[UPLIFT] ELEVATOR - GAME MANUAL

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Introduction:

Elevator Game is a single-player game and is to be enjoyed independently by only one player at a time, with an average game length of 2 hours. This game is an elevator simulator that incorporates puzzles and strategy mechanics.

It is to be experienced digitally...

The Age of Elevators

You have been teleported into a dimension, in which you have become an elevator operator for a very quirky building complex. With four separate doors, it is up to the operator (YOU), to efficiently transport each and every passenger in this building.

In The Elevator Game, the operator is in charge of operating the elevator system in a busy, multi-story building. The game begins with a few floors and a handful of passengers waiting to be transported to their desired floor. The operator's task is to control the elevator; Moving it up, down, left, or right and rotating it to efficiently deliver passengers, with the goal of each level to transport people to their desired floor before time runs out.

TOPDOWN VIEW
OF BUILDING

As the building becomes more active, more floors open up and passengers begin appearing at an increasing rate. Demand for the elevator system will grow rapidly. The player will have to plan routes carefully, balancing multiple requests at once to keep their elevator chute running smoothly.

As the game progresses, the elevator system will become overwhelmed with passengers and their demands. With passengers overcrowding the halls, the challenge will continue to escalate.

Getting Started / Controls:

Keyboard Controls

The operator will control their elevator car using the keyboard's arrow keys

[Left Arrow]	Rotates elevator car counter-clockwise
[Right Arrow]	Rotates elevator car clockwise
[Up Arrow]	Moves elevator car upwards to upper floor
[Down Arrow]	Moves elevator car downwards to lower floor
[Space]	Open and close car door to pick-up / drop-off passengers

Starting Out

Select the desired save file from the selection menu. Then, navigate the level selection page to choose the level to play. Levels will be made available linearly upon level completion.

To restart a level or play a new level, refresh the page and click on the desired level from the menu to start.

Elevator Layout / Instructions:

Playing The Game

- Directional arrows UP and DOWN control vertical movement of the elevator.
- Directional arrows LEFT and RIGHT control the horizontal movement of the elevator to face N, E, S, W respectively.
- Number on the elevator car indicates current floor number.
- Bar on elevator car indicates current floor face's orientation to N, E, S, or W.
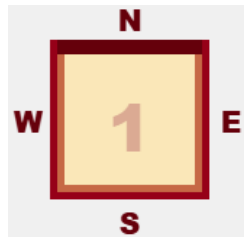
Elevator Car's Orientation Example

Figure 2: Elevator Car's starting orientation, with elevator door facing NORTH
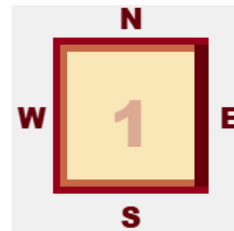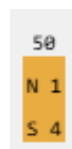

Figure 1: Elevator Car's orientation after pressing RIGHT, with elevator door facing EAST

Meet The Passengers

All passengers that will be boarding your elevator will look similar to the example shown below.
Each passenger is presented with their weight atop their heads, and their desired destination on their bodies.

The information given is as follows:
WEIGHT
ORIGIN ORIENTATION and FLOOR NUM
DESTINATION ORIENTATION and FLOOR NUM

Take note of the passengers' colors. ORANGE and GREY are reserved for those waiting to board, with ORANGE passengers being the ones that currently match the elevator car's current floor position. Passengers turn to BLUE once allowed to board the elevator.

Weight Limit

The elevator car has a preset weight limit. Cars cannot take in too many passengers that will exceed said limit.

Scoring

For each level, the operator's task is to correctly transport the passengers that show up on their respective floor to their desired destination within the allotted time. If done correctly, the game will notify the player of a successful completion.

Failure to transport all passengers within the time given will result in an immediate failure.