# Level design elements details and solutions CD Project red – Recruitment Test

#### **Activable Objects and point system**

The level design is mostly based on a "activated object" logic.

Whenever an element is triggered, it gets 1 point, when it gets untriggered it loses 1 point.

If an object reaches its required amount of point, it changes to the "activated", otherwise it is in the deactivated state. (Most items in the demo only need 1 point)

When an object is activated, it can trigger a list of other objects. (I.e. activating a button will trigger the door)

#### **Activation zone:**

This zone activates when a character is on it: the player, a buddy, or a rabbit.

These zones are linked to other objects that they activate in return, like a door or a platform.

Some of them are double and triple activation zones, which require 2 and 3 characters to be activated.

## **The rabbitNPC:**

It alternates between two positions: one for the "activated state", one for the "deactivated state".

The rabbit activates whenever the player or a buddy gets too close. It deactivates when there is no one around.

## **Moving Platforms:**

These platforms move up and down on activation/deactivation

## Mirror:

A simple mirror that can reflect the laser pointer, in order to guide buddies toward positions unseen by the player.

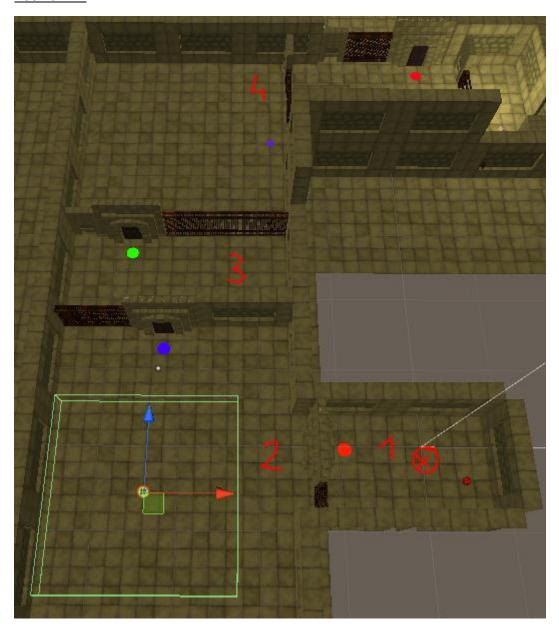
## **Buddy Doors:**

The player cannot go through these little doors, but buddies can. However, the player cannot force a buddy going through these little doors, they can only be used for a distant buddy to come back to the player.

## **Level design Intentions and walkthrough:**

The level is separated in 6 rooms. The rooms 1-4 are extremely simple show the controls and most simple situation. The 5<sup>th</sup> and 6<sup>th</sup> are where the real puzzles are.

# Rooms 1-4:



The first room is the most simple: it is only here to read about some context and shows the link between activation zones and doors.

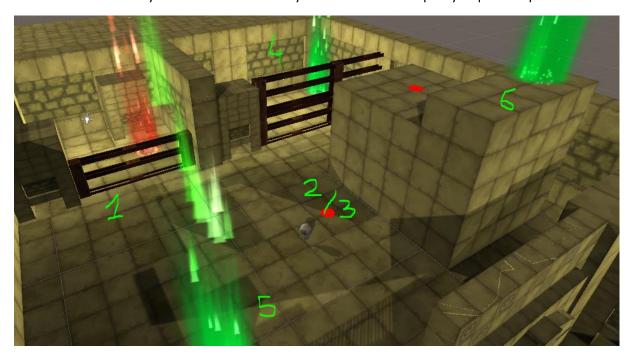
The  $2^{nd}$  room is where the player meets Buddy. It has a double activation zone, and the player needs to use buddy to open the door.

The 3<sup>rd</sup> one teach about using the laser and how to whistle to call back buddy.

The 4<sup>th</sup> one teaches about the Hold/Throw abilities and how to use a buddy to activate a rabbitNPC.

## Room 5:

The 5<sup>th</sup> room is where you meet a second buddy. It is a bit more complex yet quite simple.



The main objective was to make a puzzle involving the whistle ability as a key part to proceed along with having to activate three separate zones at the same time to progress.

#### Solution:

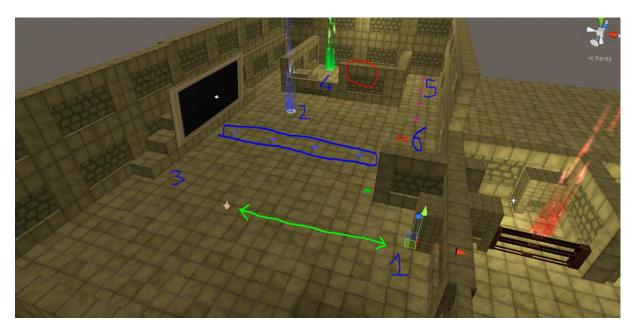
- Throw a buddy to activate the rabbit. (1)
- The rabbit moves and the platform moves down.
- Grab the other buddy and get on the platform (2)
- Whistle, this will call the other buddy and deactivate the rabbitNPC (3)
- The rabbit goes back on the red activation zone and the platform moves up
- Throw the buddy in your hands above the fences and guide him to the green zone (4)
- Stay on the platform and guide the buddy you whistled towards the other green zone (5)
- Jumped to the third green zone (6)
  - → The door is open.

#### Room 6:

Finally, the 6<sup>th</sup> room is the most complex puzzle.

# The intention were:

- Make the buddy AI play against you. The rabbit does not help progress in the level, it is only there to be chase by your buddies and force you to handle them carefully.
- Make us of a mirror to reflect the laser.
- Use a bigger room that requires exploration to understand and solve.



In this room, if you try to move your buddies they will instantly go back chasing the rabbit.

#### Solution:

You need to get all three characters inside the game end area (red circle).

# Get the first buddy inside:

- Activate the rabbit yourself (1)
- Guide your buddies toward the blue double zone (2)
- The blue blocks will move up and block their vision of the rabbitNPC
- You can now leave and use the platforms to join the buddies (3)
- Stay on the blue zone, grab a buddy and throw him inside the (4) area
- A wall moves, preventing you from throwing the other buddy.

## Get the second buddy inside:

- Activate the pink zone (5)
- Guide the first buddy to the green one, you can go in the area or use the laser.
- The green block moves up, providing a protection from the rabbitNPC.
- Your other buddy chased to rabbit again, so go back to (1)
- As you activate the rabbit, use the mirror to guide the buddy to the red zone (6)
  - o The FX didn't reflect in the mirror, so I added a red cross.
- The buddy is now safe from rabbit-chase, join him
- Stay in the red zone and guide the buddy to the pink zone
- The pink stair appears, join your buddy and throw him inside
  - → Activate the gold triple zone and you completed the demo.

Please not this is only the intended design; there are other ways to solve the puzzle.

I left some intentionally, and others are design flows I didn't have the time to fix.