

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.

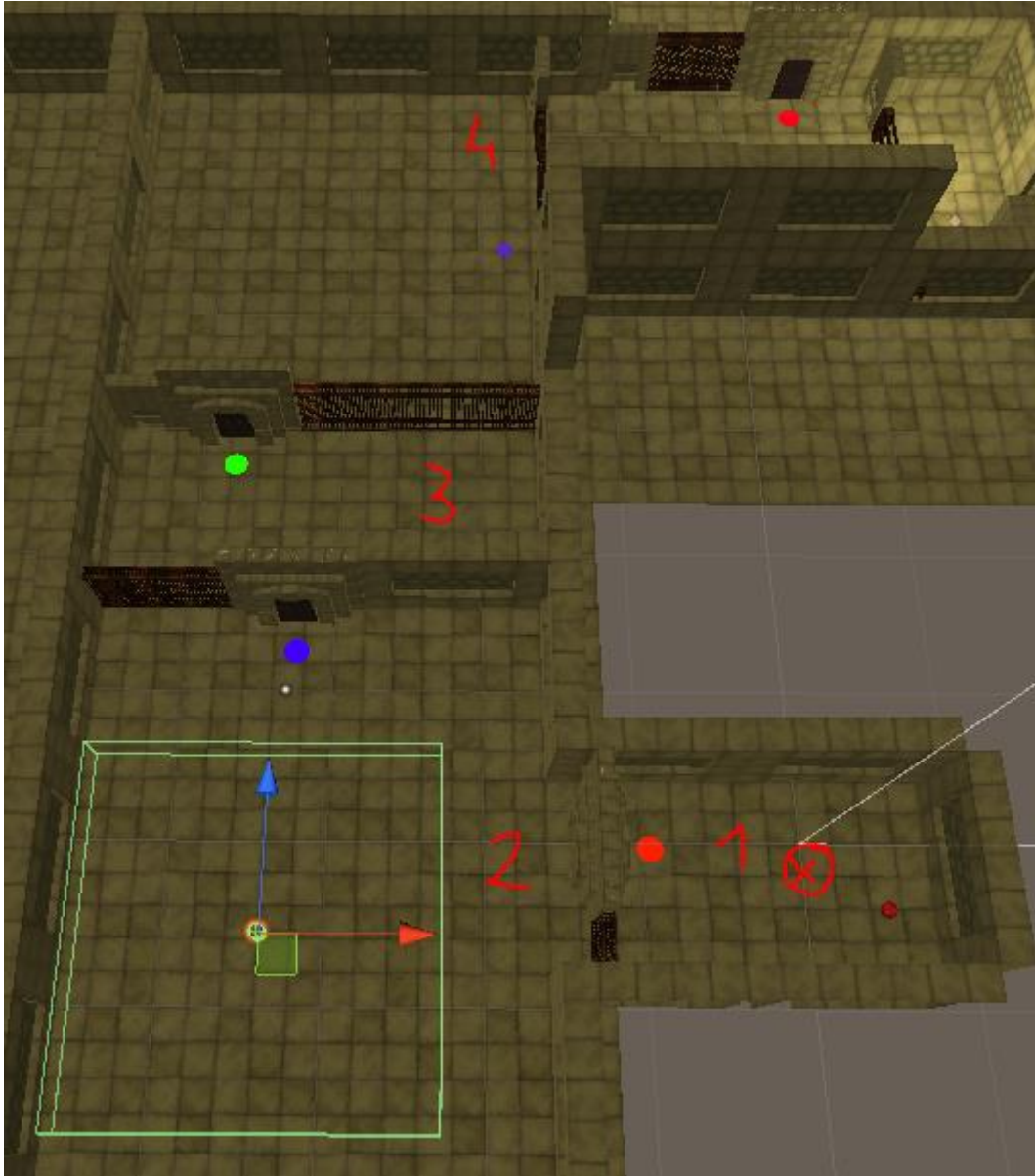
Buddy Doors:

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 5th and 6th 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.

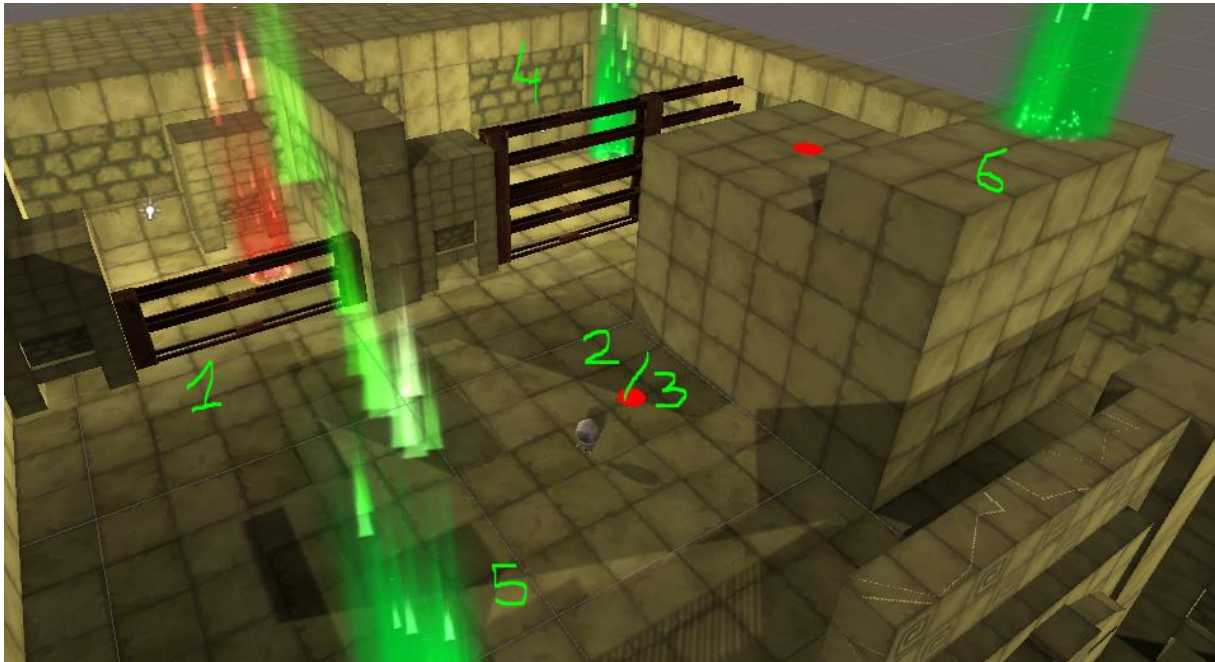
The 2nd room is where the player meets Buddy. It has a double activation zone, and the player needs to use buddy to open the door.

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

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

Room 5:

The 5th 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 6th 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.

