Technical TeL3Metry

by Eggy Interactive

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Summary:

"L3M, a robot, was invented. To test his powers and abilities, L3M was brought to a mysterious room. Then, he started his adventure alone…"

Technical TeL3Metry is a puzzle platform game where the player is acting as a robot, L3M, who is trying to escape from a mysterious two-dimensional space where has a machine world and a digital world.

With his unique features (or abilities), L3M can record his movement and duplicate himself, and flip from the machine world to the digital world back and forth. With the duplication power, the robot is able to record each step he moves, walks, jumps, or falls. In addition, he can create one duplication of himself to repeat these movements after he finishes recording. However, he can only have one duplication each time, which means every time he starts creating a new duplication, his previous duplication disappears automatically. The robot needs to think about how he wants the duplication / the shadow to move or act before hand so that it can help him to travel through the levels. Note: L3M may use this power to let his duplication / shadow to do something for him; in this way, L3M is able to do something else to finish the tasks.

Another super power that L3M has is space flipping; it is also very helpful to complete the levels. With this power, the robot can travel from a machine world to a digital world back and forth through the scene. In the process of space switching, the gravity of the robot also flips, which means the direction of the gravity is downward when he is in the machine world while it is upward when he is in the digital world. Note: L3M may use this power to avoid the walls, holes, and other obstacles in the levels.

In addition, doors (not the exit door) that are hidden in the platforms are interesting features in this game. By pressing the buttons, you can open the doors; once you leave the button, the doors will close by themselves. (Note: The colors of buttons match the colors of doors; press blue buttons to control doors in blue, and press green buttons to control doors in green.) The player needs to figure out some methods to open and close doors properly in each level to go through the scene.

Brief Description of how to play the game:

Walking left and right, jumping onto the platforms, falling from the platforms, and standing on the platforms are the four basic movements of the robot, L3M. You may use the two main mechanics: recording & duplication and space flipping separately or together properly to solve puzzles by avoiding walls, holes, and some other obstacles, and letting the duplication help you finish some tasks that you are not able to finish when you need to do another at the same time. Open the doors in different colors by standing on the buttons that match the colors.

Description of how the player wins and loses the game:

Similar to most of puzzle platform games, the player needs to solve puzzles to pass through the levels in this game. In each of levels, the player who acts as L3M, the robot, needs to figure out ways to get to the exit doors. The player won't die/lose in the game; he/she will have millions of chances to solve puzzles. The player wins once he/she passes through the scene in each level and escapes from the room (finish the test) successfully in the end.

Description of the goal to the game:

The goal of this game for players is to use two unique powers that L3M have separately or together properly to solve all the puzzles in each level in order to finish the test and escape from this room in the end.

Description of the controls used in the game:

The player will need a keyboard to play this game.

<D> Press and Hold D to record the steps you would like to let the duplication to repeat.

Release this key to create the duplication that will repeat the movements you recorded.

<F> Press F to flip the robot from the machine world to the digital world or from the digital world to the machine world.

<Arrow Keys> <Left> Walk towards left.

<Right> Walk towards right.

<Space> Jump.

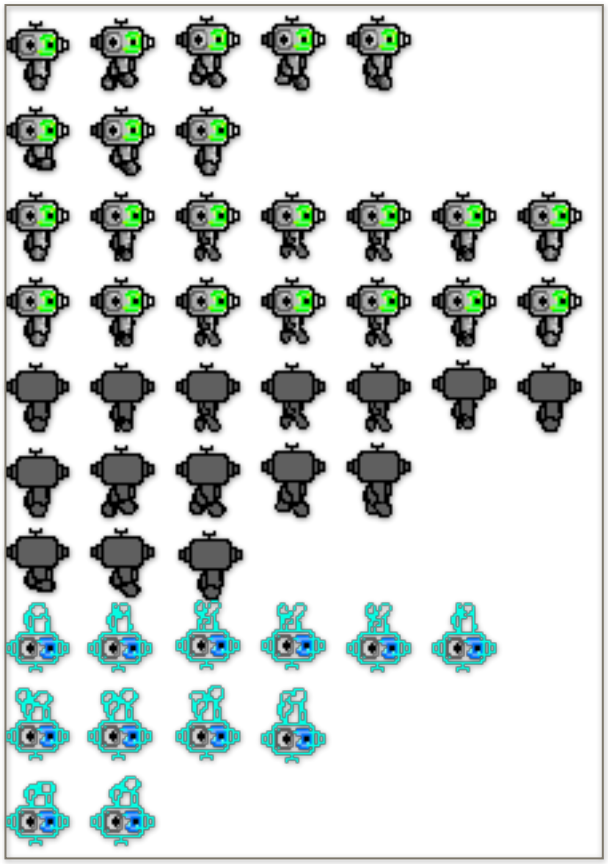
<R> Press R to restart the current level if needed. (Ex. GET STUCK??)

