



Level Name: Sewers to the Scrapyard  
Designer Name: Chance Cornell

Play Time: 3 min, 45 sec

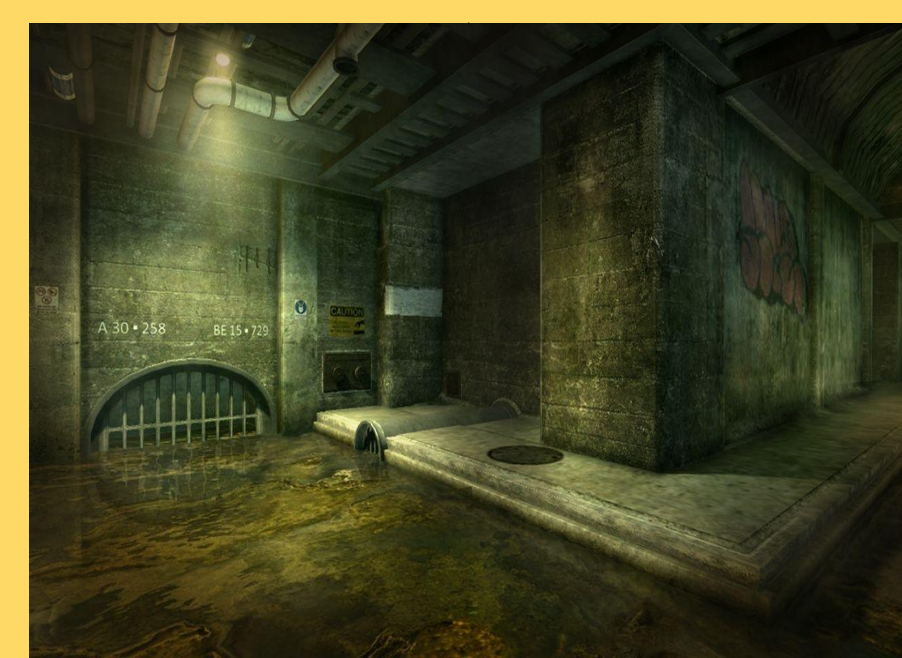
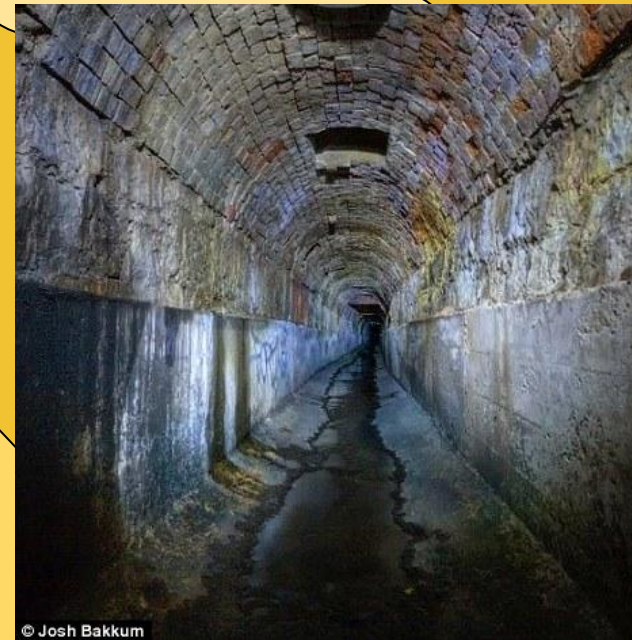
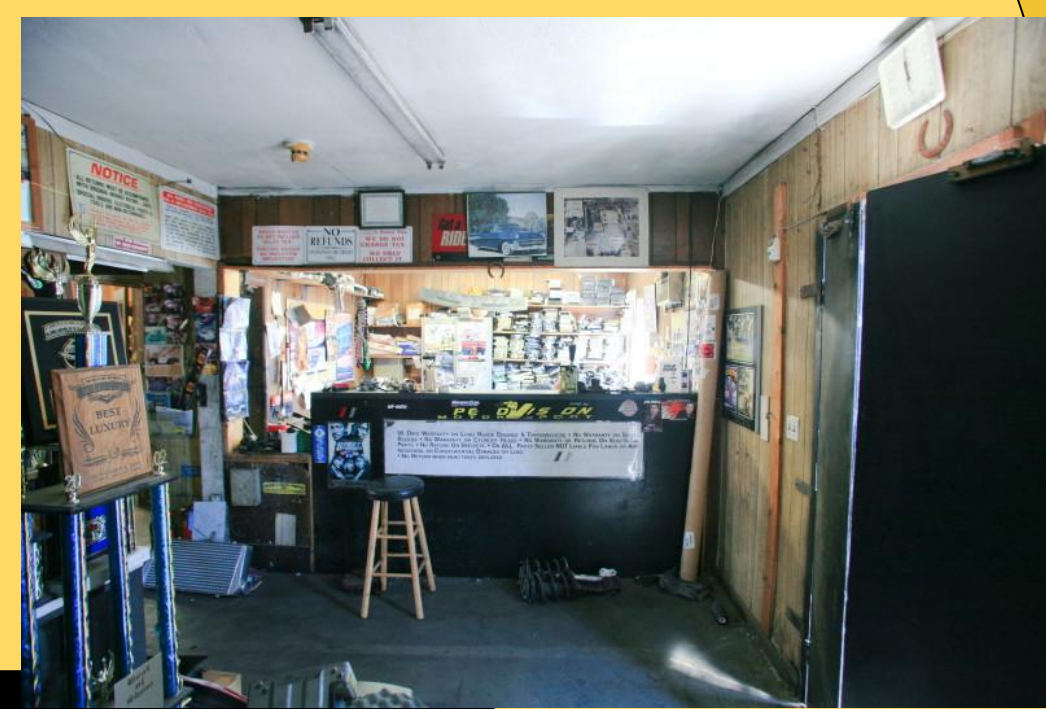
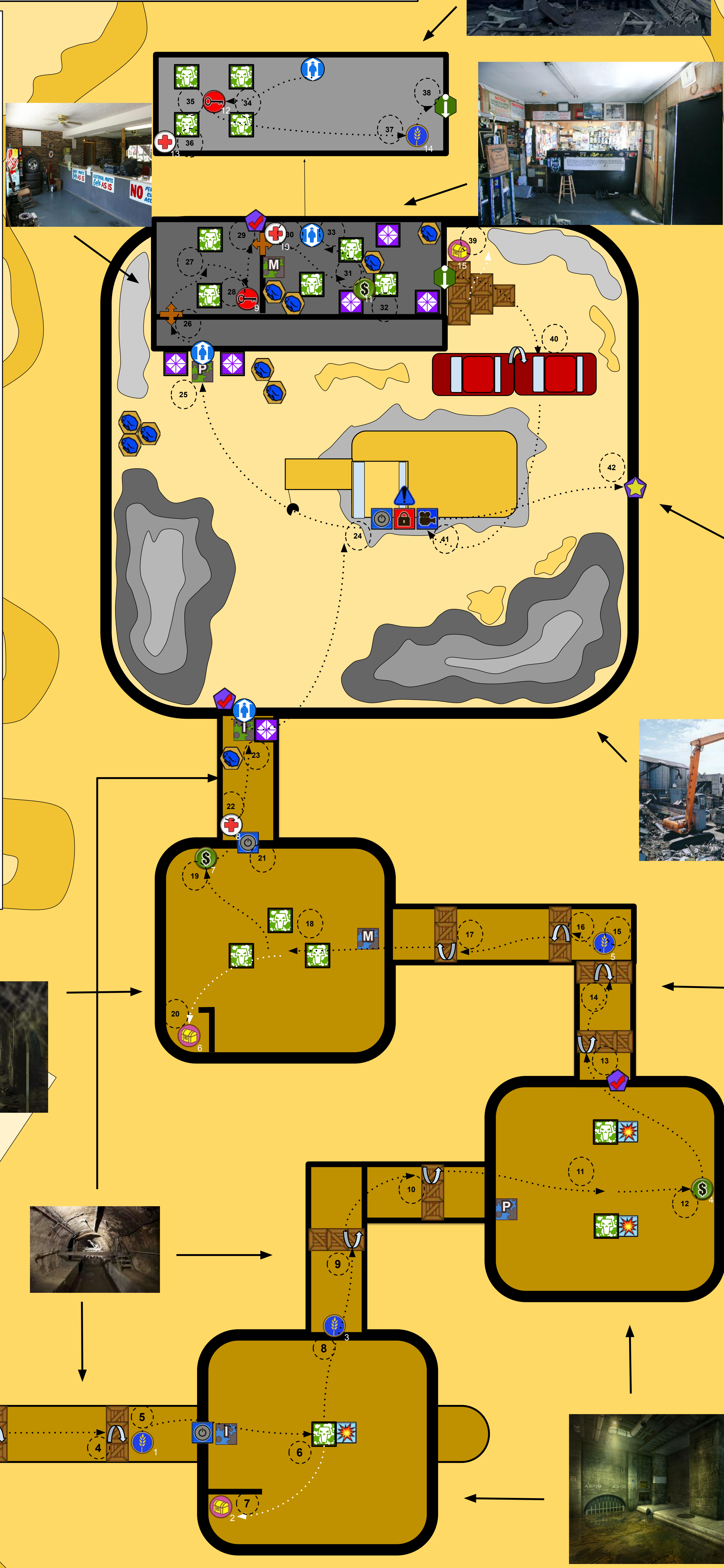
- Notes:**
- Player Goal:** The player must locate the power cores and collect them. Then the player must repair the crane and create an exit from the junkyard
  - Featured Asset:** Junkyard Crane - The player will gather two parts to repair the crane. Once the crane is repaired and the player interacts 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.

