

# To the Helm – Spaceship Level

Designer: Alaina Kaiser

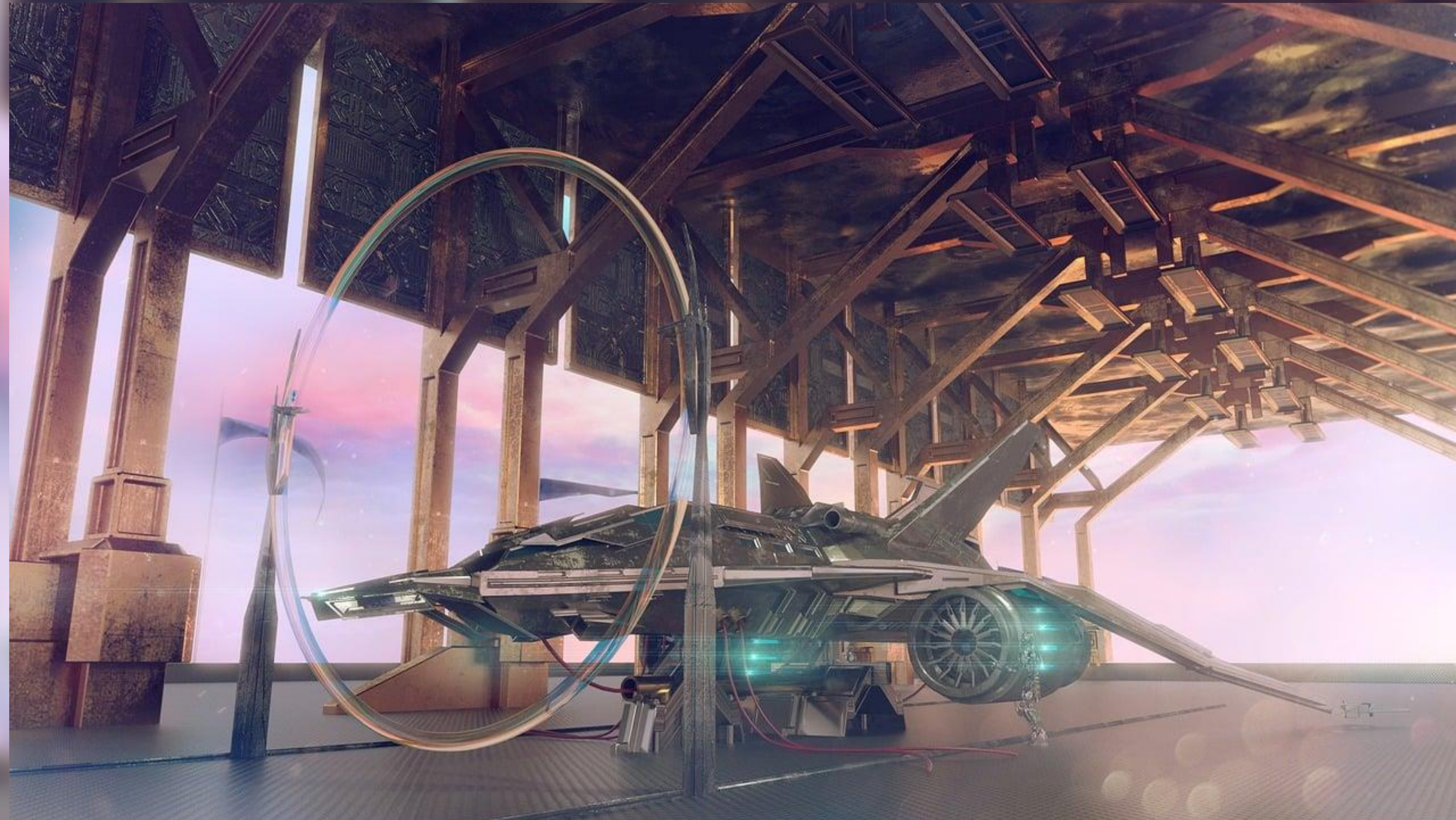


Figure 1. Hahn, L. (2018) Space Ship Port Sci-Fi. From Pixabay. Retrieved from: <https://pixabay.com/illustrations/space-port-space-ship-scifi-3120607/>



# Presentation Contents

- Story & Description
- Level Objectives
- Bubble Diagram
- Mood Boards
- Top-Down Map (with icons, legend, etc)
- Top-Down Map (with paths, objectives, etc)
- Custom Mechanics

# Level Story



Figure 2. Calviz, D. (2014) SpaceShip Port. From DeviantArt. Retrieved from: <https://www.deviantart.com/deivcalviz/art/Spaceship-Port-503768283>

- The captain (player) returns to their spaceship and needs to take control of the ship to reach their next destination.

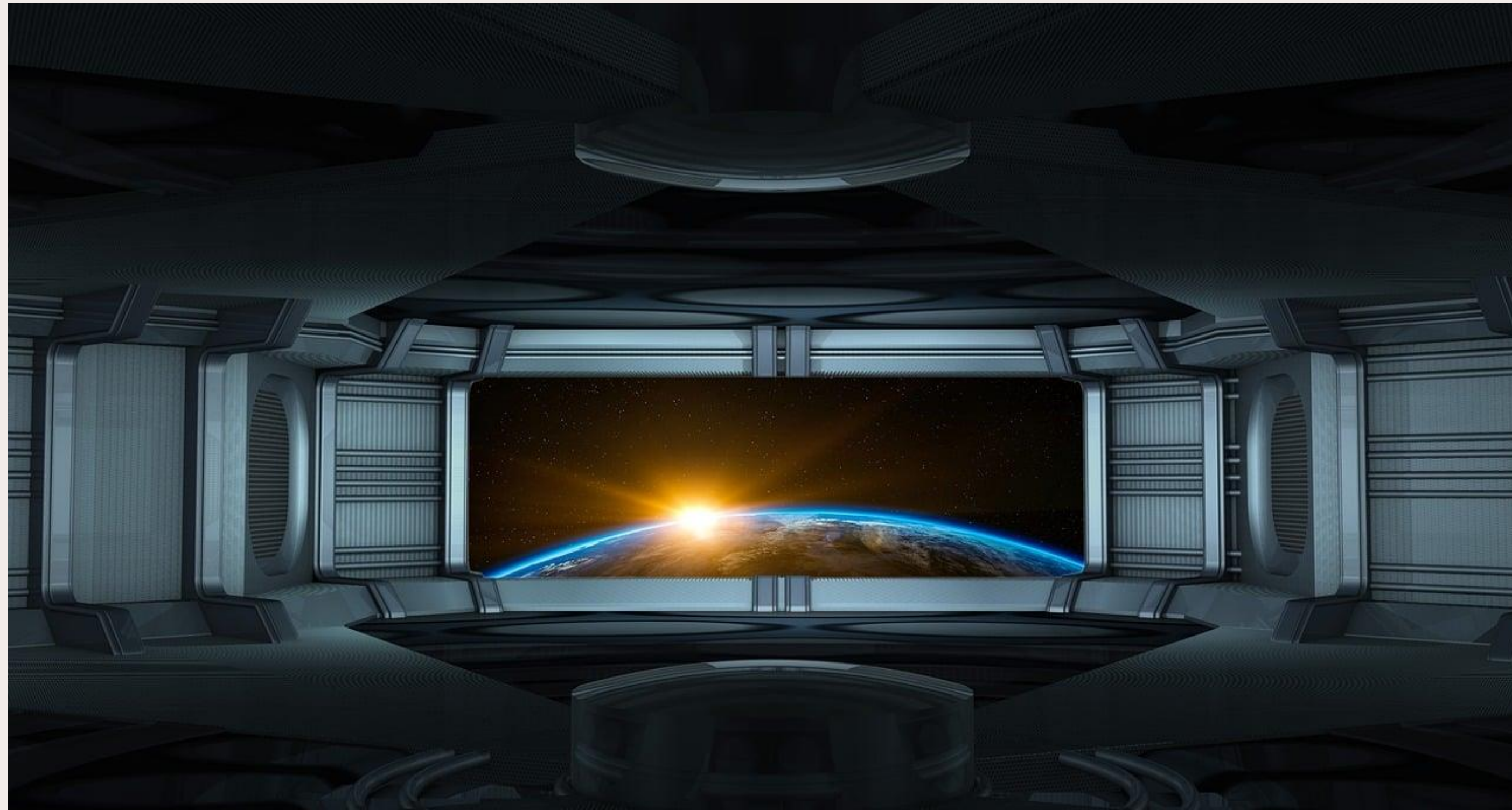


# Level Description

- This is a 3D, first person, sci-fi puzzler that takes place on a spaceship.
- The player starts at the Spaceship Entrance and their objective is get to the Navigation Room and interact with the pilot's chair. Optionally, they can collect alien plushies, stop leaks, and activate the self-destruct button.
- Paths will be from Spaceship Entrance to War Room, Spaceship Entrance to Cafeteria, Cafeteria to War Room, War Room to DO NOT ENTER zone, Cafeteria to Barracks, Barracks to Navigation, and DO NOT ENTER zone to Navigation, Spaceship Entrance to Maintenance Room, and War Room to Maintenance Room.

# Level Mood Board 1: Ship Interior

Navigation  
Room



*Figure 3. Pippes, R. (2016) Universe Sun. From Pixabay. Retrieved from:  
<https://pixabay.com/illustrations/travel-sunrise-globe-spaceship-1800268/>*



# Level Mood Board 2: Ship Interior

Stairs and  
Hallways

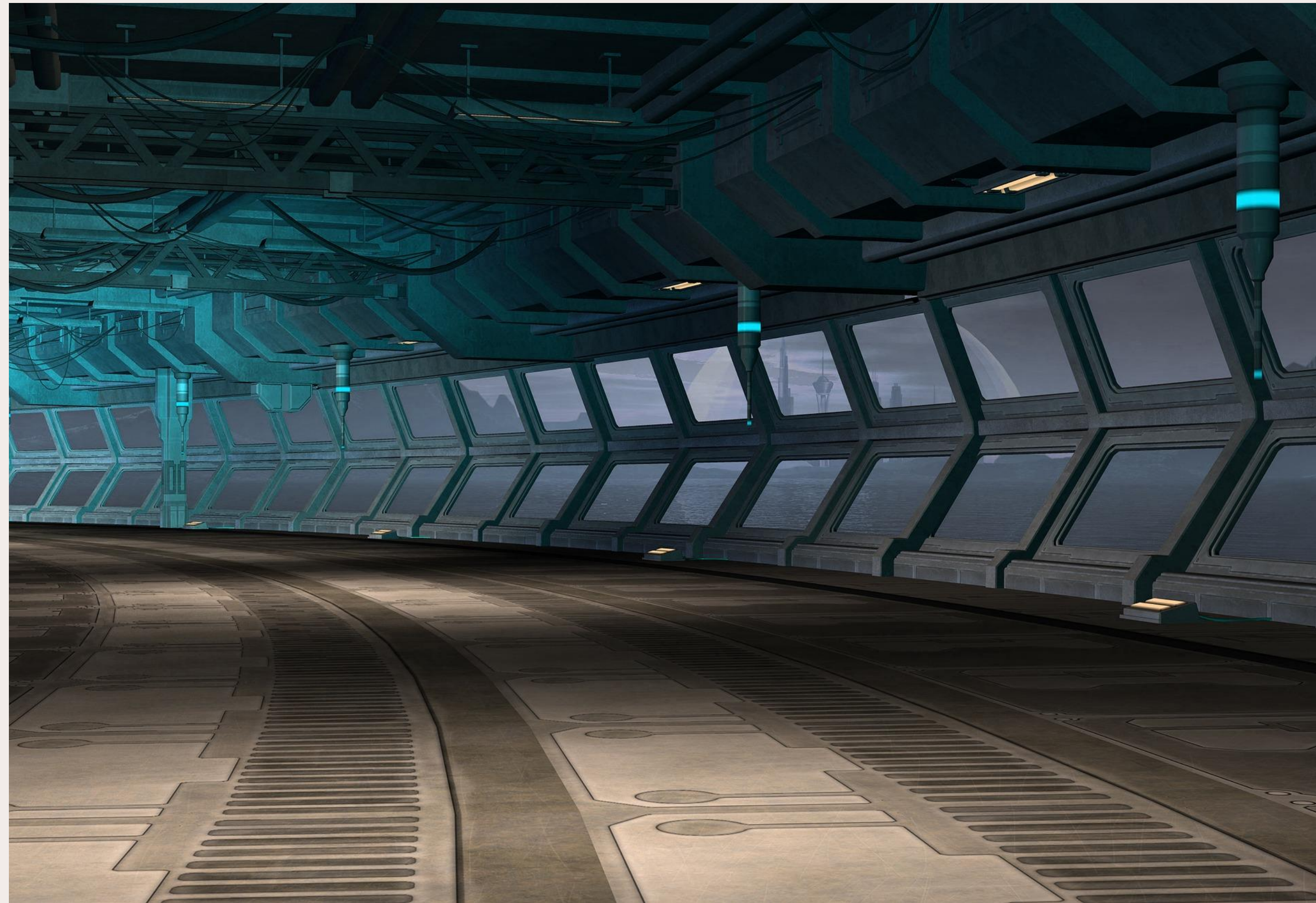


Figure 4. West, P. (2018) Corridor 3D Sci-Fi. From Pixabay. Retrieved from:  
<https://pixabay.com/illustrations/spaceship-corridor-3d-sci-fi-3334826/>



# Level Mood Board 3: Ship Interior



*Figure 5. Vectorpocket. (n.d.) Metal Sliding Doors in Spaceship Hallway. From Freepik. Retrieved from: [https://www.freepik.com/free-vector/metal-sliding-doors-spaceship-hallway\\_6198211.htm#query=spaceship%20interior&position=27&from\\_view=keyword](https://www.freepik.com/free-vector/metal-sliding-doors-spaceship-hallway_6198211.htm#query=spaceship%20interior&position=27&from_view=keyword)*

# Bubble Diagram

## Activities

- Alien plushies
- Leaks
- DO NOT PRESS
- Pressure Plates
- Repair Mallet

## Locations

- Navigation Room
- Barracks
- Cafeteria
- DO NOT ENTER zone
- Spaceship Entrance
- War Room
- Maintenance Room

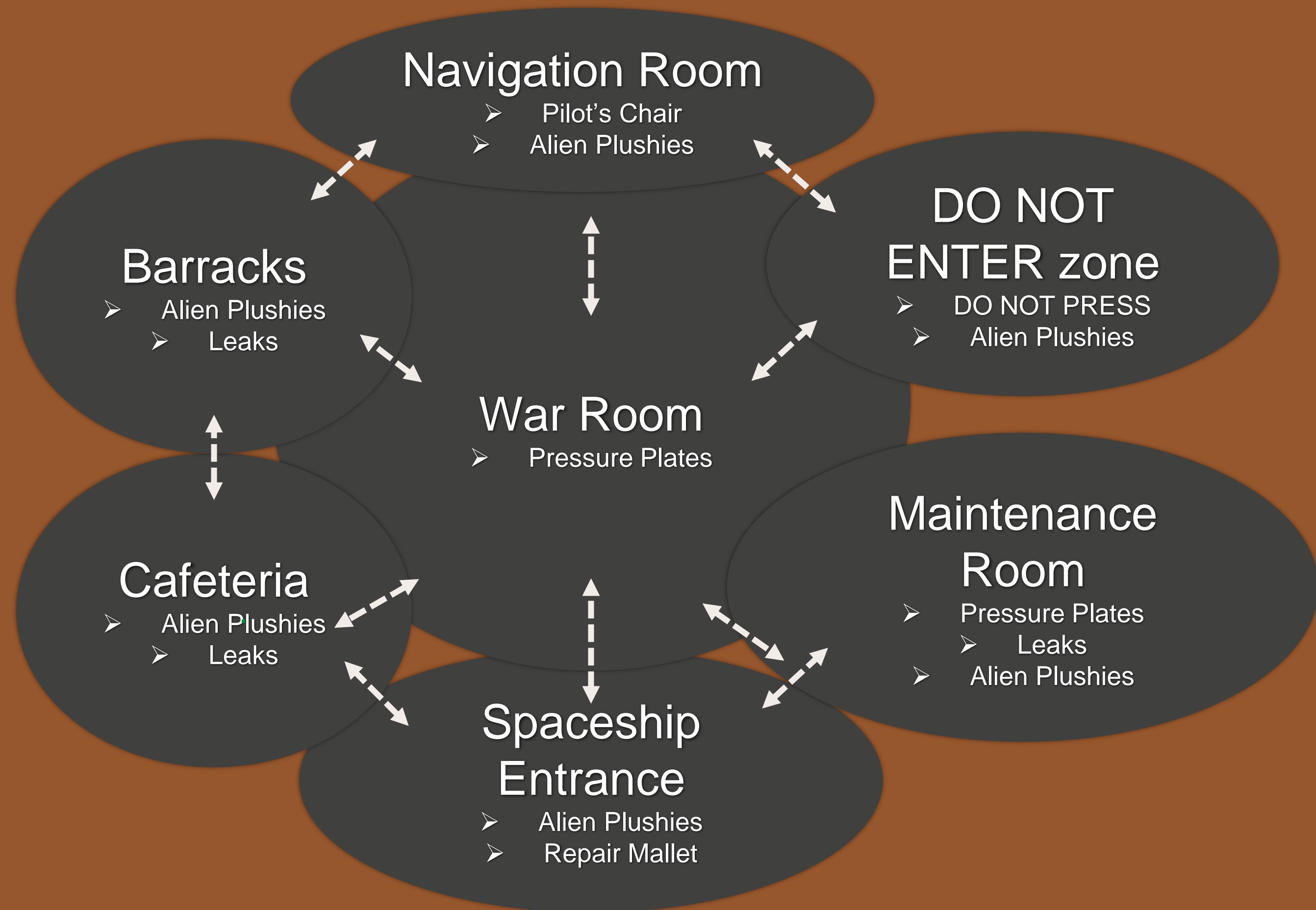


Figure 6. Alaina Kaiser (2022) To the Helm – Spaceship Level – Bubble Diagram



# Level Objectives

- 1 Main – Interact with the pilot's chair
- 3 Optional
  - 1 – Collect alien plushies
  - 2 – Fix leaks (must have repair mallet first)
  - 3 – Activate self-destruct





# Top-Down Map

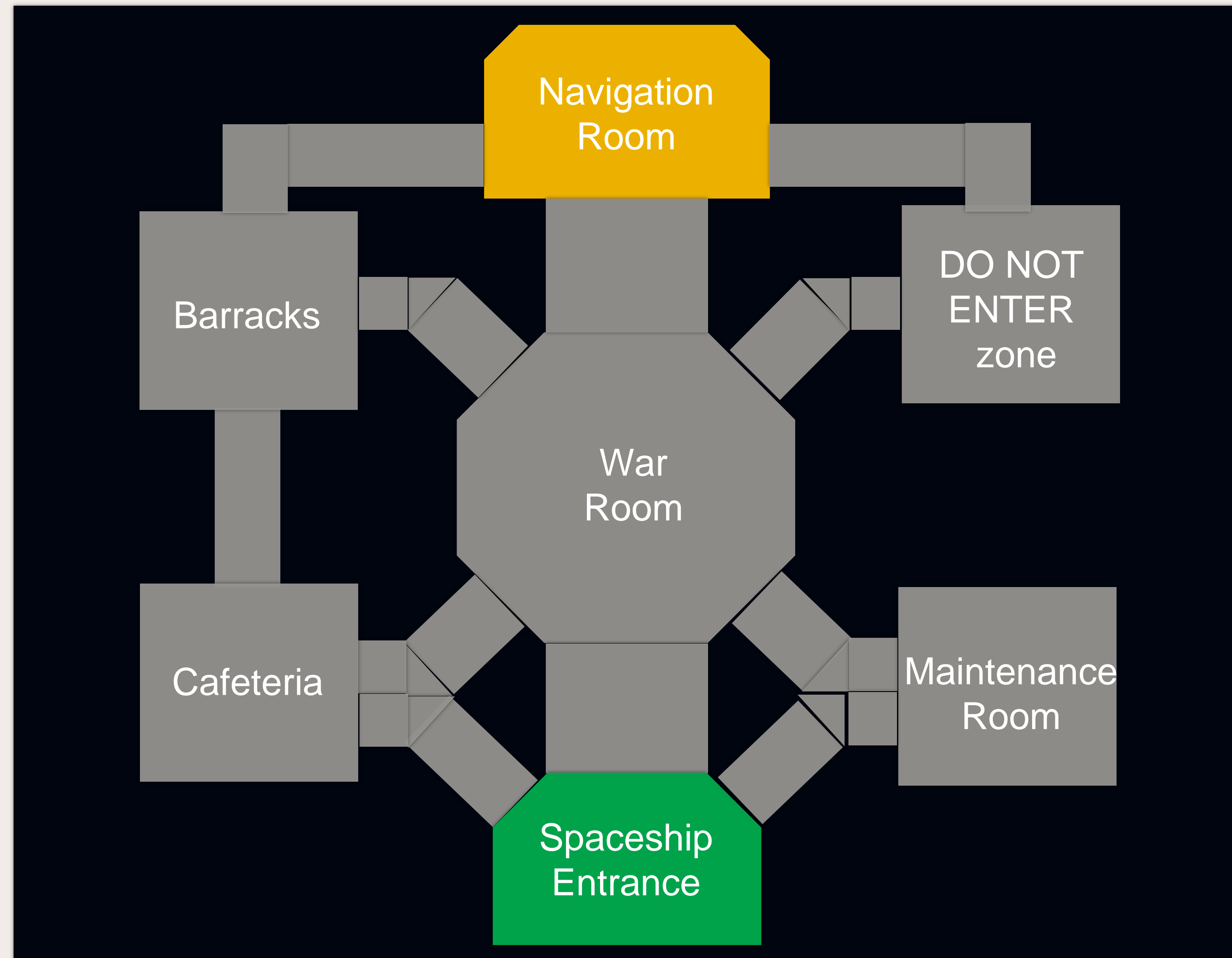
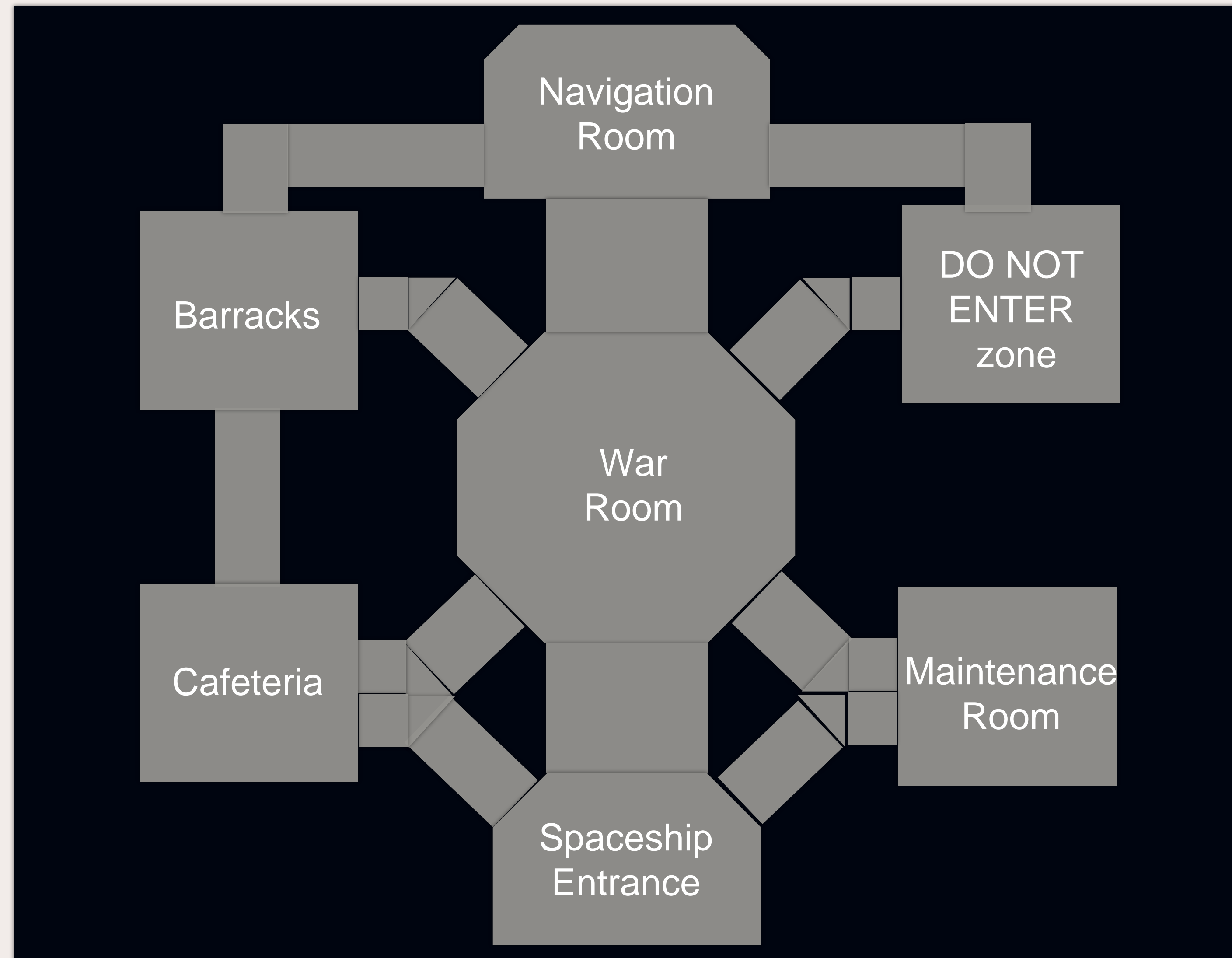