<S> Press S to return to the Menu System.

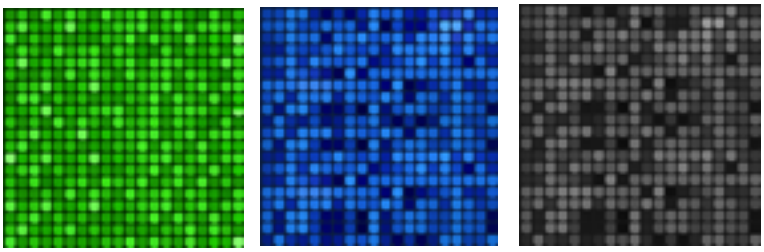
Inclusion of screenshots and artwork from the game:

Character: L3M

Character sprite sheet:



Tiles:



Objects:

Doors:

Exit Door:

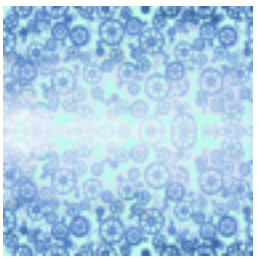
Buttons:

Hints:

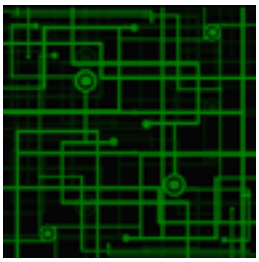
Title:

Backgrounds:

Machine World:

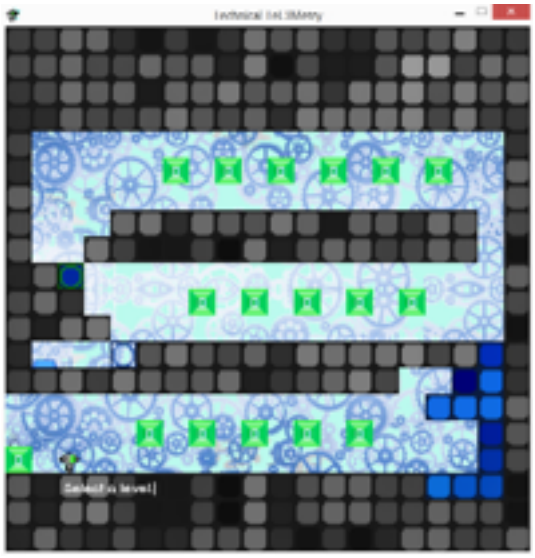


Digital World:

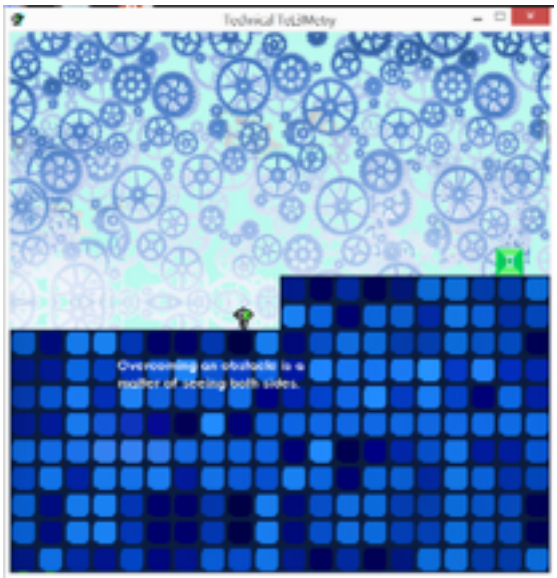


Icon:

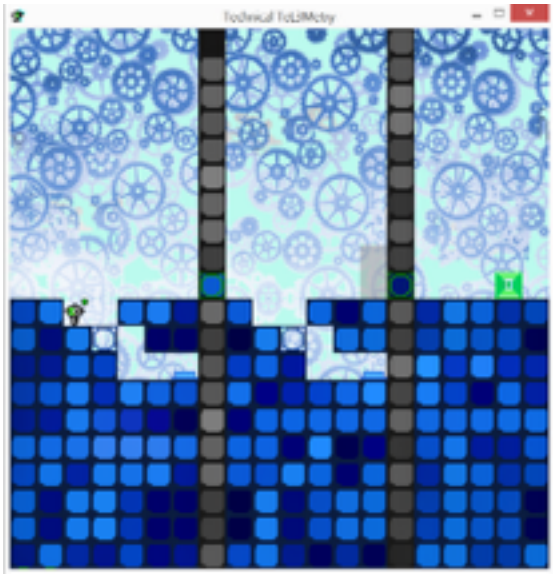
Intro. Screenshots:

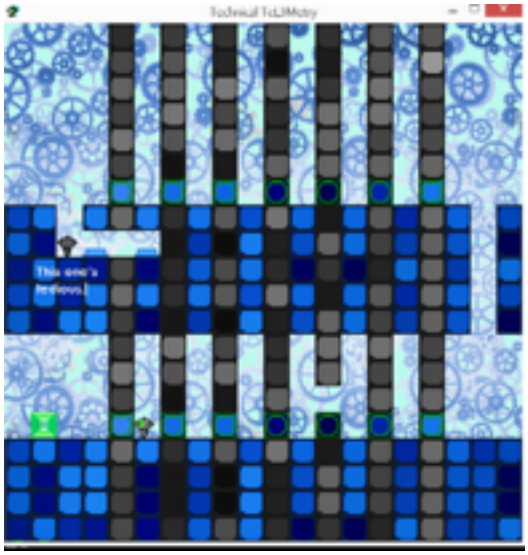
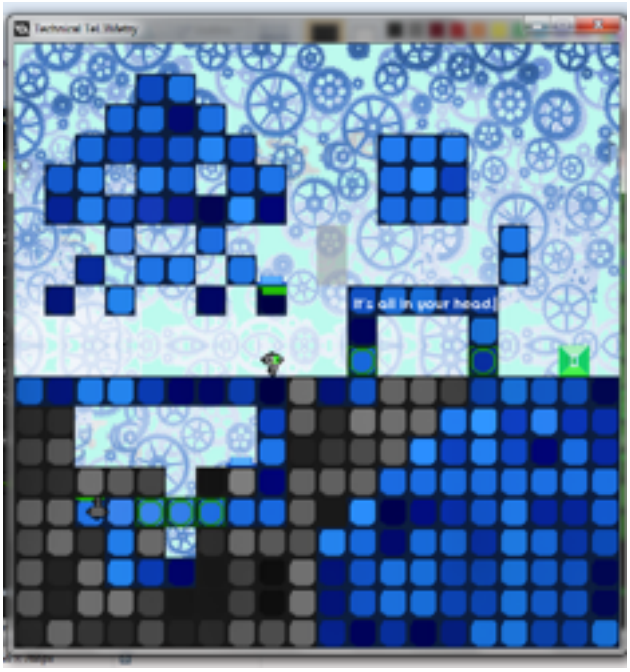


Section 1 Screenshots:



Section 2 Screenshots:





Section 3 Screenshots: