

Week 5: Story & Lore



to inspired
naming BIT_TECH

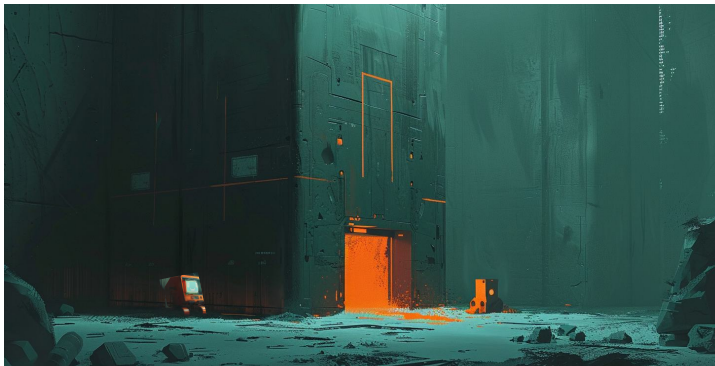


ke up, it looks a
s control



MOMENT_1:

The startup sequence glitches as the camera zooms out reveal a computer monitor with wheels



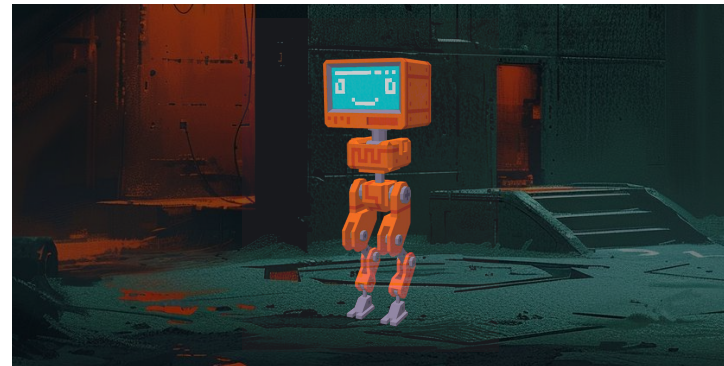
MOMENT_3:

The player maneuvers "BIT_BOT" using stealth and timing to solve a few puzzles to progress.



MOMENT_4:

The player will end up in a room that has a set of BIT_TECH robotic legs



MOMENT_6:

The player regains control, now BIT_BOT has the ability to **jump**, and is **faster**



MOMENT_5:

Upon approaching
grabs BIT_BOT and



MOMENT_7:

With their new ab
areas and new pu