- 3. Featured Major Mechanics (IPM):**
- Gas Generator** - 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.
  - Pressure Plates** - 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.
    - 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.

- Notes:**
- (Intro) The player obtains a mission from Emperor Turk through the radio to locate power cores for the Bastion. Emperor Turk assures the Scrappier that he will be paid very well for completing this mission. The Scrappier begins to walk. The screen will black out and transition to where the scrappier is standing outside a junkyard.
  - (Outside - 5 sec.) The Scrappier starts standing on a dusty road just outside of a junkyard. There is a sewer lid in front of them that the player will use the Gravnul to lift the sewer lid and jump down into the sewer.
  - (Sewer Hallway 1 - 15 sec)The player first enters the sewer and is in a lightly lit hallway. The hallway has crates and garbage along the path. The player must hurdle some crates/obstacles to see an opening within the sewer.
  - The player will have to jump over another obstacle of crates/debris.
  - The player should notice some money laying on the ground on the other side of the obstacle. The player will walk over the item to collect. The player will notice a large opening to a room within the sewer.
  - (Sewer Room 1 - 20 sec.) The player enters the sewer room. Inside the player will have an introduction to the gas generators. A single gas generator will sit within the room. There will be a visual cue on the screen advising to avoid the gas rings. The player will see a visual cue from the generator when it is successfully shut off. A light will change colors. There will be two paths for the player to take, but one is blocked entirely and the player will not be able to pass.
  - If the player explores the room, they will locate a can of food behind a short wall of debris in the corner of the room.
  - (Sewer Hallway 2 - 10 sec.) The player will locate more money laying on the ground to assist the player with the correct route.
  - Another lightly lit hallway that will have a stack of debris blocking most of the path, except for a small hole big enough for the player to crawl through.
  - In the hallway is a second stack of debris that the player must crawl under to pass through.
  - (Sewer Room 2 - 20 sec.) The player will enter another large sewer room which will contain two gas generators to practice the mechanic. The generators will be far enough apart that the gas rings will not overlap each other. The player will not have a visual cue on the screen. The player will shut off each of the gas generators.
  - After the gas generators have been shut off the power core that is sitting atop a crate on the opposite side of the room will begin to shine. Player will collect power core for the Bastion.
  - (Sewer Hallway 3 - 10 sec.) The player will encounter another hallway, this one fully lit. Once the player reaches this hallway, they trigger a checkpoint. The hallway is blocked by stacks of debris. The player must crawl under to advance.
  - The player will have to climb over the obstacle made of debris to advance.
  - The player will locate more money laying on the ground in plain sight.
  - The player must climb over the obstacle made of debris to advance.
  - The player must crawl under the obstacle made of debris to advance.
  - (Sewer Room 3 - 20 sec.) The player will enter another large sewer room, this time with three gas generators within this room. The gas rings will overlap one another allowing the player to master the mechanic.
  - After the gas generators are turned off the power core will shine. Player will collect power core for the Bastion. The room will open up to another hallway.
  - If the player decides to explore, they will locate a can of food behind a wall of debris.

Grey: Solid structures	2 Directional Door	Player Start	Introduce Mechanic 1	Music / Sound Event	Collectible Types
Green: Grass	One Way Door	Checkpoint	Practice Mechanic 1	Cutscene / Camera	Hidden Item
Brown: Dirt / Sand / Rock	Primary Player Path	Player Finish	Master Mechanic 1	Puzzle / Set-up	Progression reward
Blue: Water	Other Player Paths	Physics Object	Introduce Mechanic 2	Particle / Visual FX	Breadcrumb
Fire / Damage Volume	Note Number	Featured Asset	Practice Mechanic 2	Special Lighting	Health Pack
Alter movement Volume	Climb / Jump over	Scripted Event	Master Mechanic 2	Crate/ Container	Narrative
	Crawl under	Jump Down	Blank / User defined	Barrier	Solution
	Lift	Pressure Pad	Blank / User defined	Tree - Cover	Blank / User defined
				Bush - Low cover	Gas Generator
Car- Do Not Scale! (Optional)					

