

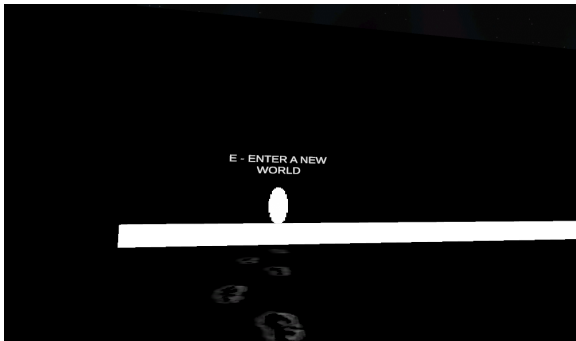
Production

Areas:

Tutorial

This is the first section in the level. This area intends to teach the player the mechanic of travelling into 2D. The first thing the player will see is footsteps leading to a 2D Portal. This will then lead the player across the bridge to the other side in 2D where they can then go back to 3D and exit the section.

This area is seen after the opening cut scene of the player falling and hitting their head. This section is intended to take place in the players dream, with strange black and white visuals to match.



Ravine

This area has been briefly seen in the opening cut scene when the player falls in. In this area the player must work out a way to break into the underground facility. To progress the player must grab a boulder in the cave, bring it into 2D, and roll it down the slope to break the wall. This will teach the player that they can bring objects into 2D with them which is an important mechanic for solving the next area.

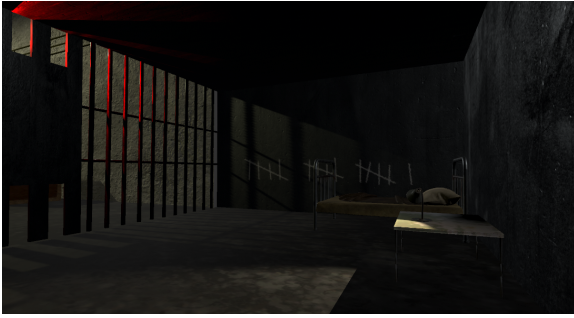
The environment for this level is the bottom of a seemingly endless ravine. The place has rocks scattered around and vines hanging from the small cave with he ball in. We wanted to give the player the trapped feeling so that as soon as they figure out the puzzle they have no choice other than to enter the facility.



Cell Block

This section starts with the player jumping down into a prison cell. Again the player is trapped in a confined space, this time however, the player can look through the prison bars and see the rest of the area. In this puzzle the player must use the 2D portal in the prison cell to escape, but upon doing so they will realise that they cant jump high enough to climb the wires to the next section. To solve the puzzle the player has got to exit 2D outside the prison cell and press the button to open the cell door. This will allow the player to pick up a box and bring it into the cell so they can use the 2D portal and bring the box with them, allowing them to jump on the box to access the next section.

This section takes place in a cell block, the environment is a lot more industrial than the previous but the ceiling shares the same rocky terrain. We wanted the cell to have a "lived in" feel to it so we included a bed and some chalk drawings counting the days to the walls. Overlooking the cell blocks is a balcony with some windows, this was based on the Wikileaks bunker featured in our mood boards.



Auditorium

The Auditorium is another location in our level the player will enter after solving the puzzle in the previous section. The Auditorium features a slightly more complex puzzle than the previous sections. The centre of the room has a set of 4 buttons with a blank wall in front of them and a key in the top corner. Each button will correspond to a different pattern on the wall and multiple patterns can be shown at once depending on which buttons the player has pressed. The player must find the correct pattern and then go into 2D and collect the key in the top corner, then they can leave 2D so they can change the pattern again and then return to 2D to unlock the exit.

The auditoriums walls are completely caved in with rocks scattering the place. There are rusty chairs still left out facing the projector which the puzzle will take place on.



Ventilation Shaft

The final section of our level takes place in the ventilation shafts. The first thing players will see when entering this section is a large message on the wall urging the player not to press the button in the centre of the room. Once the player presses the button the 2D section of the level will appear and water will begin to slowly rise from the floor. The player must navigate up the pipes using 2D and 3D platforming to escape. The ventilation shaft reincorporates all of the mechanics taught to the player in the previous parts of the level. This area was intended to be a boss battle without an enemy, where the player must put all of of the skills they have learnt into a final test.

The ventilation shaft is an untouched and forgotten part of the facility, the 2D platforms are rusty pipes and the area is covered in a thick layer of dust and rust.



2D Portals

These mysterious portals are scattered around the facility, they allow the player to travel between 2D and 3D planes. You can enter a portal by looking at one and pressing E. We chose a portal because it would hopefully draw the player into interacting with it out of curiosity. The portals are used as a alternative way to navigate our level, we wanted the player to be able to think how they would overcome an obstacle in 2D as well as 3D. You can also bring objects through these portals as well by entering a portal whilst holding one.

Boxes

Boxes are used in our level quite frequently, they are used for solving puzzles and decoration. Boxes can be picked up by pressing F. Boxes are used as a solution for solving multiple puzzles by using them as a platform to jump on in 2D.

Locked Doors

Most of the areas have a lock and key mechanic of some kind. We used lock and key mechanics to add more intricacy to puzzles but never for the puzzle itself. Locked doors come in different forms such as prison doors or rusty pipes in the way.