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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 is set to use WebGL and be played by anyone.

// 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

* The game features

// How to play the game

# