**Assignment 3: identifying Level Ingredients**

**Crowbar**

This is the first weapon in the offered in the game. It is offered early on in the level and can be used to attack and break objects /obstacles. There is only 1 available in the level and is used for the duration of the first level and the rest of the game. It is fairly weak and can only be used for melee attacks.

|  |  |  |
| --- | --- | --- |
| **Behaviour/Ingredient** | **Variables** | **Description** |
| Crowbar | Melee attack (about 4 to 5 hits to down enemies)  Break objects (1 to 2 hits to break object) | * Available at the beginning of first level * Used for duration of level & game * Weak attacks * Used for either attacking enemies or breaking objects. |

**Environment Suit**

The player receives this in the middle of the 1st level. They need to obtain the suit as a means to gain access to a quarantined room in the hospital. The suit is a reward for completing a physics puzzle. The suit guards the player against hazardous materials, it also absorbs a small amount of damage dealt by enemies. It enables the player to use the flashlight and they can now sprint. Only 1 is offered during the level. The player can also view their health and ammo (when they are holding a gun)

|  |  |  |
| --- | --- | --- |
| **Behaviour/Ingredient** | **Variables** | **Description** |
| Environment Suit | Enables HUD  Enables use of flashlight  Enables sprint ability  Absorbs % of damage  Protects against hazardous materials | * Offered as reward for completing puzzle * Used for the duration of the level & game * Must be obtained to advance in the game |

**Slow Zombie**

This enemy is introduced in the middle of the 1st level, they are the result of some unknown virus or wrath of god plaguing mankind. They are slow moving and have a low health. They will scuffle towards the player and either attack them or toss objects at them. There are 4 of these zombies available in the level.

|  |  |  |
| --- | --- | --- |
| **Behaviour/Ingredient** | **Variables** | **Description** |
| Slow Zombie | Melee Attack (gives 10pts of damage)  Toss objects (ranged attack, 10 – 15 pts of damage) | * Introduced in the mid of the 1st level * Used to change the pace of the level * Hinder the player’s progression * Slow moving, can be dodged * Audio associated with this NPC will be low guttural moans and groans * Animation consists of NPC scuffling across the floor, attacking the player, or tossing objects at the player. |

**Fast Zombie**

This enemy is introduced towards the end of the 1st level. Their introduction is used to change the pacing of the level. They are extremely agile and can scuttle across walls and even lunge at the player. Plus they also perform the regular slash attack

|  |  |  |
| --- | --- | --- |
| **Behaviour/Ingredient** | **Variables** | **Description** |
| Fast zombie | Slash attack (15pts of damage)  Lunge attack(20pts of damage) | * Introduced towards the end of the 1st level * Used to change the pace of the level * Hinder the player’s progression * Fast moving and must be confronted * Audio associated with this NPC will be high pitched wailing * Animation consists of NPC running, climbing, lunging and attacking. |

**Keypad Puzzle**

This is the first puzzle of the level and is introduced at the very beginning. The player must complete the puzzle if they want to advance the game. There are 2 available, 1 at the beginning and 1 offered later on when the player has to obtain the crowbar.

|  |  |  |
| --- | --- | --- |
| **Behaviour/Ingredient** | **Variables** | **Description** |
| Keypad puzzle | Used to unlock door to the player’s room | * Introduced at the beginning of the level. * Must be completed in order to advance. * 2 available in the level * Associated sounds are electronics beeps, positive ring sounds when completed successfully and negative sounds when code is entered incorrectly. * Associated animation is the depression of the numerical buttons and the door sliding open when completed successfully |

**Environment Suit puzzle**

This puzzle, introduced in the middle of the level, consists of the player merely having to plug in the locker that distributes the Environment suit which unlocks a door to a room the player has to gain access to in order to progress through the game. Only one is presented to the player.

|  |  |  |
| --- | --- | --- |
| **Behaviour/Ingredient** | **Variables** | **Description** |
| Environment suit puzzle |  | * Introduced in the middle of the 1st level * Must be completed in order to progress * Changes the pacing of the game * Offers the Environment suit as a reward for completion * Associated sounds are the locker powering up, and doors opening * Associated animations are lights powering up on the locker, the locker doors opening and the Environment suit sliding out on a rack |

**Generator / Breaker Puzzle**

This puzzle is offered at the end of the 1st level. The player must complete this puzzle in order to open an electric door in the basement and turn on the lights. The player has to flip 3 breakers in the correct order so they can turn the generator on and finish the level.

|  |  |  |
| --- | --- | --- |
| **Behaviour/Ingredient** | **Variables** | **Description** |
| Generator / breaker puzzle |  | * Introduced at the end of the level * Changes pacing of the game * Must be completed in order for progression * Associated sounds are the clicks of the breakers, the sound of a motor starting and the hum as power is restored to the basement * Associated animation is the vibration of the generator as its motor starts up. |

**Journal Entries / Patient dossiers / Newspapers**

Offered throughout the level and game as a means to expand on the story of the game as well as establish the mood and atmosphere. The player just needs to pick them up in order to read them.

|  |  |  |
| --- | --- | --- |
| **Behaviour/Ingredient** | **Variables** | **Description** |
| Journal entries/ patient dossiers/ newspapers |  | * Available throughout the level and game * Expand on the story and offer more insight to the events that have taken place * Set the mood and atmosphere for the level and the game. |

**Visual Ingredients**

Offered thought the entire level and game. Used to set the mood and atmosphere of the level and game, are also used as a means of guiding the player throughout the level. They can also create wanted tension in the level.

|  |  |  |
| --- | --- | --- |
| **Behaviour/Ingredient** | **Variables** | **Description** |
| Visual ingredients | Writing on walls  Flickering lights  Blood smears  Dead bodies | * Used to guide the player * Set atmosphere and mood * Create tension * Used throughout level and game * Can elicit emotional responses |

**Physical restrictions**

Placed strategically within the level, to make it linear and provide the user path that the player must follow

|  |  |  |
| --- | --- | --- |
| **Behaviour/Ingredient** | **Variables** | **Description** |
| Physical restrictions | Make shift barricades (piles of debris, previous survivors have put up to keep zombies out)  Locked doors | * Used to guide the player * Placed strategically within the level * Contribute to the atmosphere of the level |

**Cut-Scenes/in game choreography**

Offered twice within the level, they are used to reveal more about events that are taking place and guide the player.

|  |  |  |
| --- | --- | --- |
| **Behaviour/Ingredient** | **Variables** | **Description** |
| Cut scenes / in game choreography | NPC turning into zombie  NPC being chased by zombie | * Expand on the events transpiring within the level and the game itself * Used to guide the player * Contribute to the mood/ atmosphere of the level * Can elicit emotional response |