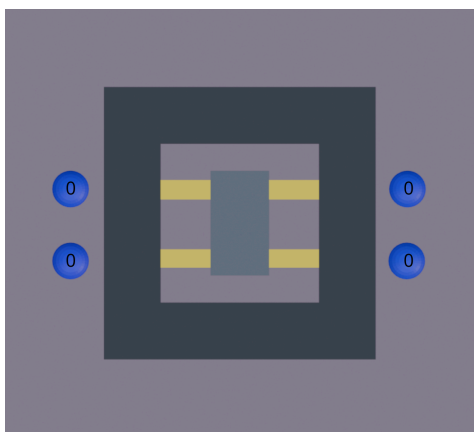
Mechanics and Puzzles

Puzzle 1: Energy Cell

Description: An energy cell that is blocked

Reward: The energy cell piece for the main computer

Description: The player will find a collectible paper in the Main Computer Room with a 4-digit code: 3-1-2-4. This code must be entered to unlock the energy cell. Next to the energy cell, there are 4 buttons, each with a value from 1-4. Clicking a button changes its value. The energy cell will unlock when the values of the buttons match the code on the paper, as shown in the second image.



Puzzle 2:

Rules of Movement:

- Move Lever A: Moves Lever B and Lever C.
- Move Lever B: Moves Lever C and Lever D.
- Move Lever C: Moves Lever D.
- Move Lever D: Does not move any other levers.

Initial Configuration:

- Lever A: Up
- Lever B: Down
- Lever C: Up
- Lever D: Down

Correct Configuration:

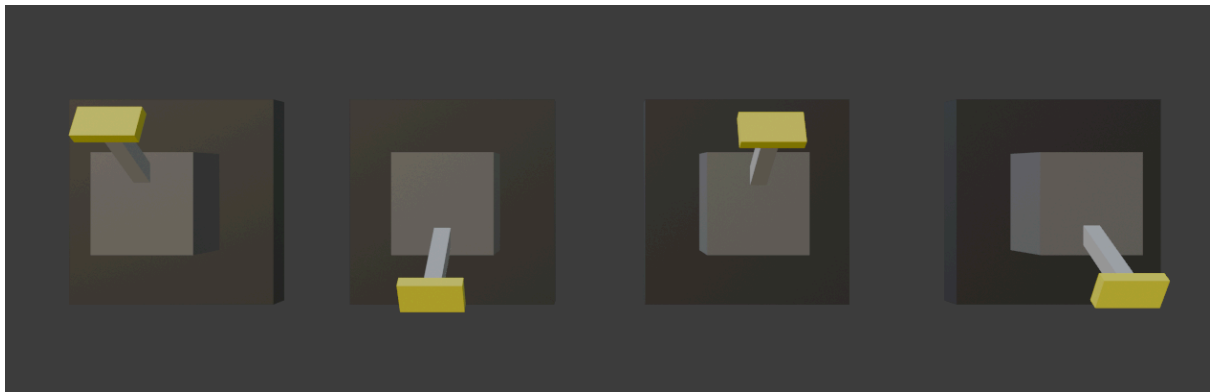
- Lever A: Down
- Lever B: Up
- Lever C: Down
- Lever D: Up