Figure 7. Alaina Kaiser (2022) *To the Helm – Spaceship Level – Top-Down Map*



# Top-Down Map



*Figure 7. Alaina Kaiser (2022) To the Helm – Spaceship Level – Top-Down Map*



# Top-Down Map

Rooms and  
Paths

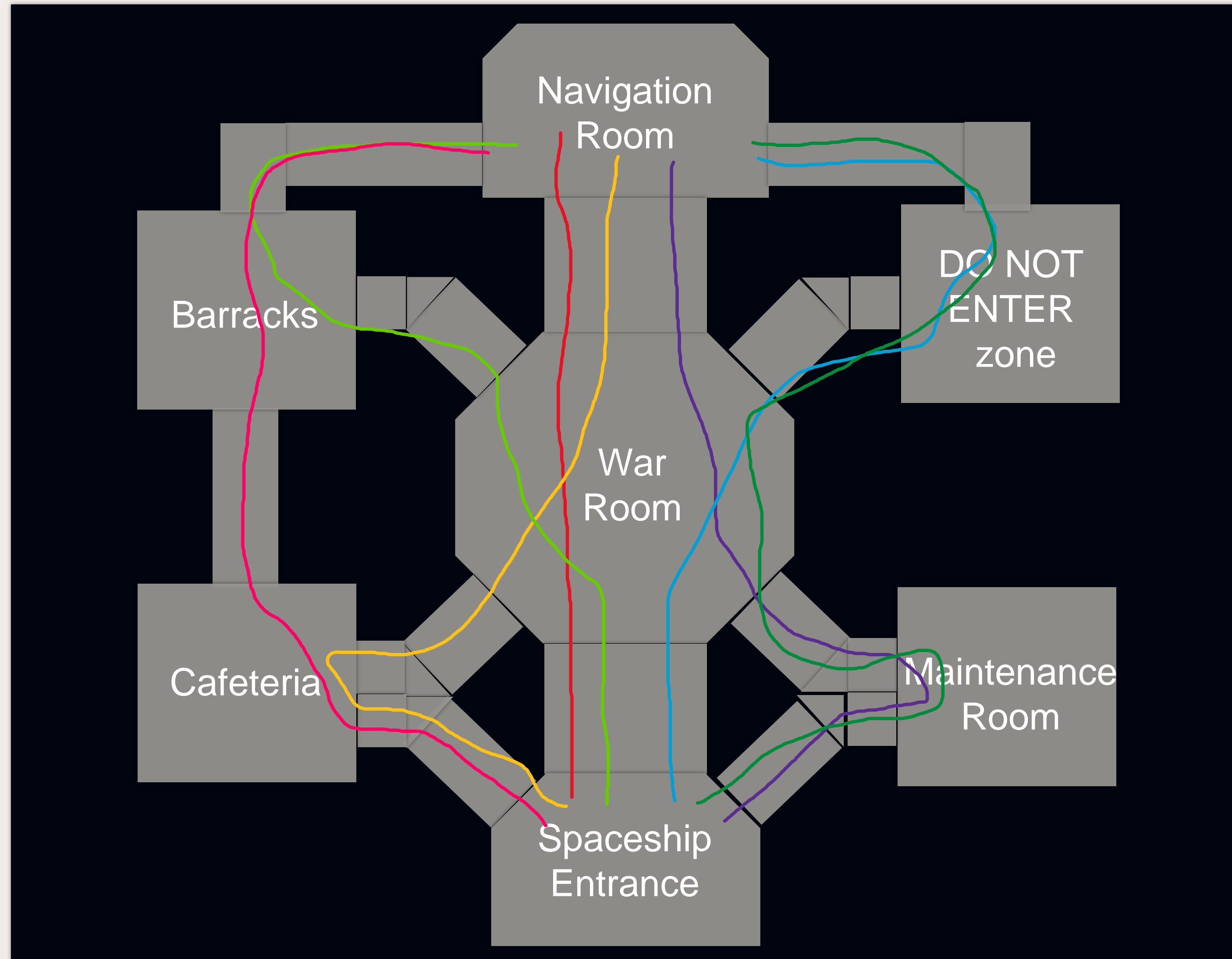
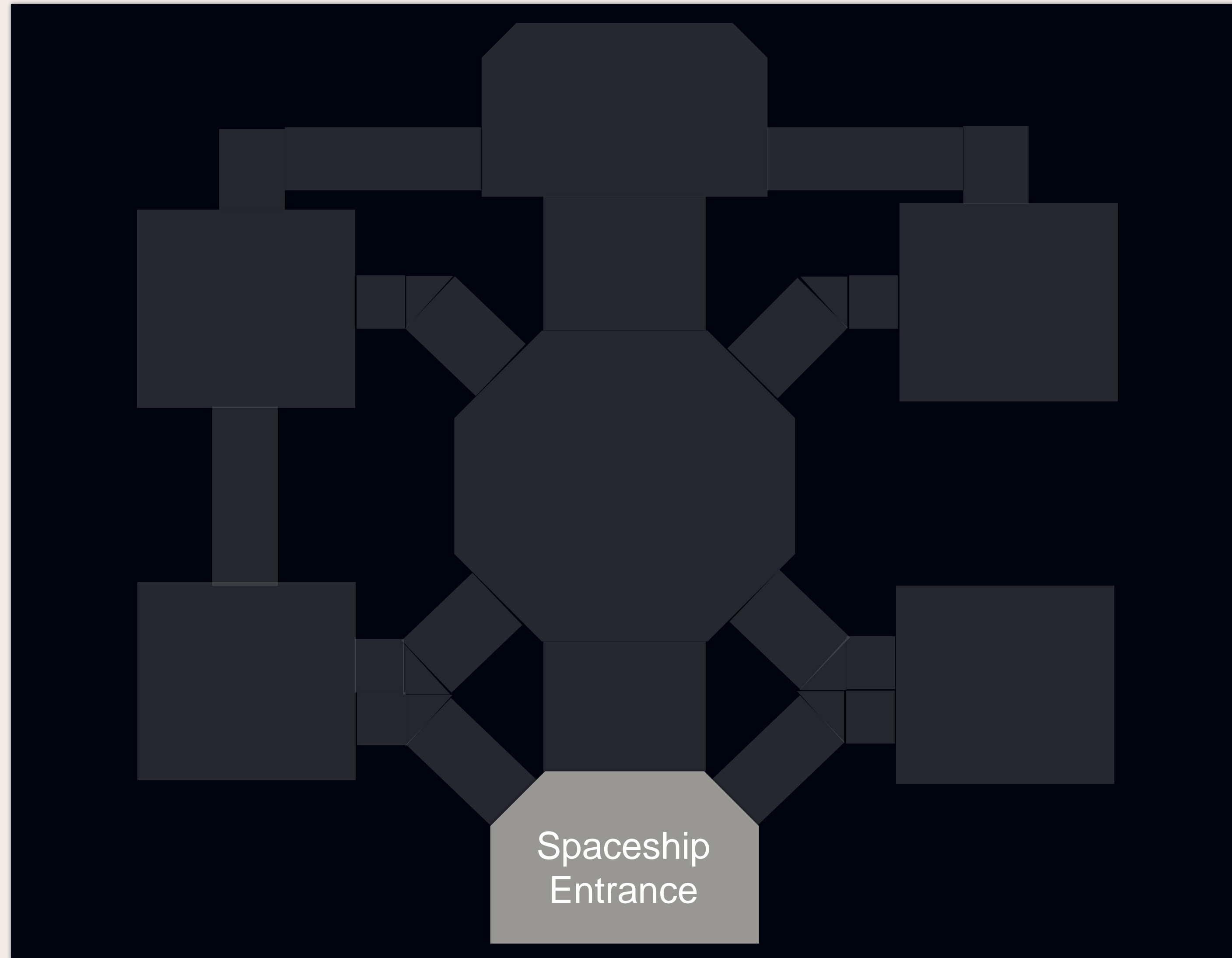


