

Interact with / Collect Objects and Unlock an Objective Marker

Design Brief and Tech Spec

Intention

- Give the player a goal to reach.
- Force the player to traverse the level by interacting with or collecting objects to unlock the goal.
- Giving the player a visual indicator to move towards.

Technical Spec

- Visually represented Items
 - Buttons
 - Different colours
- Visually represented Goal
 - Door
 - Shows what coloured buttons you need to press
- On reaching items, interact or collect it
- Notify some other system that it has been reached