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Variance

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# Game Overview

// ~~Title~~, Platform, ~~Genre~~, Rating, Target Market

// Game Vision

Variance is a 3D puzzle game that aims to allow the player to solve varying levels controlled by the player. The game is set in ancient sprawling tunnels with artifacts that change the tunnels around you. The game runs using WebGL and is appropriate for all audiences while being targeted towards those who enjoy 3D puzzle games.

// X-Statement

Razor: Find your way through mind bending corridors in the new puzzle game.

Slogan: Keep looking, these hallways will make sense eventually.

# Game Features

* Hallways that change their destination

// How to play the game

A video game screen with a room with columns and lights

Description automatically generated

Puzzles can be solved by analyzing the environment; doors and other objectives have color markings, and the corresponding orbs must be placed on pedestals to progress. At various points throughout levels invisible portals teleport the player to places that they would not otherwise be able to reach. Portal’s destinations can be controlled by the player by choosing which colored orbs to place on a limited number of pedestals. Hints are located throughout levels and directly or indirectly inform the player on where portals are located and where they will go for a given color.

# Game Objectives

* Escape each level as quickly as possible.

# Platform Requirements

* Internet Connection to itech.io.
* A browser compatible with WebGL.
* A mouse and keyboard.

# Game Synopsis

The game is set in an ancient underground tunnel system. The player is given little information on their characters background.

Wiki

To beat the first level the player must place both blue and green orbs on the pedestals. The player begins with access to the red orb and when placed on the pedestal will open portals that give access to the blue orb. The blue orb is located on the balcony above the exit door in the main room and can be accessed by taking the rightmost hallway closest to the exit door when viewed facing the exit door. The green orb sits at the balcony on the opposite side of the room as the exit door. The

Symbols on walls near hallways indicate the color pairs