Reasons for Ideas

**School** – I wanted to give the effect to the player that the world the character wanted to escape was piling on top of them and that in similar fashion to the office world the deadlines of homework were piling on top of them.

One of the tasks we could have the player do is simply typing sentences out as if they themselves had homework to do.

In my research of weather that could appear in the game, even through a window, that if it is rainy the person has that feeling of wanting to stay inside or be at home and that they were less likely to socialise with others. I've linked this to one of the sections of the game the player could experience in the boring world in that they could just simply walk home in the rain, as I discovered that walking home in the rain causes frustration.

I have placed the player's chair and desk towards the back with small amount of space around them to give the effect the character is in this cramped situation and far away from the front where being so would help the character.

**Mine** – Me and Ross had an idea for this in that instead of a virtual reality headset the player could return home to, that the player would have to perform the tedious task themselves of having to dig mine away at the tunnel until they find a one use item, a teleporter. This means they'd have to simulate digging as if it was an actual job until they find another teleporter. This will help to make the player want to go back to the alternate universe instead of having to keep digging in the tunnels.

With this idea I thought it could be based in low light/ the darkness of the tunnel. Not completely pitch black but enough so that the player is able to see around. The darkness of the level sets the tone of the mine allowing it to look bare and cold. Which will make the player want to go back to the bright, neon colours of the interesting levels.

**Spaceship** – This level was based on the character being captured making them a sort of "lab rat" for the extra-terrestrial beings. In this I have created a type of prison inside of the room in which the player will have to go back to once they are told they are done in the other world.

I decided to give them a small prison room as with my research I discovered that being imprisoned, the prisoners experienced several emotions such as denial, anger, bargaining, depression, acceptance. This is known as the five stages of incarceration, denial would be a tricky one to make the player experience however, the other emotions are fairly easily implemented.

In this room I have placed an object, a ball, which the player could use as a meaningless task to pass the time until it is their time to go back. With the ball we could also implement the ball to be like the shooting mechanic and aim with the mouse in order to bounce it back to ourselves.

I have also placed an alien sleeping chamber besides this prison in order to show the player that they are not in an ordinary environment, to do so I have also used the small window inside the room to which shows the planet that we have left is Earth and that the character will show very little chance of return.