

[UPLIFT] ELEVATOR - GAME MANUAL

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Introduction:

Elevator Game is a **single-player game** and is to be enjoyed **independently** by only one player at a time, with an **average game length of 2 hours**. This game is an **elevator simulator** that incorporates **puzzles and strategy** mechanics.

It is to be experienced **digitally**...

The Age of Elevators

You have been teleported into a dimension, in which you have become an elevator operator for a very quirky building complex. With four separate doors, it is up to the operator (YOU), to efficiently transport each and every passenger in this building.

In The Elevator Game, the operator is in charge of operating the elevator system in a busy, multi-story building. The game begins with a few floors and a handful of passengers waiting to be transported to their desired floor. The operator's task is to control the elevator; Moving it up, down, left, or right and rotating it to efficiently deliver passengers, with the goal of each level to transport people to their desired floor before time runs out.

As the building becomes more active, more floors open up and passengers begin appearing at an increasing rate. Demand for the elevator system will grow rapidly. The player will have to plan routes carefully, balancing multiple requests at once to keep their elevator chute running smoothly.

As the game progresses, the elevator system will become overwhelmed with passengers and their demands. With passengers overcrowding the halls, the challenge will continue to escalate.



TOPDOWN VIEW
OF BUILDING

Getting Started / Controls:

Keyboard Controls

The operator will control their elevator car using the keyboard's arrow keys

[Left Arrow]	Rotates elevator car clockwise
[Right Arrow]	Rotates elevator car counter-clockwise
[Up Arrow]	Moves elevator car upwards to upper floor
[Down Arrow]	Moves elevator car downwards to lower floor
[Space]	Open and close car door

Starting Out

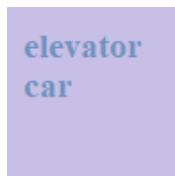
Select the desired save file from the selection menu. Then, navigate the level selection page to choose the level to play. Levels will be made available linearly upon level completion.

Saving and Loading

The Elevator Game automatically saves the player's progression after each successful level completion. Delete player's save file to restart adventure.

Elevator Layout / Instructions:

Playing The Game



Use directional arrows to control the movement of the elevator.

Left and Right arrows control the orientation of the elevator to either face directions A, B, C, D respectively.

Up and Down arrows control the movement of the elevator vertically to each floor.

Elevator Car's Orientation Example:

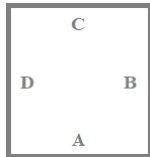


Figure 1: Elevator Car's starting orientation

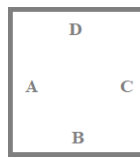


Figure 2: Elevator Car's orientation after pressing Left Arrow key

Meet The Passengers:

A6 | 180 | C4



All passengers that will be boarding your elevator will look similar to the example shown.

Each passenger is presented with their desired destination atop their heads. The information given is ordered as follows:

PASSENGER'S: ORIGIN ORIENTATION + FLOOR NUM | WEIGHT | DESTINATION ORIENTATION + FLOOR NUM

Weight Limit

The elevator car has a preset weight limit. Cars cannot take in too many passengers that will exceed said limit.

Scoring

For each level, the operator's task is to correctly transport the passengers that show up on their respective floor to their desired destination within the allotted time. The player will incur a penalty on their overall scoring if they incorrectly transport passengers. Failure to transport all passengers within the time given will result in an immediate failure. Scoring is given on a three-star rating, with greater than 2 allowing game progression.