Roomless

Testing Kit

unity

UNREAL
ENGINE

Contents

Section 1 - Development Information

1.1 Definition of Roles

The following are the roles and responsibilities of developers involved in Karito Studios, and the development of "Roomless". Included under each description are the responsibilities and people involved in each role of development. Please note that each role is subject to change on short notice and therefore the role of one employee may be changed at any time and the role may be reassigned to another employee with as such notice. For allocation purposes, please refer to your corresponding Discord role under the Karito Studios Discord server.

1.1.1 Designer

The designer under the definition of development of the program, will include the following responsibilities, and will operate under coordination and direction of Karito Studios lead designer Brayden Peiris ;
- Scriptwriting, including but not limited to generating a script and describing storyline
- Developing the overall development plan of the program (including this document)
- Using software and hand drawings to design rooms, and characters
- Designing and developing the website for marketing
- Managing the financial aspects of the project

1.1.2 Developer

The developer under the definition of development of the program in question, will include the following responsibilities, and will operate under the supervision and direction of Karito Studios lead developers Lucas Bainbridge and Levi Dobson ;
- Coding the software and implementing the ideas of designers
- Back end design work of the program
- Using C++ and Python to make accompanying applications
- Using Unity (current) and Unreal Engine 5 (future) to develop the program
- Implementing character and level models to the program

1.1.3 Other Roles

The "Other Roles" classification is currently undefined, however is subject to change without notice.

Tester's Comments

1.2 Long-Term Plan

1.2.1 Original Release

The original release of the game. The game will be developed using RPG maker and Unity. Using RPG maker, the game will be fully developed and tested. Taking note of the storyline requests by testers, a unity version of the game will be developed. The unity version will involve more complex code, however the game will formally be sold and profited in a 2D format.

1.2.2 Unity 3D

The game will then be expanded into a Unity 3D release of the game, introducing voice acting and a 3D nature to the game. This game will be tested prior to the release of the beta Unreal Engine 5 launch.

Tester's Comments

Section 2 - Level Summaries

2.1 Level 0 Tutorial

The player wakes up in a dark abandoned apartment building. They are unaware of how they got there, however they are a teenage boy/girl. The character wakes up to a female companion; [insert name here]. This character assists them in the tutorial, telling them to walk around and gain basic controls of the game. This character is somewhat of an assistant throughout the game. The room the character is in becomes the home base to the game, and is where level trophies are stored, and decorations can be bought for from an in-game item shop. This room is also where the player can customise what their character is wearing.

Tester's Comments

2.2 Level 1 Mafia City

The first level of the game takes the character to a futuristic city. Where in order to find the next key, but become a part of a gang, commit crime and overthrow the mafia leader in order to claim the key to the next room. The mafia leader can be considered a "boss battle", where the user must work up to battling him. Once this checkpoint has been completed, the stores in the city open for sale, and items can be bought to decorate the "home base". The city will be named [insert name here] and will offer a golden car trophy as a reward for beating the level. A silver key will be given to the player, to be stored in the inventory to be used to unlock the second door in the corridor. It should be noted that the door to the city will lead to a rich, modern apartment complex by the bay. To unlock this level, the user must obtain the [Basic Key](#).

2.2.1 Mafia City

Italian city is the main city district of the level. There are multi floor buildings, and will be designed off the central business district of a city of choice. There will be a bar, where side quests will be available, however are not required to complete the level. There will be roads, however cars will not be moving for the sake of the simplicity of the game. There will be taxi stands, where for a certain price, a user can be "teleported" to a certain area in the city, using a map selector GUI. The GUI will include a full map of the city, however will not be unlocked until the mafia leader of the area is defeated. The assistant character will be able to fully follow around the player in this area.

