

Sewers to the Scrapyard

Scraps Level Design Document

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Time of day: Midday; approximately 2pm.

Climate / Weather: A very dry and dusty day in a desert climate.

Geographic region: A dark and dirty sewer that escapes to a dry desert like climate in a nearby junkyard. Scrap metal and parts are spread around throughout the junkyard. The sewer has piles of trash and metal along the floor.

Player Goal: Emperor Turk has enlisted your help with obtaining more power cores to keep the Bastion running. You are paid very well when recruited by Emperor Turk for missions and you are saving your cash to hopefully one day buy your way into a Bastion. You head to a nearby junkyard that you have picked from on occasion but there is no safe way in. You must descend into the sewers and traverse the tunnels until you rescind inside the junkyard. You see that there is a crane nearby and it needs some repairs. You hunt for the items to fix the crane so that you can use it to create a new way out of the junkyard. You are to find a way out and collect three (3) power cores before returning to Emperor Turk.

Featured Asset: A crane is within the level, the final area is blocked off by a large pile of metal. The player will gather two parts to repair the crane. Once the crane is repaired and the player interacts with it for a final time, the crane will pick up the metal blocking the area to reveal a new route for the player to explore. The crane is very rusty and broken down. It is missing a battery and fuel to operate.

Setup Details:

Pressure Plates

Pressure plates will be spread amongst the junkyard portion of the level to help open passageways and activate elevators. Any physics object of weight, including the player, can depress the pressure plate and cause a reaction with a specific object. In some instances the player is able to stand on a pressure plate to complete a reaction with an object, and sometimes if the player steps off the pressure plate, it will rise again causing the reaction to revert. In these instances, a player must use the Gravnul to place an object on the pressure plate to keep it depressed. If a puzzle requires multiple pressure plates to be pressed, a visual cue will occur when complete.

Introduce - The player will receive a visual cue written on the screen stating that they must press the pressure plate down. There will be a physics object to place on the pressure plate or the player will have to stand on the pressure plate and it will give a visual cue showing that the puzzle was solved.

Practice - The player will receive no cue, but will see two (2) pressure plates and multiple physics objects. The player will have to place one (1) physics object on each pressure plate for

the puzzle to complete. If a player places one (1) object on a pressure plate and then stands on the other, they will notice a reaction with an object. As soon as they step off, the pressure plate will rise again and revert any reaction with the designed object. Once the player places an object on each pressure plate they will notice that the reaction to the object will remain.

Master - The player will have no cue and will see three (3) pressure plates and multiple physics objects, some with weight and some with none. The player will have to place a weighted object on all three (3) pressure plates in order for the reaction to stay.

Gas Generator

Several gas generators will be placed within the sewer portion of the level to show the player how to avoid taking damage. A gas generator will fire out a ring of gas from its core for a specified distance. The ring gets larger the farther away from the core it gets. If a player steps in the gas cloud they an audio cue of the player coughing will occur and the player will take a high amount of damage while standing within the cloud. The player must jump over the gas rings and make their way to the center core. Once there, the player can shut off the machine and proceed with safety.

Introduce - The player will receive a visual cue written on the screen stating that they must shut off the core to the machine. There will be one (1) machine that will produce a cloud of gas every few seconds. Once the player reaches the core, they must interact with the machine and shut it off. A visual cue of a light changing colors will indicate if the machine was successfully turned off.

Practice - The player will have two (2) gas machines to shut off. They will be far enough away from one another that each of the machines gas rings will not overlap. The player must shut off both machines to advance.

Master - The player will encounter four (4) gas machines, each of them having a gas ring that overlaps with at least one other gas machine. The player will have to avoid the gas rings to survive while becoming proficient in jumping and shutting off the gas machines.

References



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<https://youtu.be/8wWH8sKilQc?t=1m47s>

Gas generator reference -

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