Figure 8. Alaina Kaiser (2022) *To the Helm – Spaceship Level – Top-Down Map*



# Top-Down Map

Elevation - 1



*Figure 9. Alaina Kaiser (2022) To the Helm – Spaceship Level – Top-Down Map*



# Top-Down Map

Elevation - 2

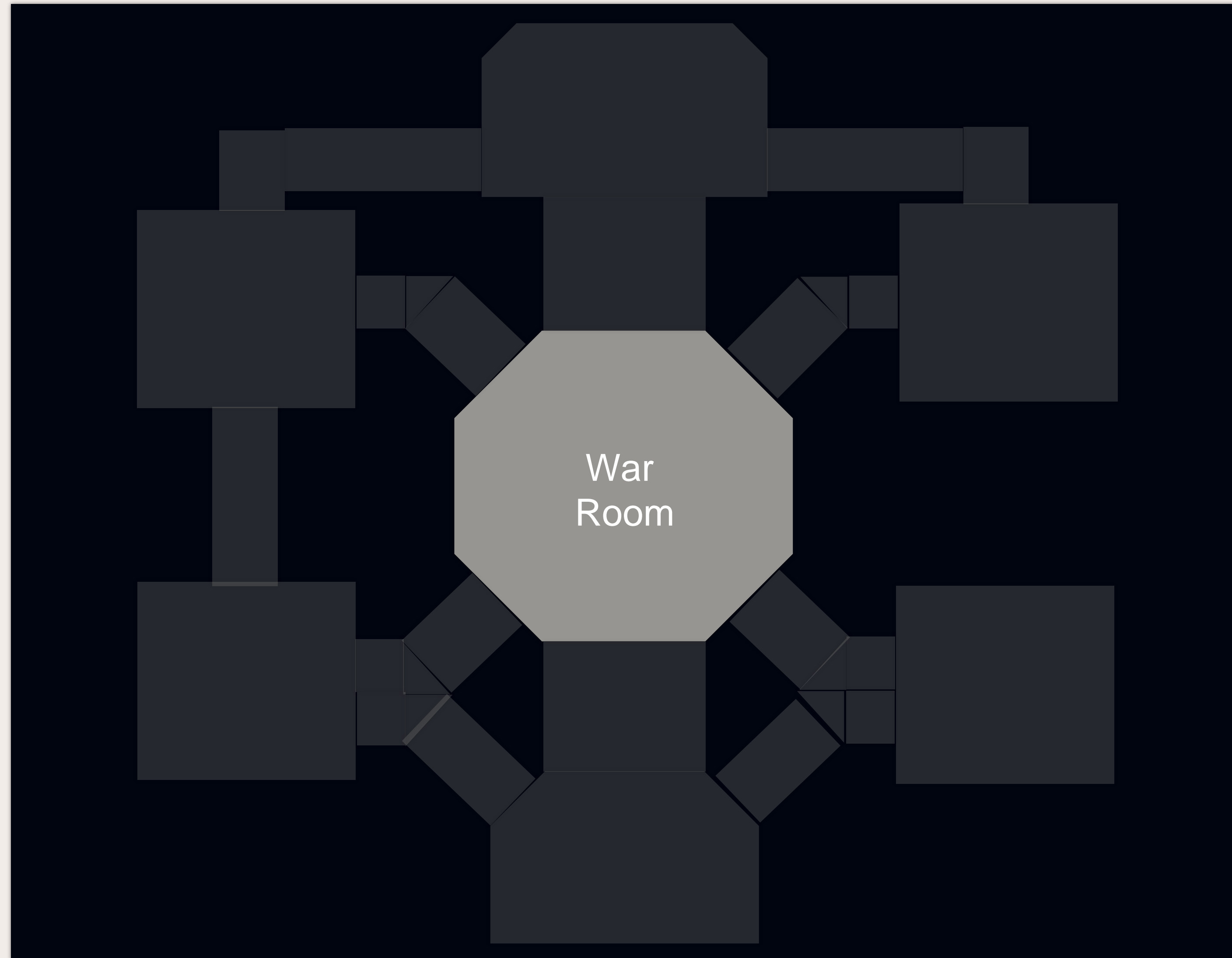
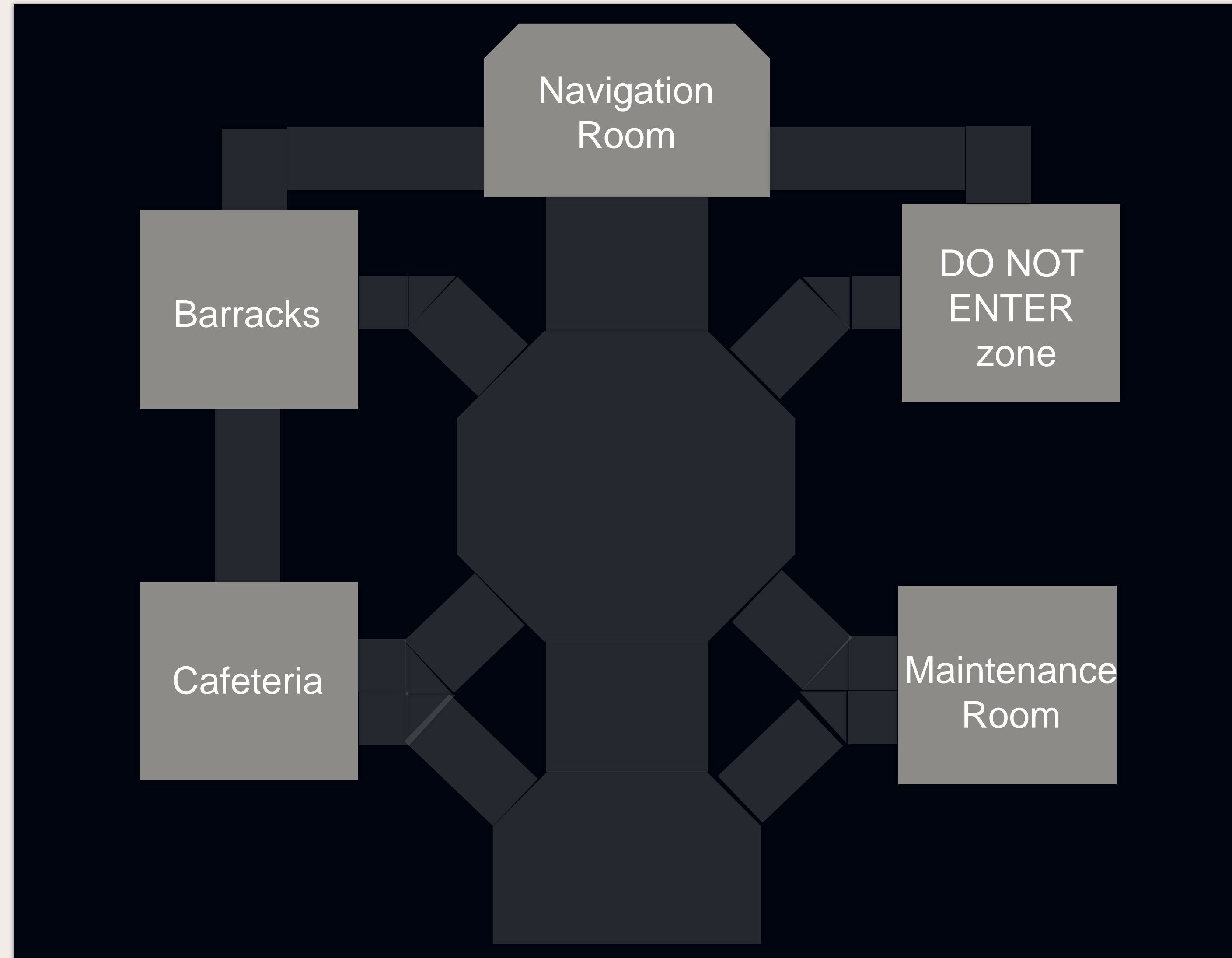


Figure 10. Alaina Kaiser (2022) *To the Helm – Spaceship Level – Top-Down Map*

# Top-Down Map



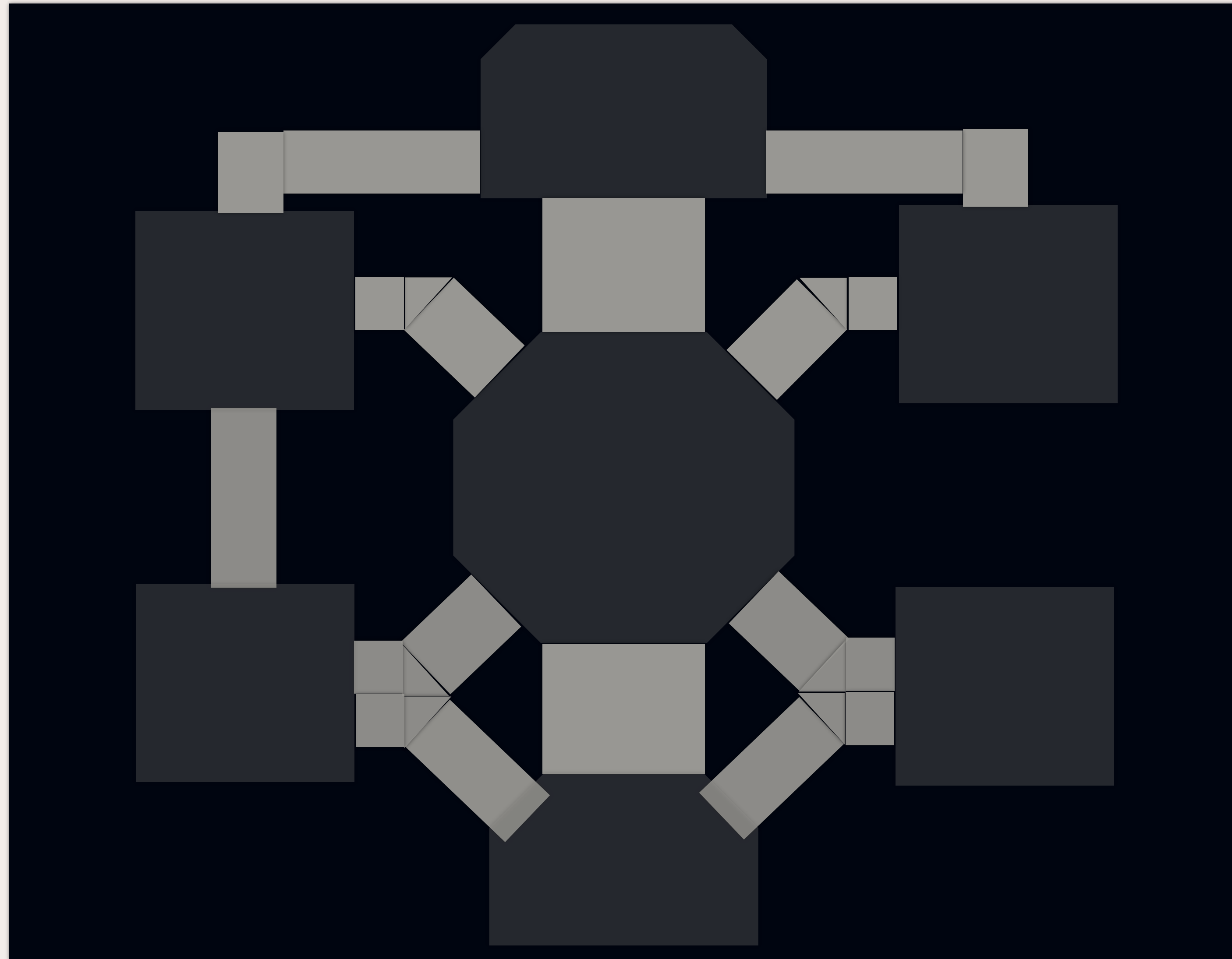
Elevation - 3

*Figure 11. Alaina Kaiser (2022) To the Helm – Spaceship Level – Top-Down Map*



# Top-Down Map

Stairs  
and  
Hallways



*Figure 12. Alaina Kaiser (2022) To the Helm – Spaceship Level – Top-Down Map*

# Top-Down Map: Paths & Objectives

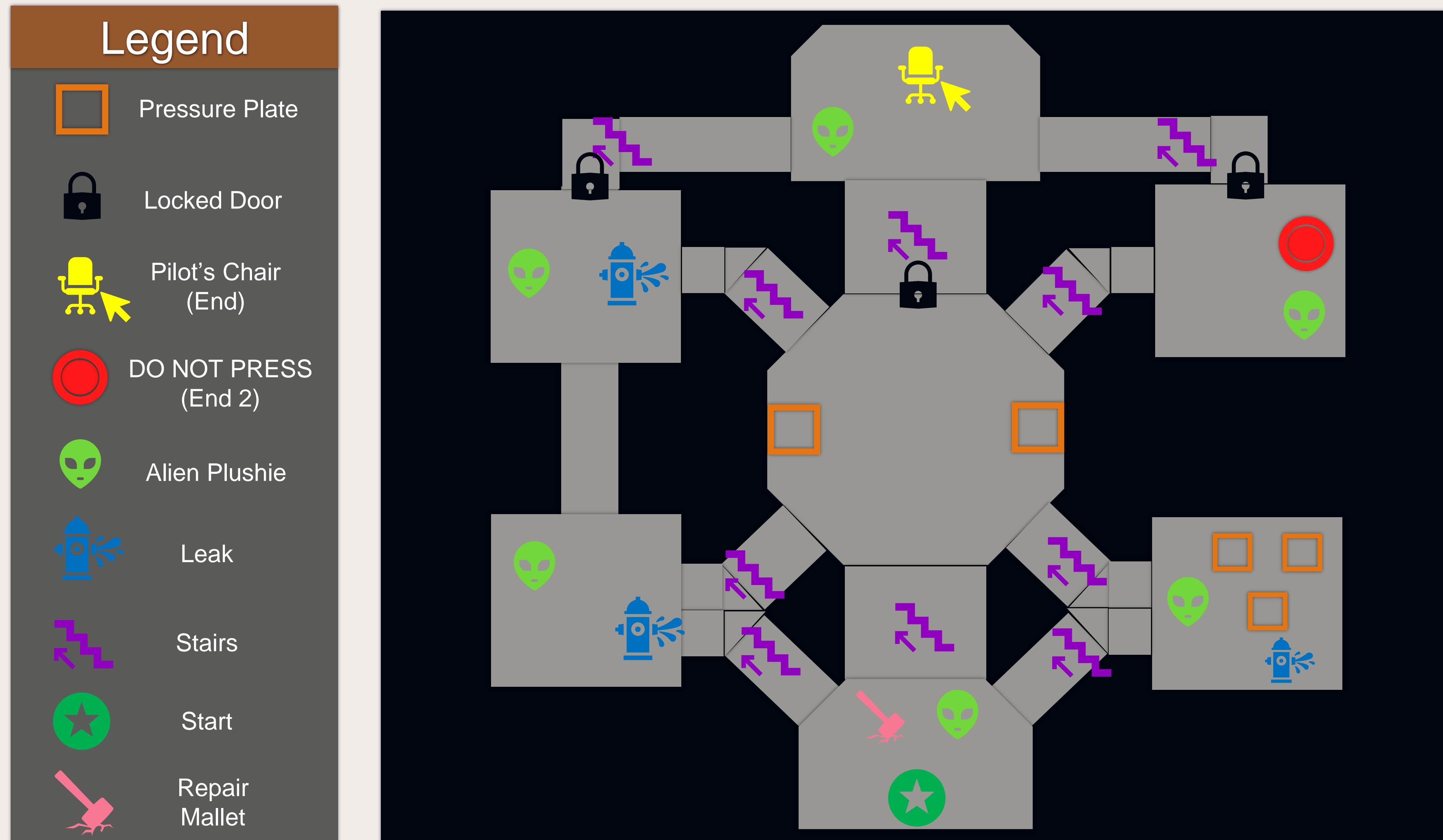
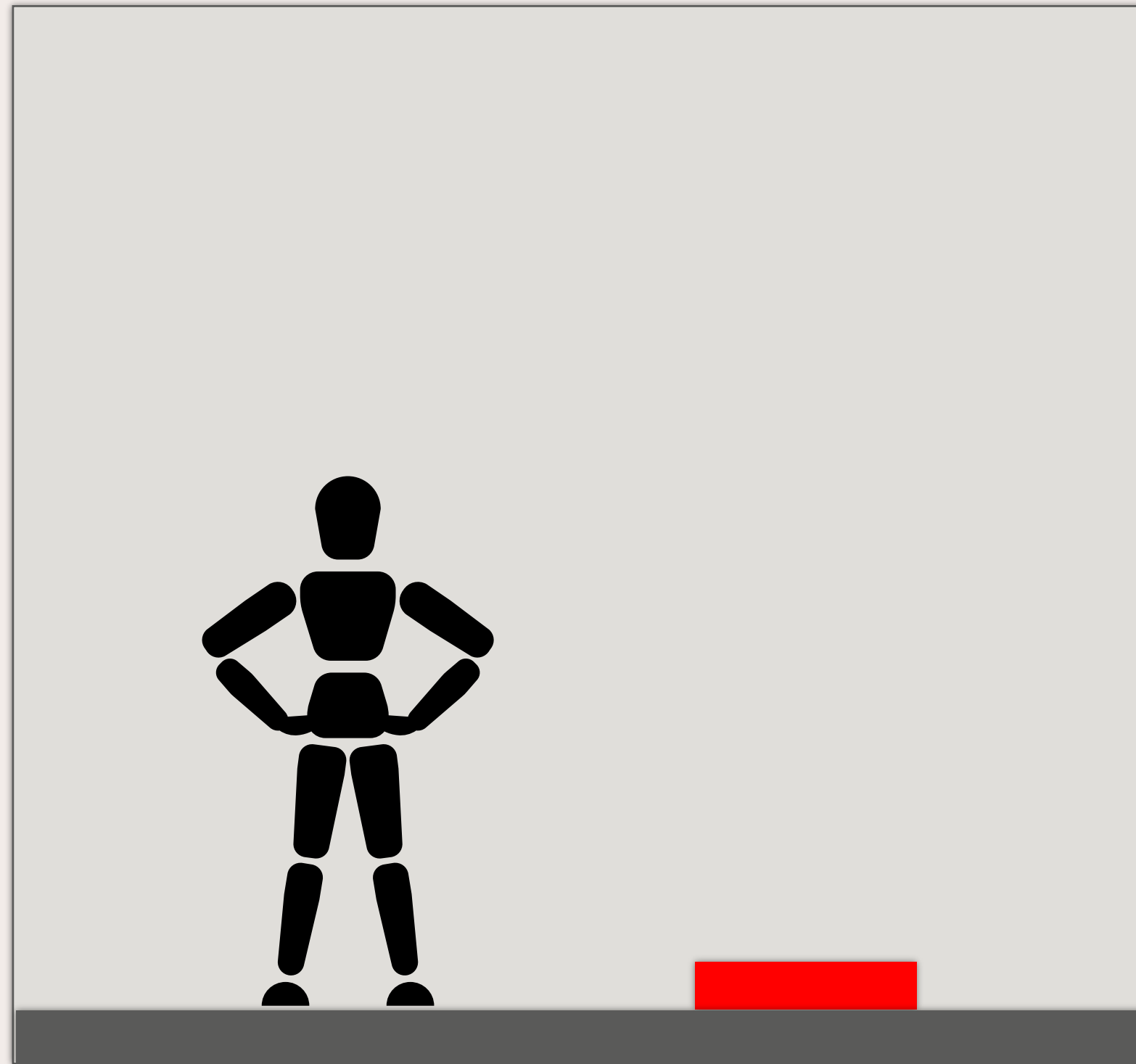


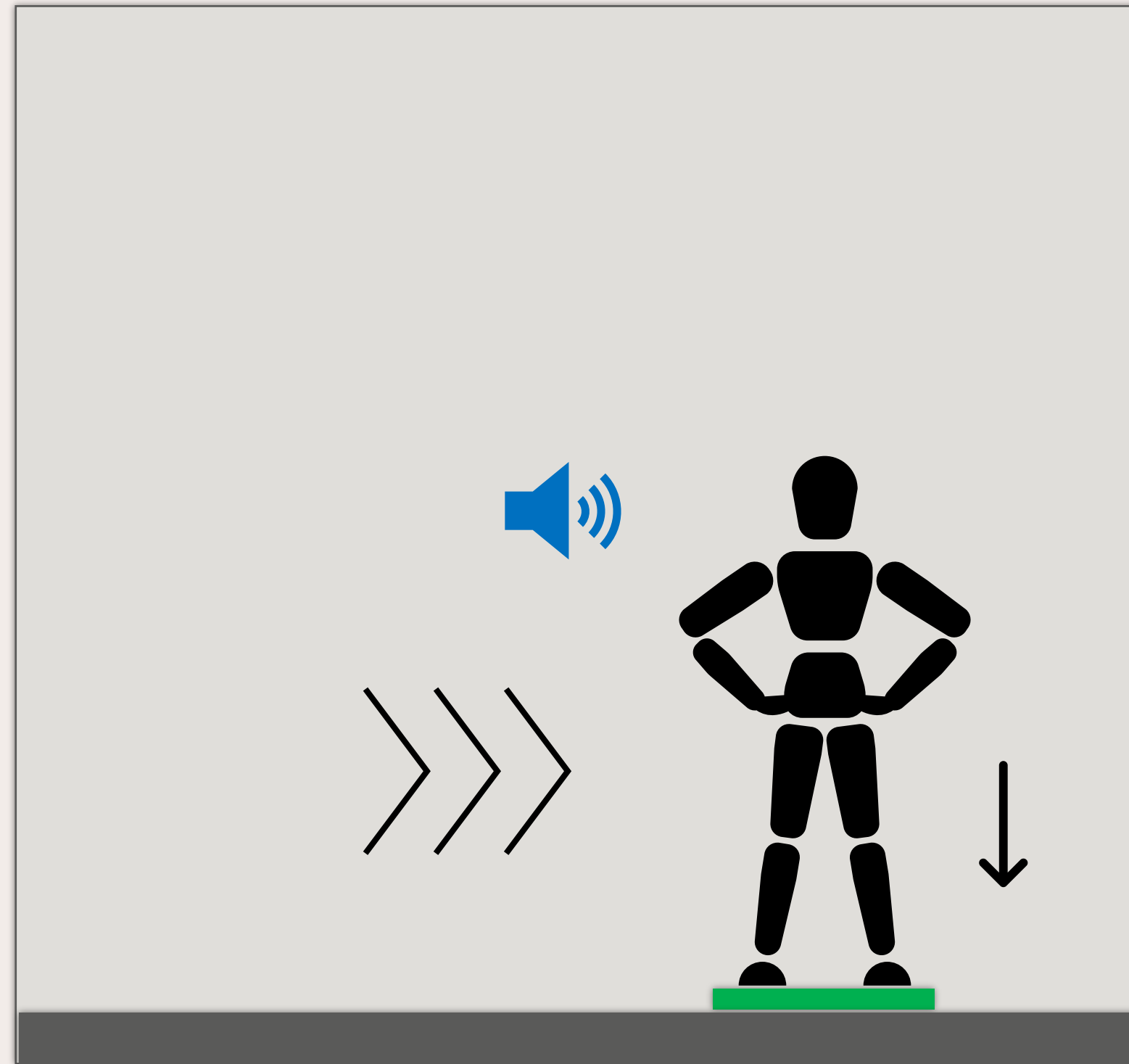
Figure 13. Alaina Kaiser (2022) *To the Helm – Spaceship Level – Top-Down Map: Paths & Objectives*



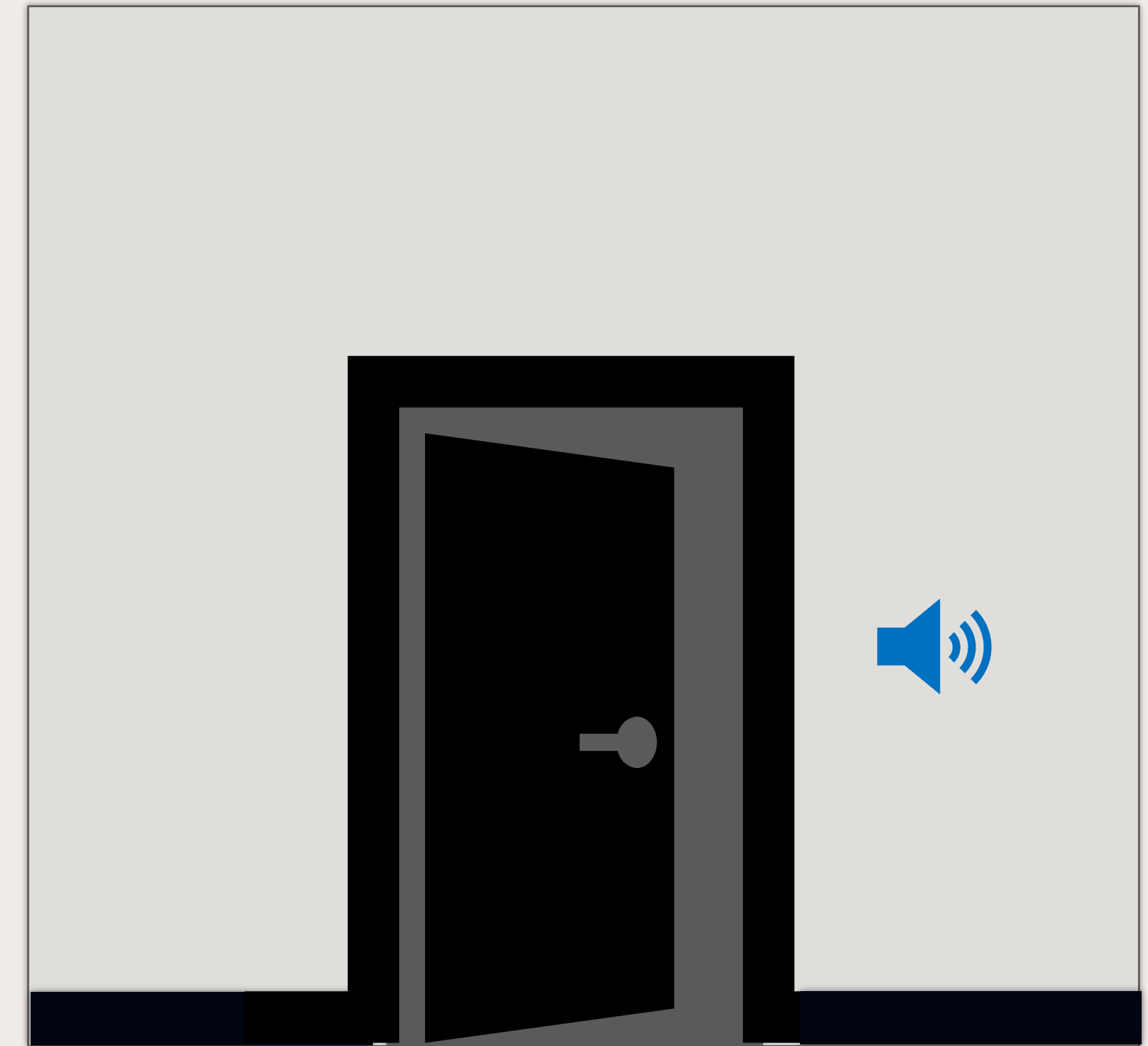
# Custom Mechanic 1: Pressure Plate



*Figure 14. Alaina Kaiser (2022). Pressure plates start in the up position with a redlight visual indicator*