Description: A security system that blocks access to the pressure valve

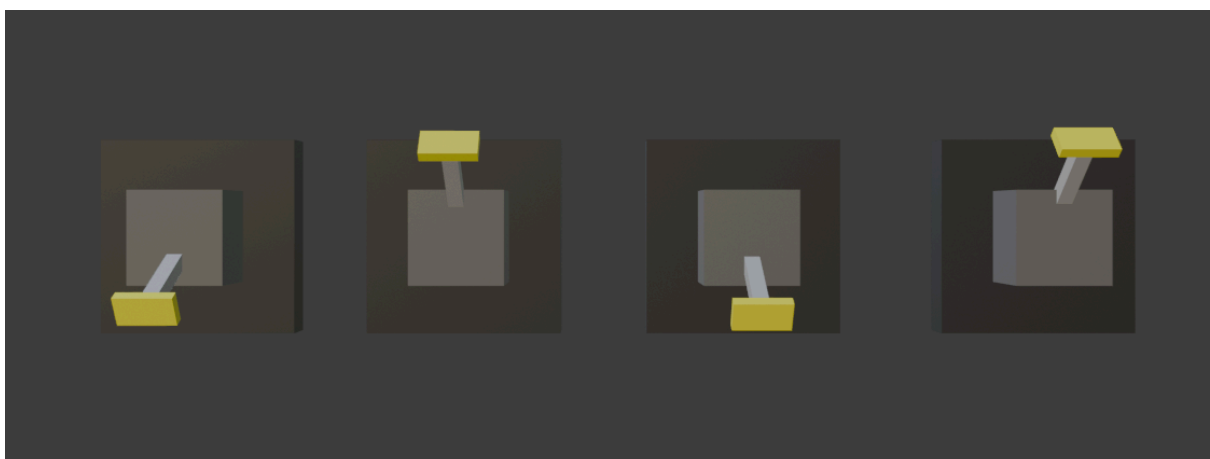
Reward: The pressure valve, necessary for repairing the main computer

Description: The player will need to know the correct final position of the levers. The challenge is to move the levers to reach this solution.

Initial Position:



Correct Position to Achieve:



[Demonstration](#)

Puzzle 3

Description: A door blocking the Parts Room; to unlock it, the player must break the lock.

Reward: Access to the Parts Room where the energy cable for the Main Computer Room is located.

Description: The player will need to move two levers that open two locks until the lock opens (see video and reference).

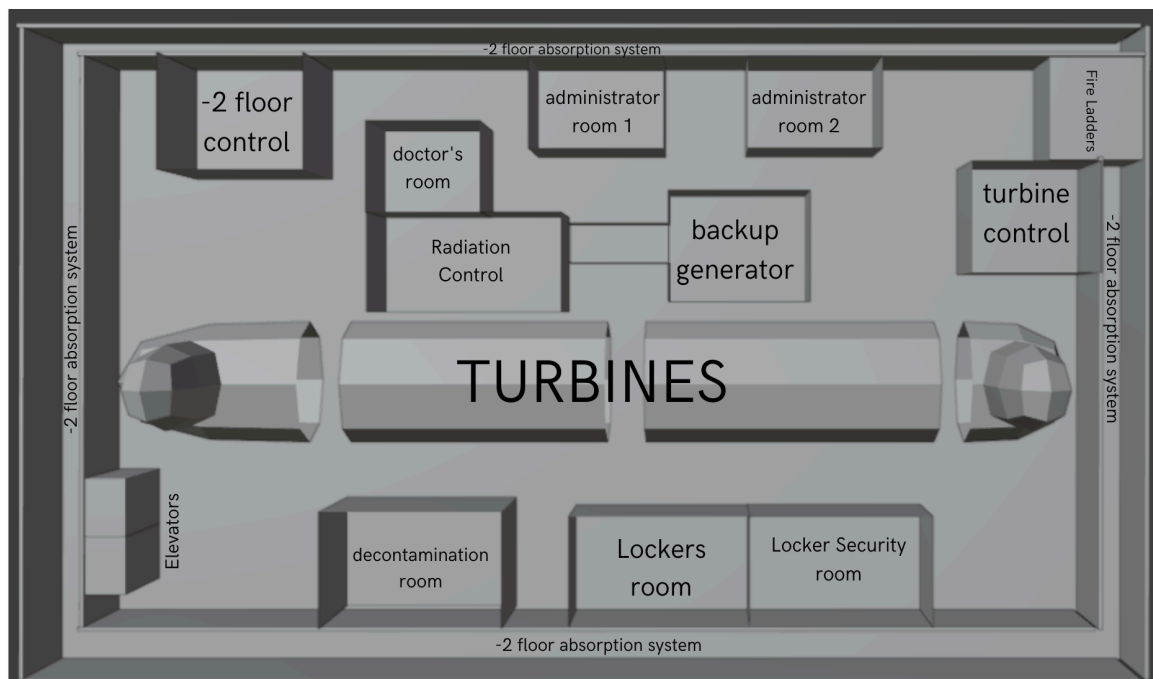
SECTION 3

Name: Floor 2, Turbine System Floor

Summary: Second section of the game, where the backup power generator of the nuclear facility is located. Features many enemies and a small boss fight.