2.2.2 The Docks

The docks are a separate area in the city, where ships are docked. The ships are open to exploration by characters, however they will be restricted. The ships will be an important part of the quest to defeat the mafia leader, as he will be storing illegal goods within containers, which the user must discover to overthrow him. The main GUI will be the ship selector, and a timetable for when ships will arrive. This will be linked to the time provided by the user's system, and will require the user to wait real time for a ship to arrive. Upon the ship arriving, the user can search the ship, however they will be kicked out should they run out of time before the ship must leave for the next destination.

2.2.3 The Shop

The shop will be a shop that allows for upgrades and skin modifications. From the shop you can purchase items that can be saved in the home base room (tutorial room). The shop prices can be found under [Section 3](#) of this document. The shop will sell items specific to the current room.

Tester's Comments

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2.3 Level 2 Wild West

The second level of the game takes the character to the wild west of America. The setting is deserted, and old fashioned buildings are everywhere. In order to complete the level, the user must talk to different characters, and fight gang leaders in order to get the information of who holds the key to the next door. The user however must be careful about who they ask, as should they ask the wrong people, they can be killed. There are numerous endings to this level, however only one is successful. For each other the user will die, and the side character will use a time machine to revive them, by turning back time to the latest checkpoint. In order to complete the level, the user must have a final fight with the local bar owner, who carries the key to the third door. The second door opens to the bathroom stall of a restaurant, and the player must be careful not to alert the local gangs. To unlock this level, the user must obtain the [Nickel Key](#).
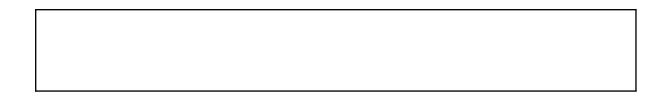
2.3.1 Alabama

Alabama is the main town in the wild west. Alabama is home to the main bar, where the final battle will take place. The main town is also where violent figures are based, and encountering someone in a street battle is a random, however common occurrence. Weapons are restricted in the wild west, as due to its time period, the user must use old weapons in an attempt to not give away they are time travelling. This means users must resort to revolvers and older weapons than most available in the game. There will be houses in the town, where users are able to begin side quests when the level is complete.

2.3.2 The Undergrowth

An oasis area near the city. The oasis is located far from the city, and requires a train ticket to reach. The oasis holds no significance to the story, however for the final game sidequest, the oasis will become significant in housing further missions. The oasis involves waterfalls and many lakes, however the user is unable to explore them all upon first encounter of the level. Each key can unlock a separate area in the undergrowth, the [Champion's Key](#) unlocking the final area to the oasis. Upon completing an Undergrowth quest, the user can unlock performance enhancing items, including armour.

2.3.3 The Shop

The shop will be a shop that allows for upgrades and skin modifications. From the shop you can purchase items that can be saved in the home base room (tutorial room). The shop prices can be found under [Section 3](#) of this document. The shop will sell items specific to the current room.

Tester's Comments

2.4 Level 3 The Caribbean

The Caribbean is the third door of the game. However, there is a small dock on the island, where they must either attack and overthrow pirates, or negotiate for a price. This will further determine the difficulty of the final boss battle, either choosing the peaceful or genocide path to the level. There will be an island in the Caribbean level, as well as a cave, and a shop. The cave will be the main location for the boss battle, where the user will have to fight the lead pirate first, followed by the leader of the British navy, in order to escape. The navy holds the bronze key fragment, locked in a chest hidden in a cave. The user must fight the pirate lord in order to retrieve the key and location of the chest. This level will be unlocked using the copper key. The door will open to an abandoned door frame in the woods of the island. There will be an abandoned house on the island with limited supplies for the user to use.

24.1 The Island

The user is abandoned on an island, and as such has nearly no help to leave. The user can however harvest wood and make their own raft should they desire to,however this is further linked to a timer, where wood takes longer than expected to replenish. There will be no boss battle in this sublevel, however elements to unlock the boss battle will be present. There is an abandoned house on the island with limited food and resources, however this may be used by the user to survive temporarily.

