# Sanctuary

At the end of the first level hero acquires an artifact/power source that Sophon can use to create the sanctuary. The sanctuary is a self-contained universe, the size of a house, that sophon can access and transport hero to at any time. It’s a safe haven for hero where inventory and the machine can be kept, built, armour can be fashioned here skills learned or allocated etc.

## The machine

### Whats the machine?

The Dimension Bubble Machine (DBM) is the machine that hero and Sophon need to create to return home to the 4th dimension. It’s the ultimate goal of the game. Once the machine is built hero can return and the game ends.

The machine needs to be made in the sanctuary dimension, a safe and secure place.

### How many parts?

The head, the mixer, the air generator, power supply, the bubble mix.

### Stages of completion

To make things interesting for the hero, the abilities of the machine should be made available to the hero in stages. As the machine is built the hero will be able to use the machine, via sophon, in a limited fashion.

* 3rd dimension transportation. The hero is able to move between 2d and 3d via an existing temporal rift. Sophon cannot perform this alone because of the power requirements but can make use of existing rifts to transport from 2D to 3D. In later levels Sophon will gain the ability to do the shift at will but it will be in a controlled environment.
* Temporal rift transportation. Sophon is able to transport to any temporal rift from any location. This will be an early stage ability for use with check pointing and to allow hero to move around the map to save travel time
* Limited position transportation. Without a temporal rift, hero can do a sudden position jump, disappear and reappear several metres away. It’ll be a fun movement ability and a requirement for some level advancement.
* Time transportation. This ability will be required to reach certain levels. E.g. the dinosaur level. AWESOME!!!

## Ability learning/allocation

The sanctuary is where the abilities are learned and/or allocated. TBD