Player Objectives: The player needs to restore the energy of the Main Computer Room from level -3 from this floor, in the backup generator. After completing this, they will need to return to floor -3. However, in the fire ladders, a large mutant will wait for them. This mutant will follow the player if they get too close. The player will need to trap this mutant in the decontamination room, accessible only through the internal hallways of the floor absorption system.

Level Layout:

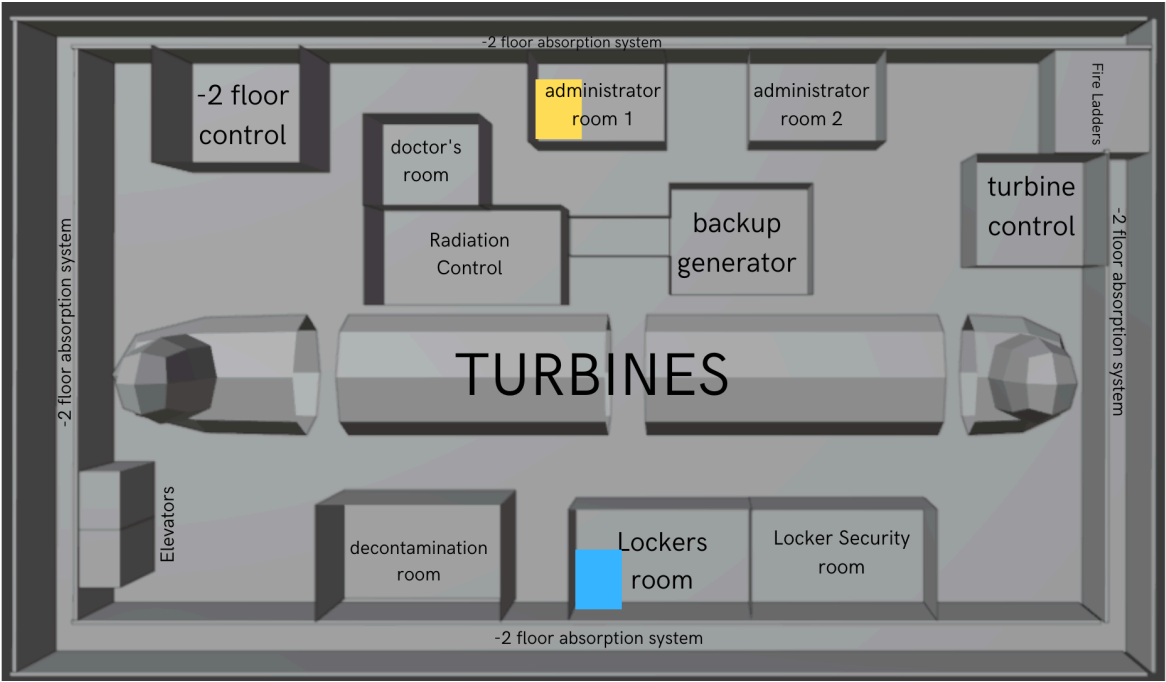


[Interactive Model for Colors](#)

Color Table:

	OPEN DOOR
	LOCKED DOOR (OPEN FROM INSIDE)
	LOCKED DOOR (NEED A KEY)
	FIRE LADDERS
	WALLS
	NOT WALKABLE AREAS
	DOORS LOCKED BY SYSTEM(ONLY 1 OF THE 3 CAN BE UNLOCKED AT TIME)
	DOORS PERMANENTLY CLOSED

Key Map:



	KEY 1: UNLOCK THE DOCTORS ROOM, TO GAIN ACCES TO BACKUP GENERATOR ROOM
	2 KEY: UNLOCK THE TURBINE CONTROL ROOM, TO GAIN ACCESS TO ABSORTION SYSTEM

Station 1:

Location: -2 Floor Control Room

Function: Health station save

Key 1:

Location: Lockers Room

Effect: Key that unlocks the doctor rooms, to gain access to the power supply generator room

Key 2:

Location: Administrator Room

Effect: Key that opens the turbine control room, to gain access to the absorption system where the player needs to make the big mutant follow them to trap it in the decontamination room

MedKit:

Location: Doctor Rooms

Radiation Injection:

Location: -2 Floor Control Room

Location: Locker Security Room

Document 1

Location: Radiation Control

Effect: Report from a few days before the accident, explaining the overheating reactor registers

Document 2

Location: Administrator Room 2

Effect: Newspaper about the Chernobyl accident and its effect on public opinion

Document 3

Location: Administrator Room 1

Effect: Book "Animal Rituals for Absorption"

Voice Note 1:

Effect: The floor -2 chief talks about the budget cuts sent by Washington

Document 4

Location: Doctor Room

Effect: A letter from a doctor explaining a small leak in the absorption system that affected two workers cleaning the system a few months ago. It was repaired, but the two affected by radiation had to be hospitalized for several months due to psychological effects, causing them to see hallucinations and claim they saw an entity inside the facility that instructed them to praise radiation as a form of divine energy.

Puzzle:

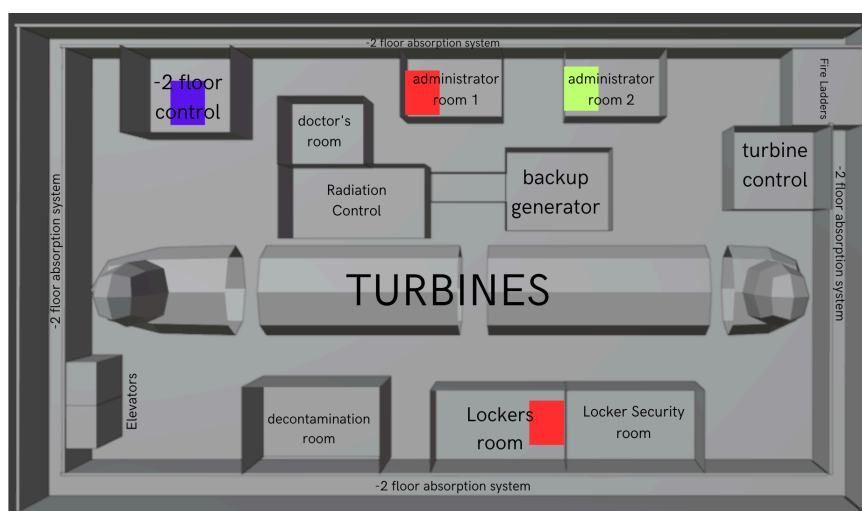
****Administrator Room 1, Administrator Room 2, and Lockers Room are connected by a security system. Only one of these three doors can be unlocked at a time. The player can decide which door to unlock and then go back to unlock another. By default, Administrator Room 2 is open. The player will need to unlock Administrator Room 1 to get the key to unlock the turbine control room, which gives access to the -2 floor absorption system. The player will then need to trap the mutant in the decontamination room, with access only from the floor absorption system's internal hallways. The player must also unlock the Lockers Room to get the key to the doctor's room, which gives access to the backup generator, the main objective of this level**

