This game is a puzzle platformer that revolves around the idea of a futuristic, dystopian world where AI has taken over and began experimenting on humans.

The game consists of two levels, the first being a tutorial to get the player familiar with the controls and the second to test what the player has learned. Throughout the tutorial level, there are text pop-ups which tell the player how to move and use their different abilities. For example, there's a pop-up that tells the player to use W-A-S-D keys for movement, space bar for jump, E for grabbing the grappling hook, and so on. Since the game is set in a first person perspective, the player uses their mouse to look around. The player is equipped with a grappling hook that allows them to swing from one location to another, grab objects and pull them to certain points, and push buttons. In addition to buttons, the game also has levitating platforms, plates that require the player to stand on it for a door to open, and grabbable objects (cubes). There are also several menus throughout the game. One is at the beginning of the game to serve as a main menu, where the player can choose to play from the start, select a specific level, or quit. The in-game menu can be accessed by pressing ESC during a level, and the player is given the option to continue (resume), adjust mouse sensitivity by choosing options, or return to the main menu. The tools in the menus are easily accessible to the player as each option just requires a left-click on its corresponding button using a mouse or trackpad. Finally, when the player completes the second level, a congratulatory message will appear to thank the player for finishing our game.

Our game also satisfies the criteria for the visual and artistic elements in many ways. The design of the spaceship resembles a maze, where there are many rooms and corridors, some of which lead to dead ends. Our visuals are simple and consistent with colors (gray/white with orange highlights) and material. Interactable objects use different colors that help them stand out to the player. For example, the buttons glow red and moveable cubes are blue. In order to better differentiate between the two levels, red lighting was used in the first level and green lighting in the second. Also, we decided to keep our lighting to a minimum to make the ship dim and create an ominous and eerie feeling. A galaxy skybox and asteroids are used to set up the surrounding environment and help the player feel as if they are in "space." The player is able to see the stars shine in the night sky through a window that is located near the

spawning location in the first level. The second level uses a green color scheme and an 'overgrown' theme, as the rooms and corridors are decorated with various plants. Some assets were downloaded from Kenney, such as the nature elements, asteroids, space skybox, and spikes. The audible elements enhance the player's experience by increasing the suspenseful atmosphere and adding a story element. At the start of the first level, the player will hear a disrupted, robotic voice telling them what to do and providing some context to the story. The player will encounter the voice again in the second level. Background music is used to amplify the suspenseful mood of our game by incorporating technological sounds (synths and various effects) to create an otherworldly sound.

The final and most important aspect of our game is the gameplay. The tutorial is interactive as its instructions only disappear once the player has followed the on screen instructions. Although the first level may seem easy, it still requires the player to figure out how to interact with the different tools and objects to proceed further. The difficulty increases in the second level as more complex obstacles and puzzles are introduced. One puzzle involves traveling to a different room to acquire a box that they can put on a button which will allow them to go through a door in another room. The story goal is that the player needs to escape after waking up from being experimented on by AI and robots. The robotic voice instructs the player to solve the puzzles and reach the end of each level. For example, in the second level, the robotic voice instructs the player to "find their way out". This becomes the winning condition of the game, which concludes our current story. The aim of our game is to present challenging puzzles and obstacles that the player will be able to overcome using the tools at their disposal and what they have learned in previous levels. There are an appropriate amount of difficult moments in the game, but the game is not overly difficult to the point where the player cannot reasonably progress through the levels. Other times (such as the tutorial) are simple and as straightforward as walking through a corridor and pushing a button to open the door to give the player a sense of relief. The game has high levels of interaction and presents many opportunities throughout the levels for the player to use each of the tools at their disposal.