Koma Level

# Controls

**Xbox Controller:** A -> Jump -> Double Jump

X -> Dash

**PC** Space -> Jump -> Double Jump

F -> Dash

# Mechanics

Note for this test version every mechanic will be unlocked from the start.

**Wall Run**

Gets automatically activated when landing on a wall. Note the character needs to touch wall with his side body (arm/ shoulder) Jumps. Jump on a wall to wall run

**Dash**

Dash can be activated by pressing “ F” key, which launches the character forward. The Dash resets when hitting the ground, wall, and when entering a turbine.

## Challenges

The challenges are very easy to find, because they are only 3 paths connected to the main hub which lead to 3 different challenges. Each challenge provides a cool training level in which a specific mechanic is introduced to the player. Except for the final stage, this stage is way harder and longer, because here all the different stage are combined in one. The ending of the game is the middle of the circle.

**Sight / Dash Challenge**

**Smell / Turbine Challenge**

**Touch / Wall Run challenge**

**Final Stage**

# Narrative

the game is about a person which is unconscious due to some accident (example: car accident). The player now plays as his subconsciousness in the human’s mind. The goal is to reactivate the 4 senses to rehabilitate the human from his unconscious state. In the game there are 4 senses to activate, and each sense contains a challenge to master. The senses Sight, Dash and touch have a platformer challenge, which must be completed. The fourth sense is the hearing sense which the player achieves by finding 3 audio tracks. Which he then need to bring to the middle, where a juke box is waiting for to play these tracks. They should then reveal the narrative, and the human gains back his consciousness.