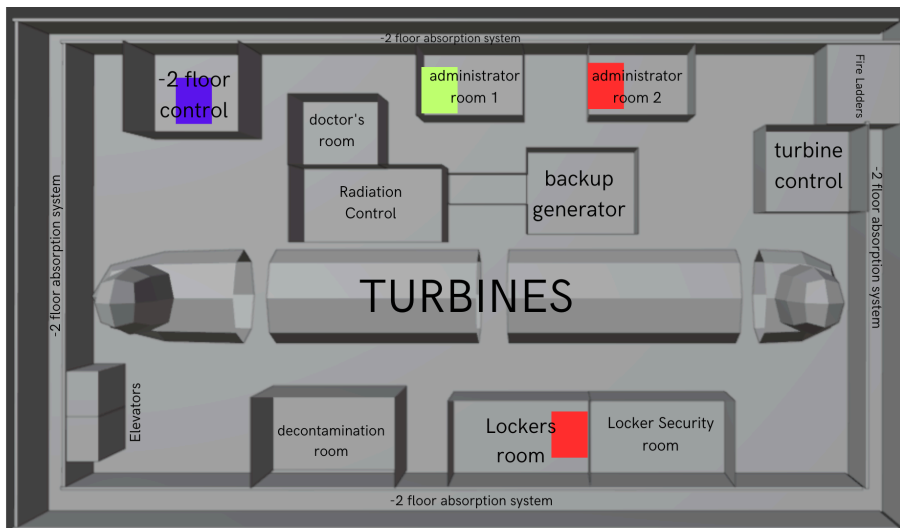
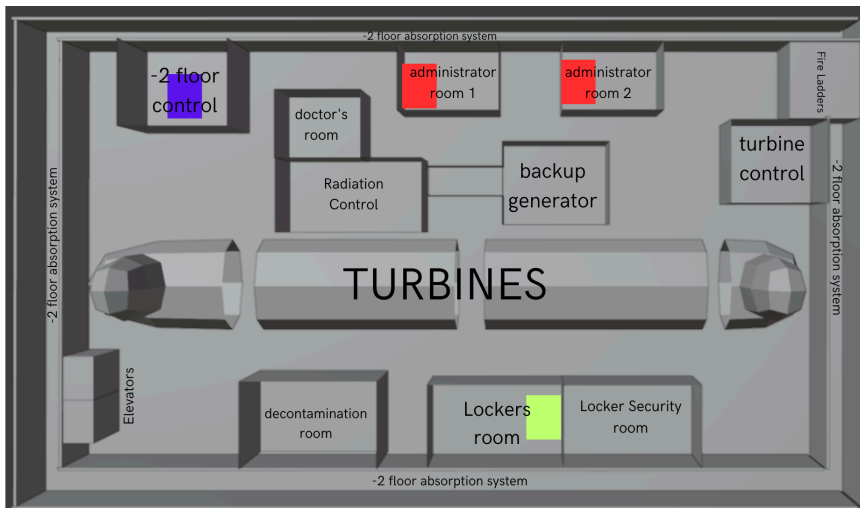
example of how works when player decide to unlock one door:

Red: locked door

green: unlocked door

blue: room where the player unlock doors





Level -1 Design:

Objective: The player's main goal is to traverse Level -1 to reach the elevator that will take them to the surface. During this stage, the player must avoid the large mutant and navigate through the area, dealing with hazards and environmental challenges.

Layout Overview:

1. Starting Point:

- **Initial Entry:** The player starts in the fire ladders at the edge of Level -1, which they can access after successfully managing the radiation on Level -3.

2. Environmental Hazards:

- **Radiation Pockets:** Certain areas have high radiation levels that the player must avoid. These pockets can be indicated by visual effects like a greenish glow or a hazy fog.
 - **Broken Machinery:** Scattered throughout the level, creating obstacles and potentially hiding valuable items or clues.
- 3. Mutant Encounter:**
- **Patrolling Mutant:** The large mutant is patrolling specific routes within Level -1. Its path can be predictable to an extent but will require the player to carefully time their movements and use cover.
 - **Sound Cues:** The mutant emits growls or other noises when it's nearby, giving players a chance to detect its position before it spots them.
- 4. Level Layout:**
- **Central Corridor:** A long, central corridor that leads towards the elevator. This area is relatively open but has several obstacles and environmental hazards.
 - **Side Rooms:** These rooms offer a chance for players to find useful items like health packs
 - **Ventilation Shafts:** These can act as shortcuts or alternate routes but may be partially blocked or have additional radiation hazards..
- 5. Climax:**
- **Elevator Access:** The elevator is at the far end of the corridor, but it is initially inaccessible due to the radiation lock-down. To activate the elevator, the player must find and insert a key or complete a quick puzzle in the Emergency Power Room.
 - **Final Chase:** As the player approaches the elevator, the mutant becomes more aggressive, possibly even breaking through certain obstacles to chase the player. This final stretch should be high-tension, with the player needing to use their skills and items wisely to avoid detection.
- 6. Escape:**
- **Elevator Activation:** Once the player activates the elevator, they must hold off any remaining threats or quickly evade the mutant as they make their way to the elevator.

End Of The Game:

Once the player reaches Level 1 on the surface, they will have a brief opportunity to perform one of two actions: escape or review the security tapes in the security room. Either action will trigger a cinematic that concludes the game. For more narrative details about the ending, please refer to the Narrative Design Document