2.4.2 The Caves

The cave is the location for the boss battle in the third level. The cave is poorly lit, and therefore the user will need a light source in order to successfully search and explore the cave. In the cave, the user will encounter the pirate lord, who holds the key and maps it to the bronze key fragment. This means the user must first battle the pirate lord. Upon defeat of the pirate lord and finding the chest, the user must fight the main boss; the navy leader. The navy leader however does run away when low on health in order to regenerate, and therefore the user must have a light source in order to efficiently chase the leader. Furthermore, he has an army, making this boss significantly stronger than the previous boss battles. Upon defeat, the user can claim the bronze key fragment and make the bronze constructed key.

2.4.3 The Shop

The shop will be a shop that allows for upgrades and skin modifications. From the shop you can purchase items that can be saved in the home base room (tutorial room). The shop prices can be found under Section 3 of this document. The shop will sell items specific to the current room.

Tester's Comments

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2.5 Level 4 Cloud City

Cloud city is the fourth door in Roomless. Cloud city is a city, however its base is the clouds. As a result, cloud city is the most difficult level to run in the game, and requires master graphics settings to run. In cloud city there is a main city, the local waterfall, and a main shop. The Underneath is the main city, and where most quests will be located. Skyline falls is similar to the oasis, and allows for side quests to begin, and can be unlocked with the main key, as rooms are progressed over time. Cloud city will have a door that acts as a shortcut to return to the corridor, however this will not act the same way around. The cloud city main door will open to an escalator. Cloud city will involve a boss battle of a dragon, which will take place in a stormy place at skyline falls. This room is unlocked with the bronze constructed key.

2.5.1 The Underneath

The Underneath is the main town in Cloud City. The underneath is where most main quests will be found, and where the shop is located.

2.5.2 Skyline Falls

Skyline falls is the main location of the boss battle. The clouds will be stormy

2.5.3 The Shop

The shop will be a shop that allows for upgrades and skin modifications. From the shop you can purchase items that can be saved in the home base room (tutorial room). The shop prices can be found under Section 3 of this document. The shop will sell items specific to the current room.

Tester's Comments

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2.6 Level 5 Far Future

This level is currently under development.

2.6.1

This level is currently under development.

2.6.2

This level is currently under development.

2.6.3 The Shop

The shop will be a shop that allows for upgrades and skin modifications. From the shop you can purchase items that can be saved in the home base room (tutorial room). The shop prices can be found under Section 3 of this document. The shop will sell items specific to the current room.

Tester's Comments

2.7 Level 6 Heaven

This level is currently under development.

2.7.1

This level is currently under development.

2.7.2

This level is currently under development.

2.7.3 The Shop

The shop will be a shop that allows for upgrades and skin modifications. From the shop you can purchase items that can be saved in the home base room (tutorial room). The shop prices can be found under Section 3 of this document. The shop will sell items specific to the current room.

Tester's Comments

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2.8 Level 7 Hell

This level is currently under development.

2.8.1 Death's Lake

This level is currently under development.

2.8.2 Throne's Labyrinth

This level is currently under development.

2.8.3 The Shop

The shop will be a shop that allows for upgrades and skin modifications. From the shop you can purchase items that can be saved in the home base room (tutorial room). The shop prices can be found under Section 3 of this document. The shop will sell items specific to the current room.

Tester's Comments

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2.9 Level 8 Atlantis

This level is currently under development.

2.9.1 Underwater City

This level is currently under development.

2.9.2 The Surface

This level is currently under development.

2.9.3 The Shop

The shop will be a shop that allows for upgrades and skin modifications. From the shop you can purchase items that can be saved in the home base room (tutorial room). The shop prices can be found under [Section 3](#) of this document. The shop will sell items specific to the current room.

Tester's Comments

2.10 Level 9 Temples

This level is currently under development.

2.11 Level 10 The Drifter

This level is currently under development.

2.12 Level 11 The Abyss

This level is currently under development.

2.13 Level 12 The Upside Down

This level is currently under development.

2.14 The Final Battle

This level is currently under development.

Section 3 - Inventory & Items

3.1 Keys

Each key is a fragment of the constructed key and combined as they are discovered, these are known as constructed keys.

3.1.1 Basic Key

This is the first key you obtainan. You get this by completing [the tutorial](), it's the base key that all the others will be added to and unlock the doorway to level one. The appearance is basic forged steel.

3.1.2 Nickel Constructed Key

This key is obtained after completing [Level 1](). It automatically connects to the [basic key]() creating the key to [Level 2]() known as the Nickel Constructed Key. The appearance is Nickel.

3.1.3 Copper Constructed Key

This key is obtained after completing [Level 2](). It automatically connects to the [Nickel Constructed Key]() creating the key to [Level 3]() known as the Copper Constructed Key. The appearance is Copper.

3.1.4 Bronze Constructed Key

This key is obtained after completing [Level 3](). It automatically connects to the [Copper Constructed Key]() creating the key to [Level 4]() known as the Bronze Constructed Key. The appearance is Bronze.

3.1.5 Silver Constructed Key

This key is obtained after completing [Level 4](). It automatically connects to the [Bronze Constructed Key]() creating the key to [Level 5]() known as the Silver Constructed Key. The appearance is Silver.

3.1.6 Gold Constructed Key

This key is obtained after completing [Level 5](). It automatically connects to the [Silver Constructed Key]() creating the key to [Level 6]() known as the Silver Constructed Key. The appearance is Gold.

3.1.7 Platinum Constructed Key

This key is obtained after completing [Level 6](). It automatically connects to the [Gold Constructed Key]() creating the key to [Level 7]() known as the Platinum Constructed Key. The appearance is Platinum.

3.1.8 Ruby Constructed Key

This key is obtained after completing [Level 7](). It automatically connects to the [Platinum Constructed Key]() creating the key to [Level 8]() known as the Ruby Constructed Key. The appearance is Ruby.

3.1.9 Sapphire Constructed Key

This key is obtained after completing [Level 8](). It automatically connects to the [Ruby Constructed Key]() creating the key to [Level 9]() known as the Sapphire Constructed Key. The appearance is Sapphire.

3.1.10 Titanium Constructed Key

This key is obtained after completing [Level 9](). It automatically connects to the [Sapphire Constructed Key]() creating the key to [Level 10]() known as the Titanium Constructed Key. The appearance is Titanium.

3.1.11 Tungsten Constructed Key

This key is obtained after completing [Level 10](). It automatically connects to the [Titanium Constructed Key]() creating the key to [Level 11]() known as the Tungsten Constructed Key. The appearance is Tungsten.

3.1.12 Diamond Constructed Key

This key is obtained after completing [Level 11](). It automatically connects to the [Tungsten Constructed Key]() creating the key to [Level 12]() known as the Diamond Constructed Key. The appearance is Diamond.

3.1.13 Champion's Key

This key is obtained after completing [Level 12](). It automatically connects to the [Diamond Constructed Key]() creating the key to [Level 13]() known as the Champion's Key. It looks like a rainbow. This key is the final and most powerful key in the game.

Tester's Comments

3.2 Collectibles

There are currently no collectible items in the game, however more will be revealed in future updates and releases of the game.

Tester's Comments

Section 4 - Authentication & Legal Information

4.1 Developer Signatures

Brayden Peiris Chief Executive Officer Lead Designer Assistant Animator Assistant Developer Voice Actor **Karito Studios**	*Levi Dobson* Chief Executive Officer Chief Financial Officer Lead Developer Assistant Designer Assistant Animator **Karito Studios**
Lucas Bainbridge Chief Executive Officer Lead Animator Project Management Assistant Developer Assistant Designer **Karito Studios**	*Filip Boudreau* Emotional Support Engine Finder Team Morale Booster Lead Tester Voice Actor **Karito Studios**