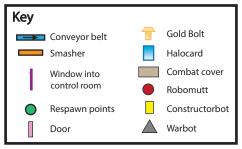
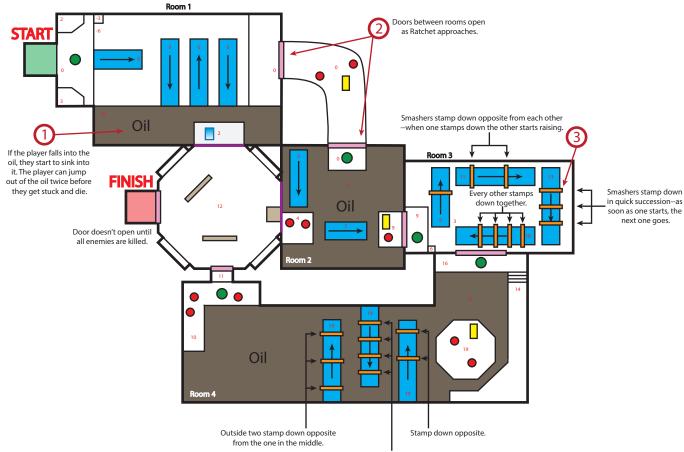
Insomniac Associate Designer Test Continuation Claire Yeash

Arcturus: Robot Factory





Stamp down in quick succession.

Room 1 Focus: Introduce Conveyors

Key Views: Player can see the exit door across from the start; There is a window into the control room above some crates

Notes: Conveyors are above the ground; Player cannot grab edges of the conveyors

Room 2 Focus: Make Oil More Prominent and Put Some Pressure on the Player

Key Views: From the entrance, the player can see the path the need to follow, the enemies and the exit door; There is a window looking into control room, forming a triangle (came from, going, and final goal)

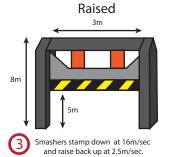
Room 3 Focus: Introducing Smashers

Key Views: When the player enters, they can see the exit door on their left and the first and last conveoyrs in front; Conveyor belts move in the direction the player needs to go

Room 4 Focus: Test Player on Conveyors and Smashers, Heli-pak long glide

Key Views: When the player enters, they can see enemiers on the platform in front of them; Crossing the conveyor belts the player sees a large platform with enemies and one doorway leading into the next room

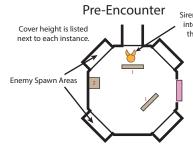
Smashers





Ratchet can see through the bars when the smasher is lowered but cannot jump through them.

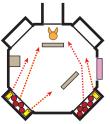
Final Enemy Encounter



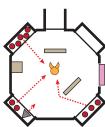
Siren starts when Ratchet jumps into the operations room and the door closes behind him.

3 enemies spawn at a time from each spawn area with a 0.5 sec delay between sets. Lights flash above each closet enemies are spwaning from.

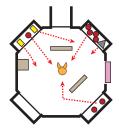
First Wave

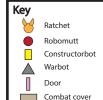


Second Wave



Third Wave





Things I would change for next iteration:

- Make the rooms less rectangular
- Add gold bolt
- Improve key views in room 3