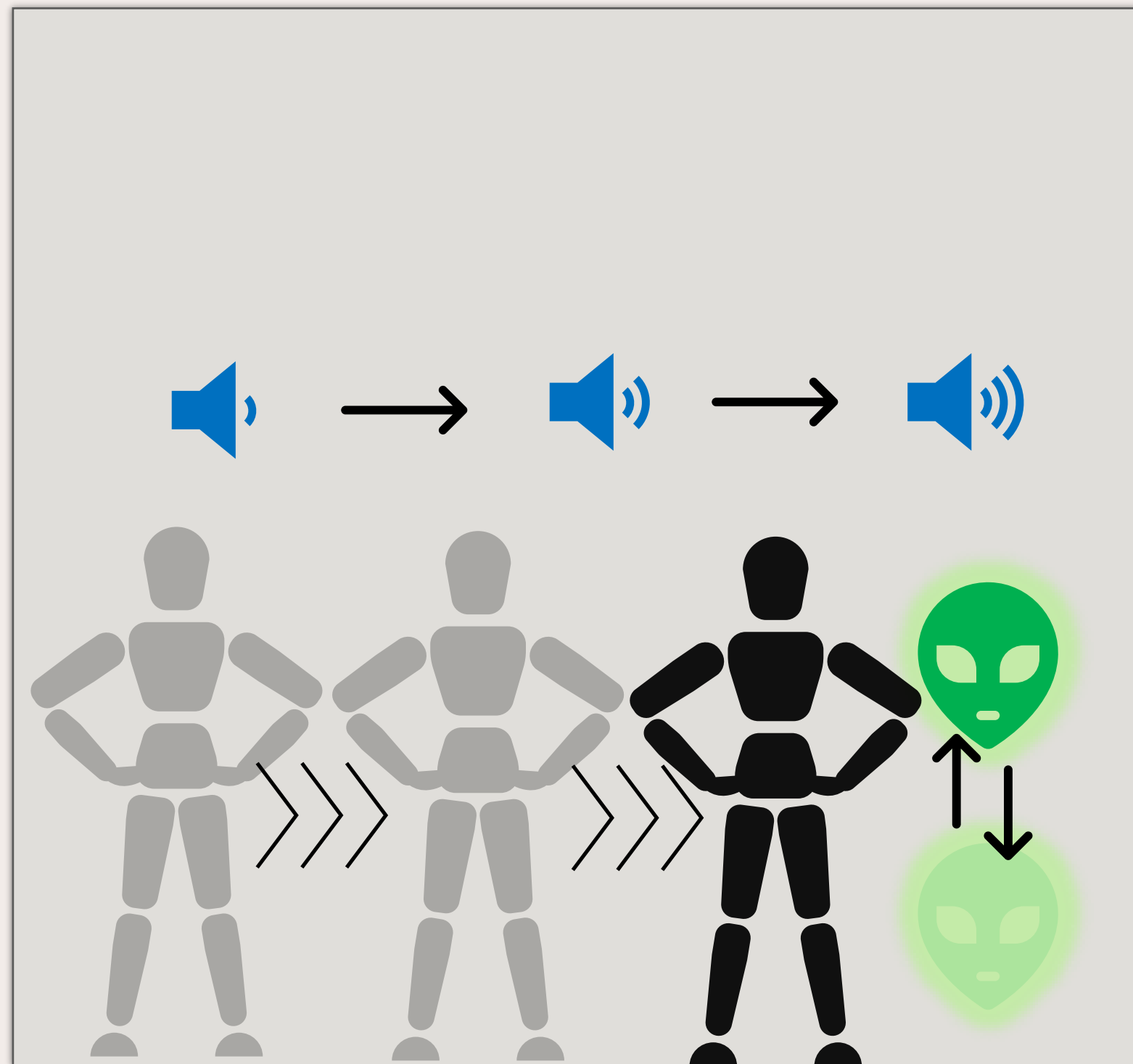


*Figure 15. Alaina Kaiser (2022). When the player steps onto the pressure plate, the plate sinks down (down position) into the ground, the redlight changes from red to green, and a sound cue plays*

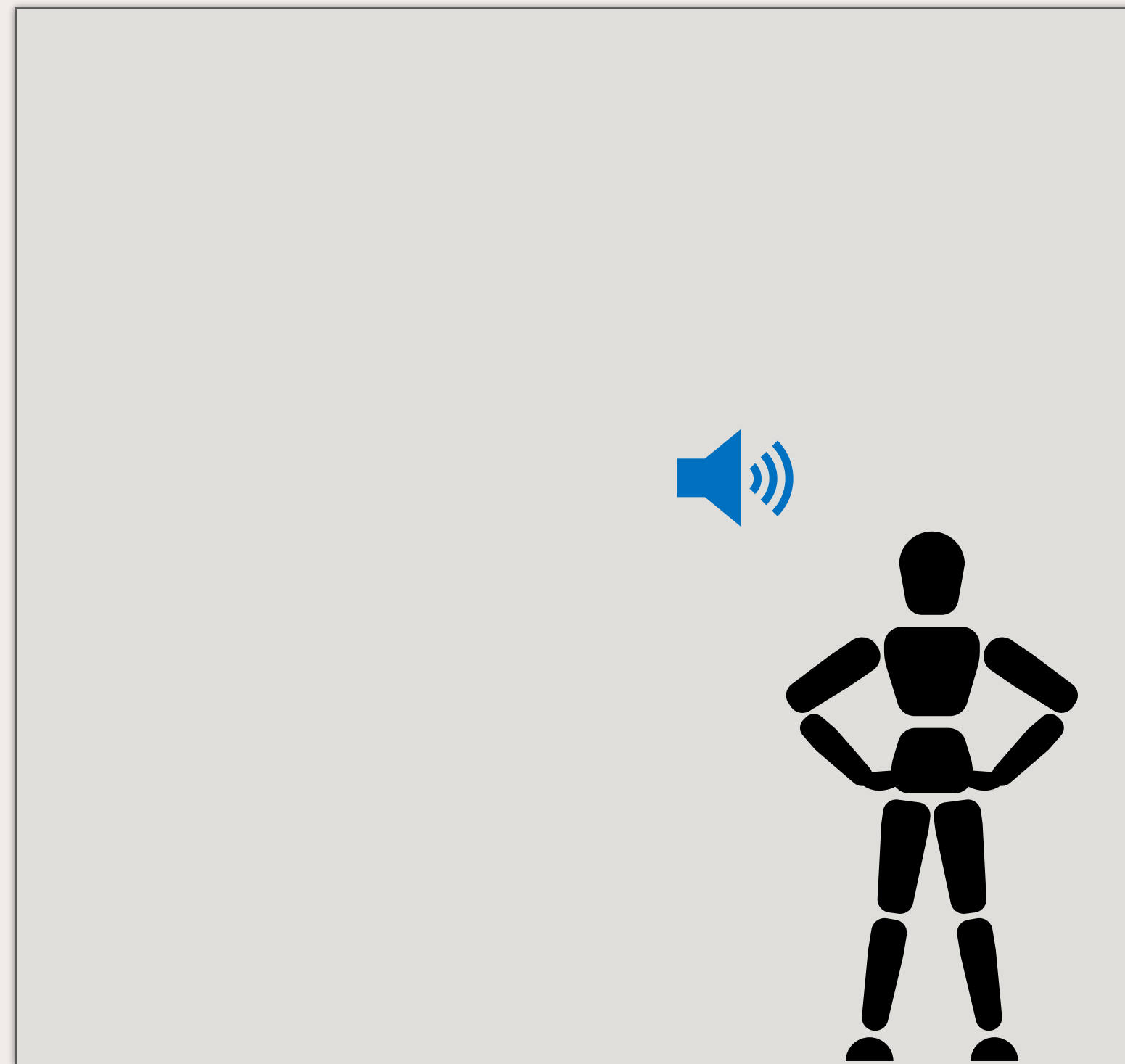


*Figure 16. Alaina Kaiser (2022). A sequence plays showing locked doors that open when the correct pressure plates are in the down position (sound included)*

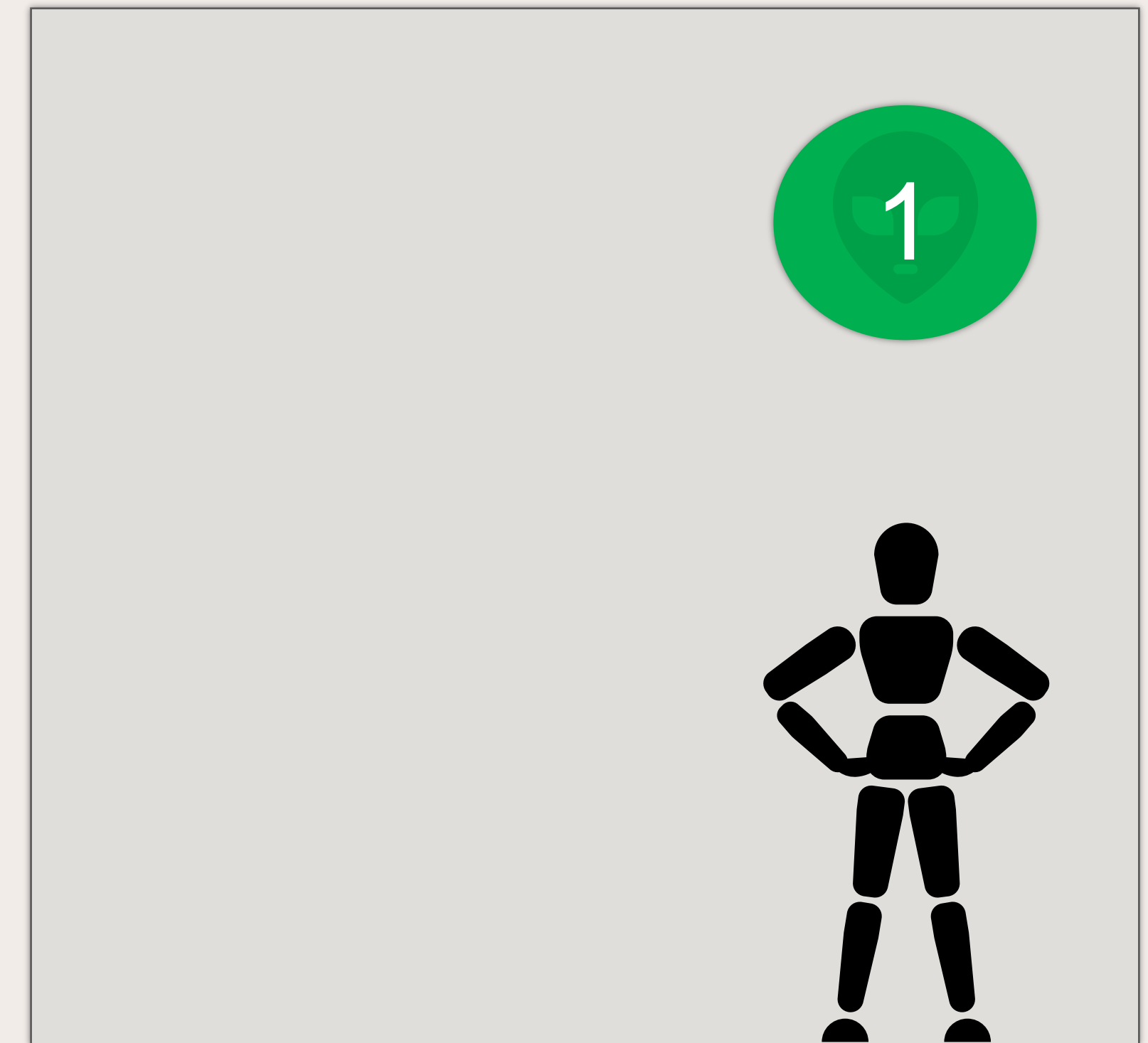
# Custom Mechanic 2: Alien Plushies



*Figure 17. Alaina Kaiser (2022). Alien plushies can be found with sound attenuation, a glowing light effect, and the plushie bobbing up-and-down*



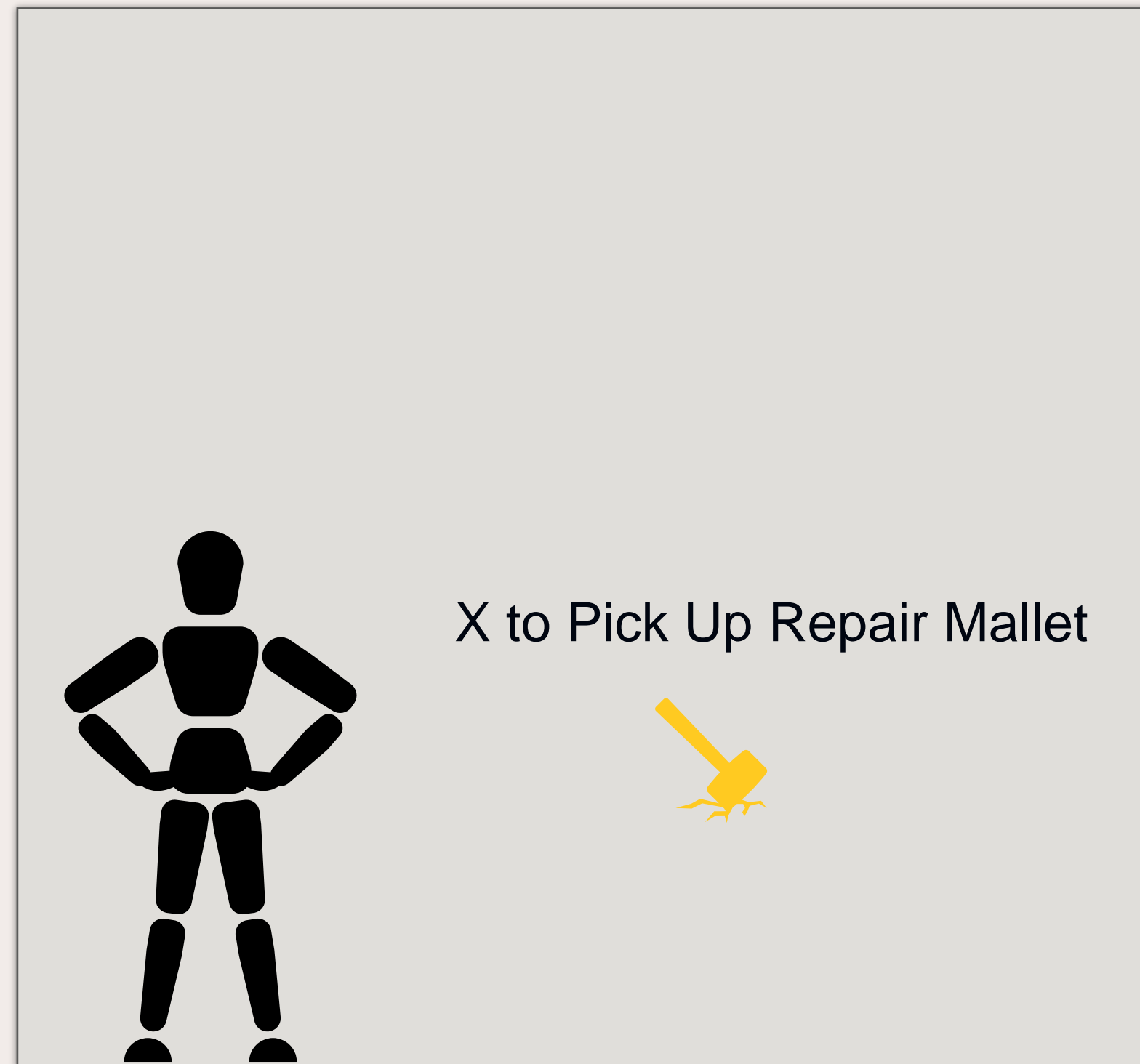
*Figure 18. Alaina Kaiser (2022). The player walks through the alien plushie to collect it. The plushie disappears with a sound cue.*



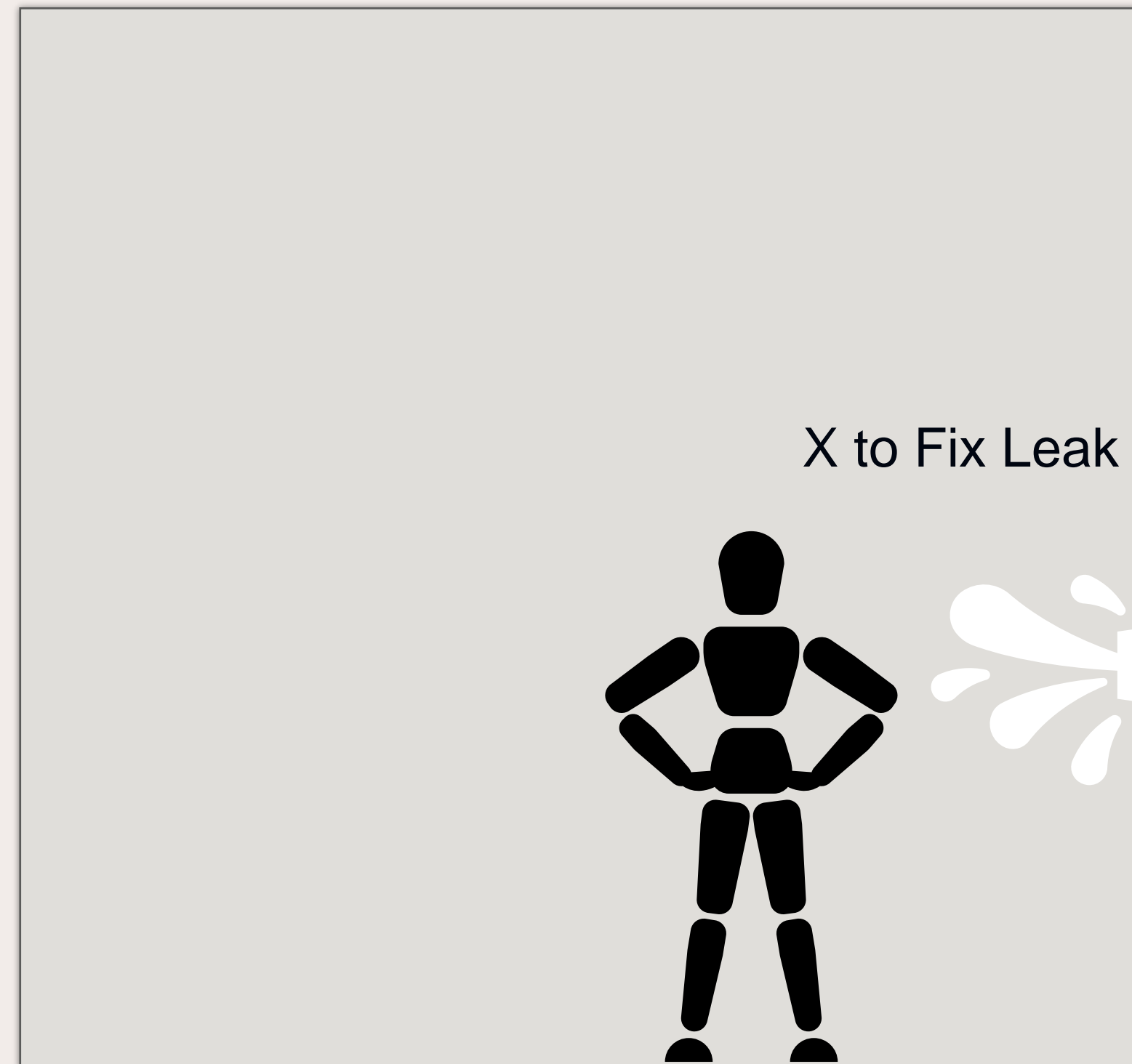
*Figure 19. Alaina Kaiser (2022). The Alien Plushies counter is updated on the player's HUD to reflect the amount of plushies the player collects*



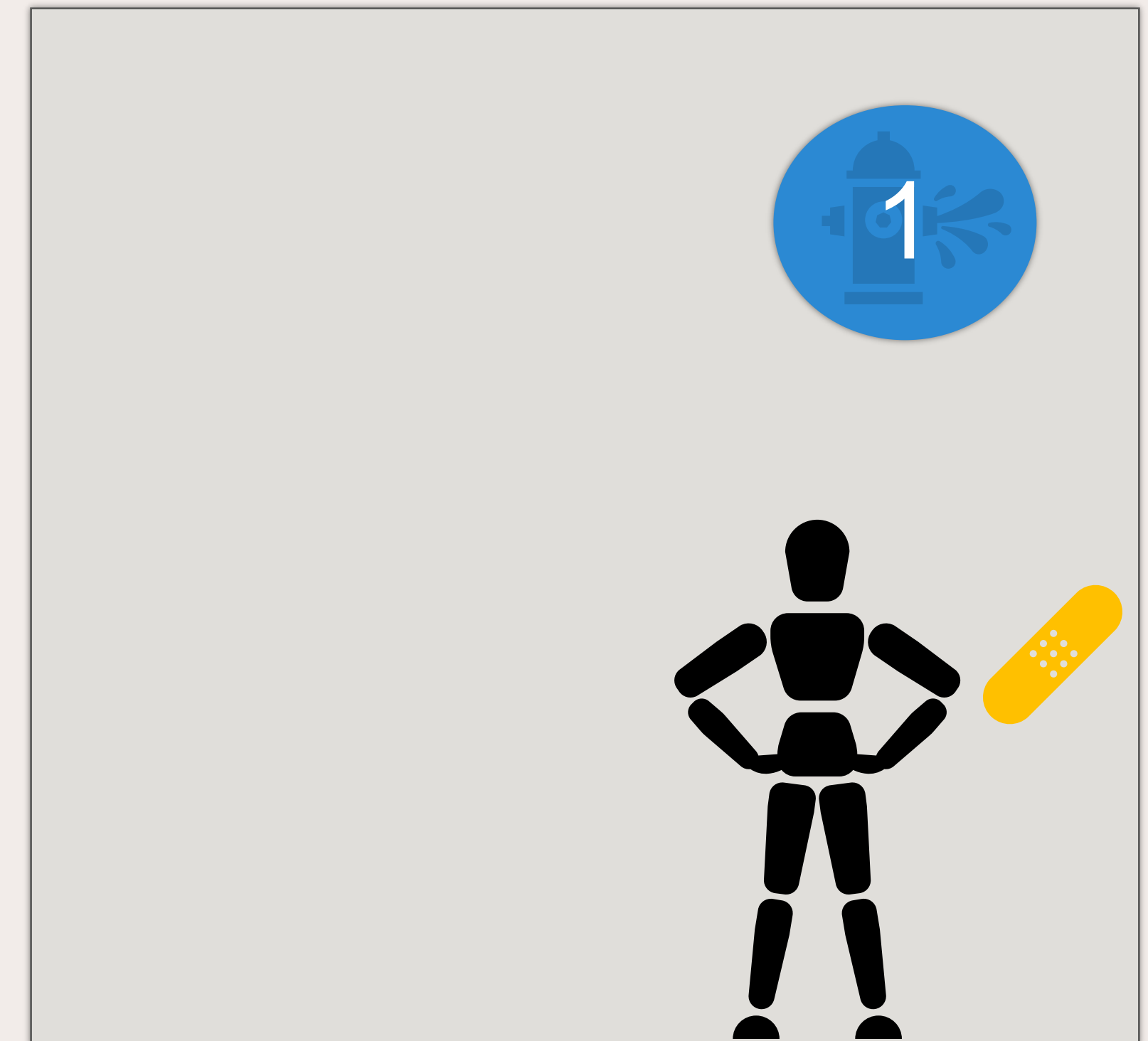
# Custom Mechanic 3: Leaks



*Figure 20. Alaina Kaiser (2022). The player picks up the repair mallet*



*Figure 21. Alaina Kaiser (2022). The player finds and interacts with leaks via a prompt and a sound cue plays.*



*Figure 22. Alaina Kaiser (2022). The Leaks Fixed counter is updated on the player's HUD to reflect the number of leaks the player fixes*

# Custom Mechanic 4: DO NOT PRESS button

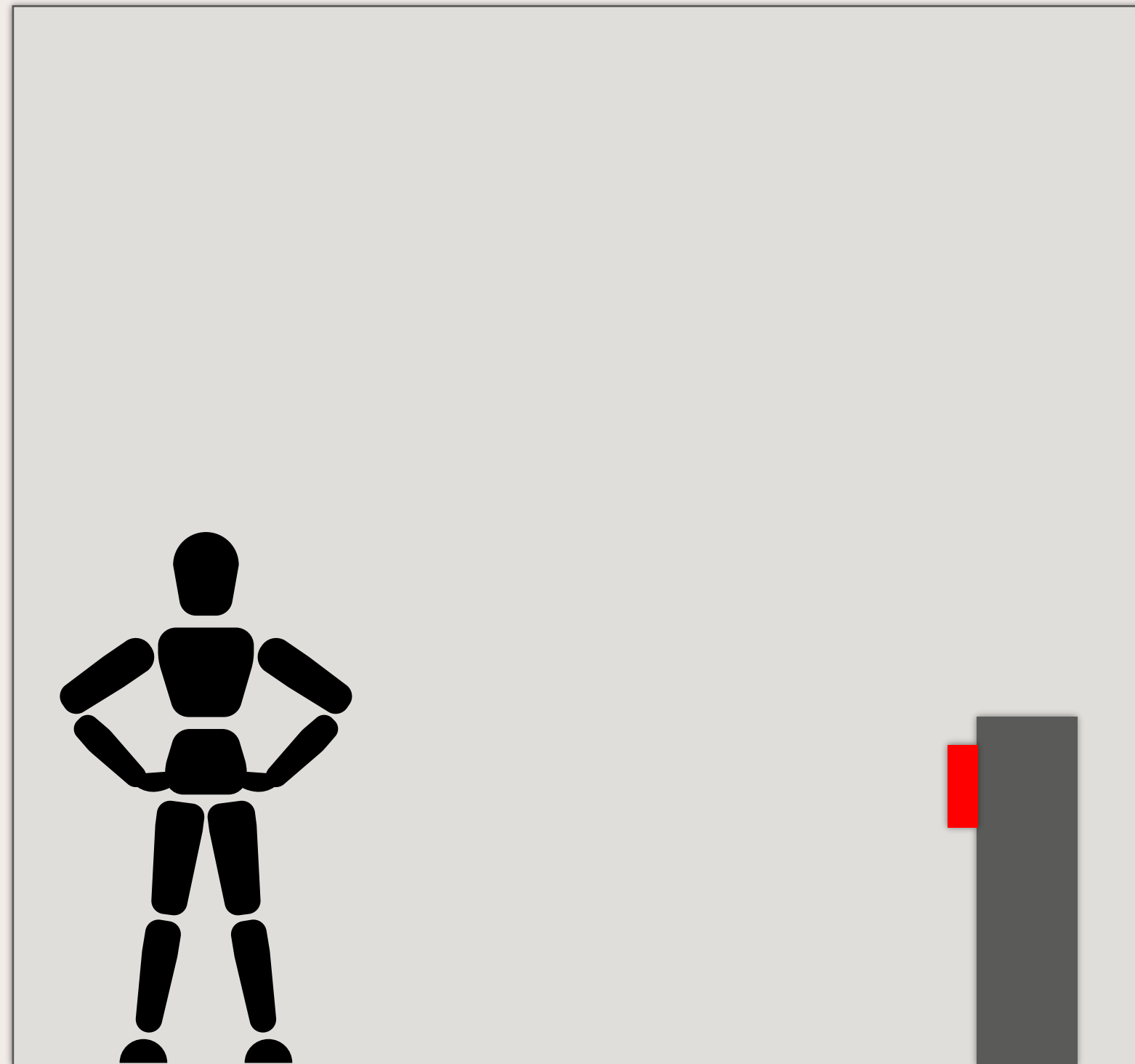


Figure 23. Alaina Kaiser (2022). The player spots the DO NOT PRESS button after entering the DO NOT ENTER zone. The button starts in the up position.

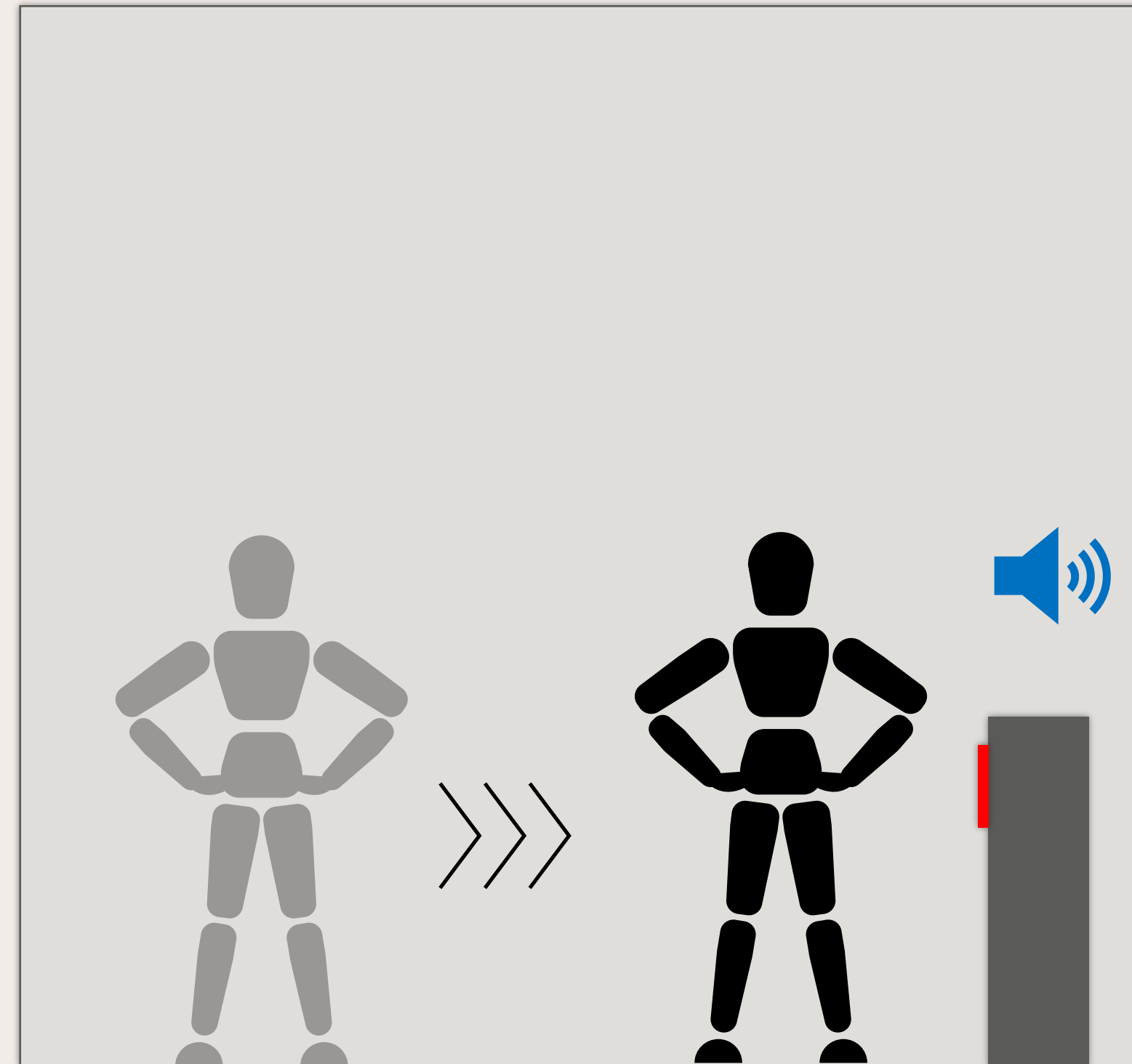


Figure 24. Alaina Kaiser (2022). The player interacts with the button with a sound cue. It goes into the down position.

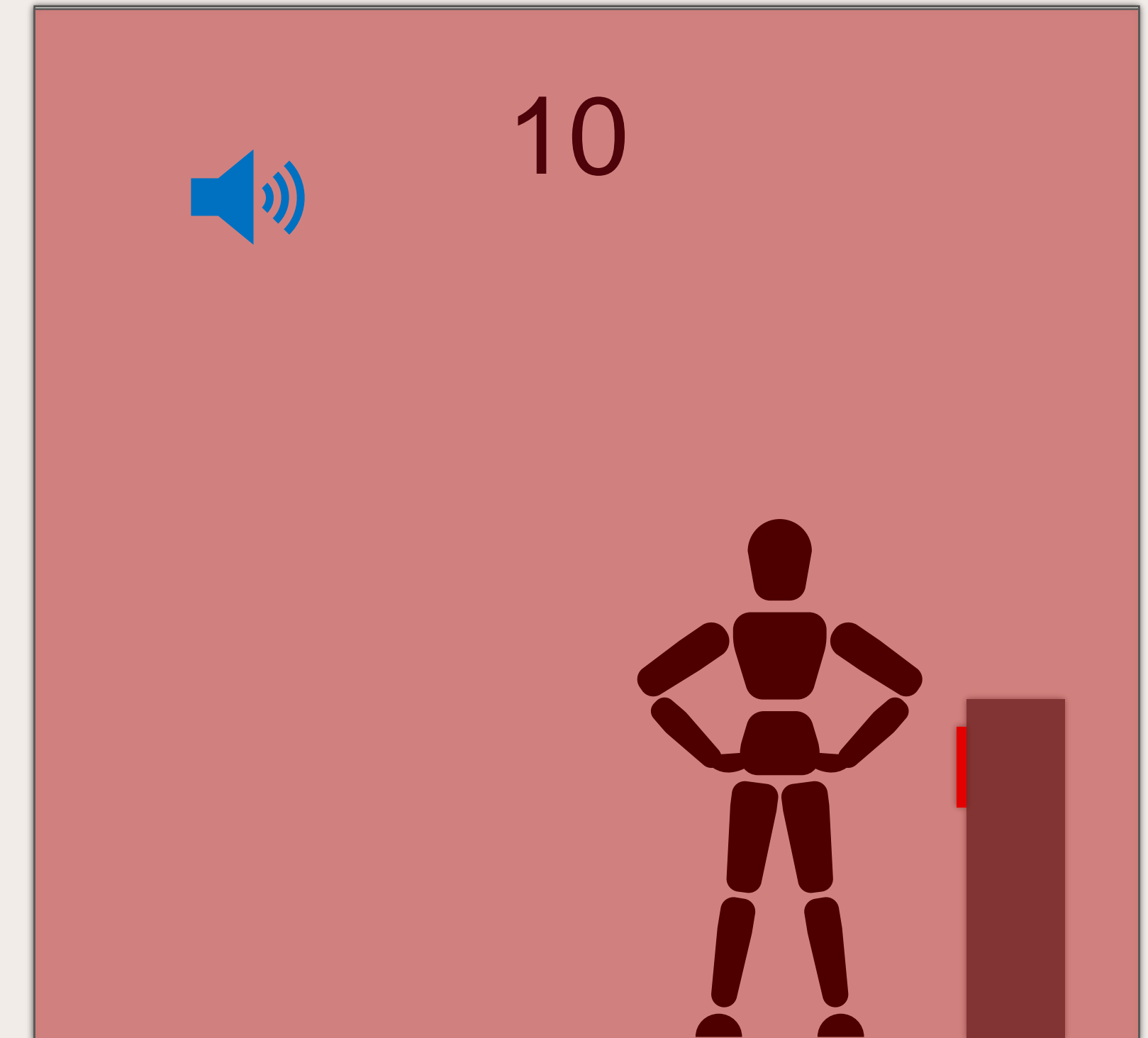


Figure 25. Alaina Kaiser (2022). A timer displays on the player's HUD. The lights within the ship flash red with alarm sounds playing loudly. The player must make it to the pilot's chair before the timer is up or it will result in a game over



# References

Calviz, D. (2014). SpaceShip Port [JPG]. DeviantArt.

<https://www.deviantart.com/deivcalviz/art/Spaceship-Port-503768283>

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