- Notes:**
- (Sewer Hallway 4 - 15 sec.) This hallway is fully lit and at the end it will have an opening to an exit approximately 15 feet above the ground. The player will have an introduction to pressure plates. They will see a visual cue on the screen.
  - The player should notice a health pack to the left of the entry. If they are in need of health, they may pick it up to regain health.
  - The player will have to use the Gravnul to place a box on to a pressure plate to raise an elevator where the player can reach the opening. Once the box is on the pressure plate, the elevator will raise. If the player needs to make the elevator come back down, they just need to move the box off the pressure plate. The player should be standing on the elevator when they place the box on the pressure plate. Once the player reaches the top of the elevator this will trigger a checkpoint.
  - (Main Junkyard - 45 sec.) The player will enter the main junkyard where they will see a crane and piles of debris laying throughout the area. If the player tries to interact with the crane, a message will appear saying that the crane will need repaired and a battery and gas are needed.
  - There will be two pressure plates with multiple physics objects around. The player must stand on the elevator and place an object of weight on each of the pressure plates for the elevator to lift. The elevator will lift if the player is not on it, but if they take an object off, the elevator will lower.
  - The elevator will take the player to a ledge with a door going inside of a building. The player will interact with the door and enter the office room.
  - Inside the office the player will encounter two gas generators that have overlapping gas rings. On the other side of the room is a door.
  - The player will also be able to explore and locate the battery laying behind a desk to help operate the crane.
  - The player will interact with the door to open up to the next office area. Once the player interacts with the door, this triggers a checkpoint.
  - The player should notice a health pack laying on the ground just to the left of the player when they enter the room.
  - The player will see three pressure plates, three gas generators, and various physics objects. There is an opening above an elevator platform leading to the roof. After the gas generators have been shut off the power core that is sitting in a pile of debris will begin to shine. Player will collect power core for the Bastion.
  - The player will have to place a weighted object on each of the pressure plates to raise the elevator while avoiding the gas generators if they are still on.
  - The player will be on the roof of the offices and will locate a gas canister in the middle of four gas generators. The player must shut off all the generators.
  - The player will have to collect the gas canister to help operate the crane.
  - The player should notice a health 2.333pack sitting atop an air conditioning unit. They can pick up the health pack if they need health.
  - On the other end of the rooftop, the player should notice money laying on the ground in plain sight. This is to help navigate the player to this end of the roof to get back to the main junkyard.
  - The player will jump off the rooftop to some crates and debris that is at the edge of the building.
  - If the player decides to explore, they will find a can of food in a pile of debris, just to the left of the stack of crates. The players path will be blocked by two full size cars that they will have to jump over in order to reach the other side of the junkyard.
  - The player will interact with the crane and place the battery and the gas in the crane. A cutscene will occur of the crane picking up a pile of debris and moving it to the side, clearing a path for the player to escape. When the cutscene is over the player may move to the exit.
  - The player will exit the level. A cutscene will occur that has the player walking towards the Bastion making contact with Emperor Turk with the junkyard in the background.



- Collectibles:**
- Breadcrumb - Money** - This collectible will be located on the ground in plain sight to help the player navigate.
  - Hidden Item - Food** - This item is located behind a wall of debris allowing the player to explore.
  - Breadcrumb - Money** - This collectible is located on the ground in plain sight to help the player navigate.
  - Progression Reward - Power Core** - This item will be located on a crate on the other side of the gas generators. The power core will shine after the generators are turned off.
  - Breadcrumb - Money** - This collectible is located on the ground in plain sight to help the player navigate.
  - Hidden Item - Food** - This item is located behind a wall of debris allowing the player to explore.
  - Progression Reward - Power Core** - This item will be located above the player's way out of the room. The power core will shine after the generators are turned off.
  - Health - Health Pack** - This item will be located on a pile of debris to the left of the player as they enter the hallway.
  - Solution - Battery** - This collectible will be located behind a desk on the other side of two gas generators.
  - Health - Health Pack** - This item will be to the immediate left of the player as they enter this room, slightly out of sight.
  - Progression Reward - Power Core** - This collectible will be located in a pile of debris in the middle of three gas generators. The power core will shine after the generators are turned off.
  - Solution - Gas Can** - This collectible will be located on a crate in the middle of the four gas generators.
  - Health - Health Pack** - This item will be on an air conditioner unit on the other side of the gas generators.
  - Breadcrumb - Money** - This collectible is located on the ground in plain sight to help the player navigate.
  - Hidden Item - Food** - This collectible is located just to the left of the boxes as the player descends from the roof. This allows the player to explore.

For Final Map ONLY

Resize the canvas here

