Red Reality

Game Draft Manual

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Introduction

Welcome to Red Reality, a top down 2D horror(!) puzzle game. In this game, you are trapped in an alternate reality where it's devoid of everything except for you, the machine and som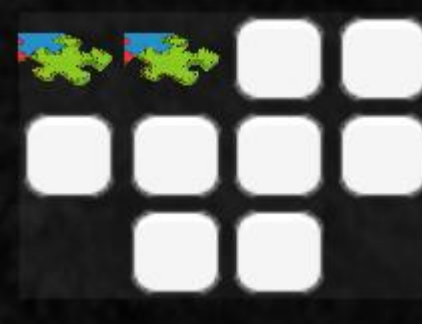e mysterious log entries. These log entries tell you the story of a missing scientist called Dr. Robert Scranton, who accidently got trapped in this reality. You need to read the log entries to find hints that will allow you solve the numerical puzzle embedded within the machine. Upon solving all the puzzles correctly, you may (or may not!) escape this reality.

Features

The player character has standard movement system that allows you to navigate the area and collect items such as stamina and log entries. After collecting the logs, the player can go to their inventory and view the logs written by the missing Robert Scranton. These logs have hidden clue to solving the puzzle. Upon solving the puzzle, the red zone in the map will expand. However, solving it incorrectly will shrink the red zone.

Player Interaction and Outcomes

Item name	Image	Interaction	Outcome
Stamina bar		NA	Shows the stamina of the character
Log entries		Press 'E' on keyboard when close to it	Adds to the inventory
Stamina potion		Collision with the player	Boosts the stamina of the player
Keypad		Press 'k' on the keyboard to pop up or pop out the keypad	Interaction with the machine
Inventory		Press 'i' on the keyboard to pop up or pop out the inventory	Interaction with the inventory
Logs in the inventory		Mouse click on the individual logs	Opens up the log for that puzzle

Win Conditions

The following are the correct answers for each of the log entries:

Puzzle_01: no answer required since it's a not puzzle

Puzzle_02: 50

Puzzle_03: 4

Puzzle_04: no answer required since it's a not puzzle

Puzzle_05: 400

Puzzle_06: 8

Puzzle_07: 8

Puzzle_08: 815

Limitations

There are currently no threat agents for the player that will challenge them in the game. Furthermore, log entries stored in the inventory are not dynamically allocated and referenced with the log entries collected from the playable area. An implementation of predator mechanics and dynamic allocation of log entries is ongoing and will be added to a future build of the game.

Future implementations

-Adding a main menu

-Adding the function to pause the game

-Improving the UI of all elements of the game

-Improving the quality of assets used to build the game

-Adding a predator mechanics