the ocean

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Game Basics

Levels

Game Basics

Main Story

As humanity's technology has evolved, robots do society's labor, freeing people from that obligation. Since everything real decays, people have given themselves over to beautiful virtual worlds.You have been sent to the undersea compound where the virtual worlds are stored. You must destroy them to wake humanity up.
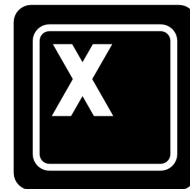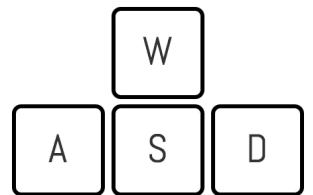
Protagonist

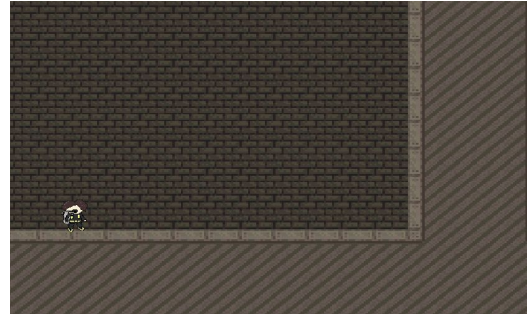You play as Jacob Richter, a hero with a mystical gift. To save humanity, you must solve unique spatial puzzles.

Controls

- Move right (Right arrow/ D)
- Move left (Left arrow/ A)
- Jump (Up arrow/ W)
- Change reality (z)
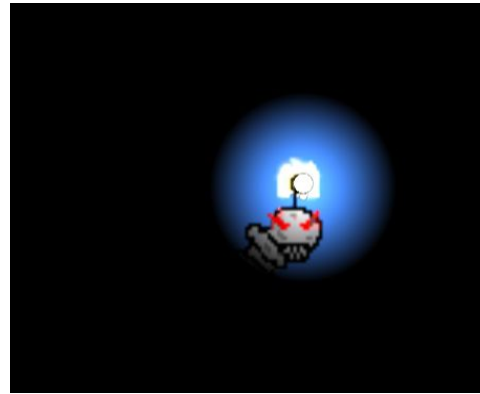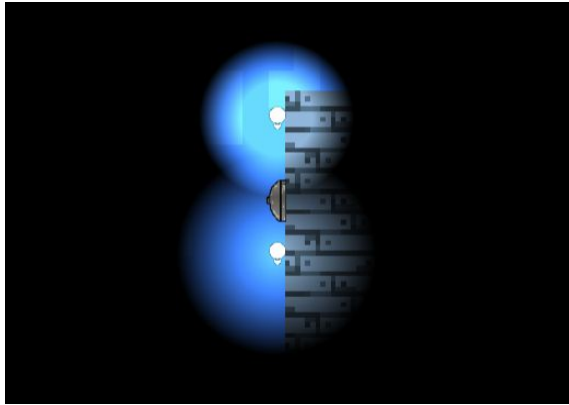- Grab box (x)

Aesthetics

Arc Aesthetics

Futuristic Vs Steampunk

- We really wanted the user to feel the difference when switching worlds
- Futuristic aesthetic is used to represent how AI took over our world
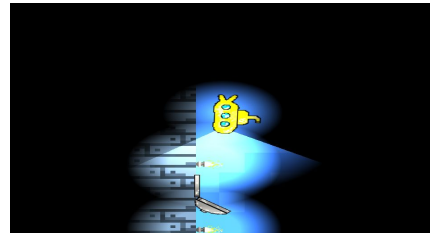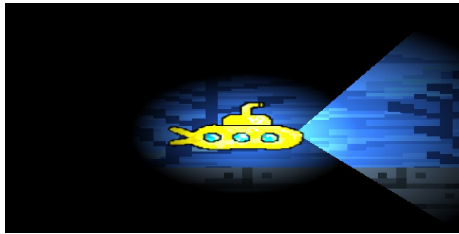- Steampunk aesthetic is used to give the user a more old feel of the world

Ocean Aesthetic

- Dim lighting is used to make the player feel uneasy at all times in the dark ocean
- Trying to replicate a Bioshock feeling when going underwater for the first time
- Gives the player a sense of fear when seeing the eel for the first time

Levels

Ocean Level

- There are three hatches that you must find and only one of them will be open at a time
- Each hatch will lead you to a series of puzzles in which you must solve in order to shut down the AI base
- After Completing one series of puzzles another hatch will be open in the outside world

Submarine Movement

- Movement: Feels more floaty and slow since the player is underwater
- Controls:
- W/Up arrow: Move in the direction that the submarine is facing
- D/Right arrow: Rotate the submarine clockwise
- A/Left arrow: Rotate the submarine counter-clockwise

Robotic Eel

- Movement: Will always move 5% faster than the player.
- Purpose: If you get within the eel's alert radius, then the eel will start attacking you
- Location: The eel will always be near an opening hatch
- Colliding with the eel results in death/restart
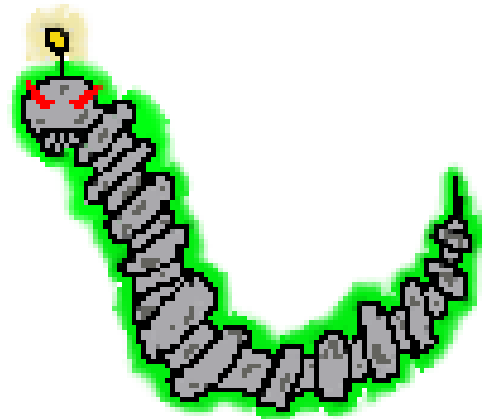
ARC 1

- Tutorial to learn basic movement controls and puzzles
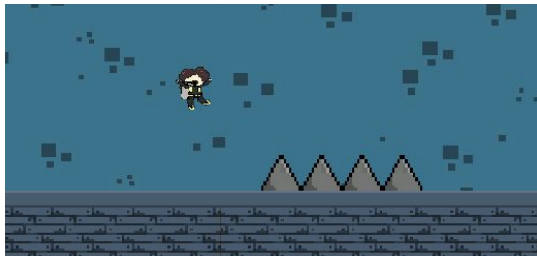- Introduces the world switching ability to the player

Alternate Realities

These are two different versions of the same room. The player is able to traverse through different versions of the world in order to overcome his obstacles.

Buttons

This is a before and after of pushing down the button. This is used to climb over other obstacles.

Spikes

Jumping into spikes will result in restarting the puzzle that you died at.

ARC 2

- Introducing another core mechanic to make puzzles a little bit more complicated
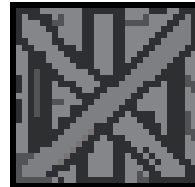
Gravity Gun

- Activation: press 'x' when near a box and it will then follow the player's movement
- Can bring a box from one world to the other world

Box

- Boxes exist in either one world or both at once (persistent)
- Until the player gets the gravity gun, they serve only as stepping stones and falling hazards
- If a box touches a spike, it gets destroyed and restarts level

Gravity Gun Cans and Can't Do's

Can Do:
- Jump
- Move left
- Switch

Can't Do:
- Move right

Player is dangling and can't move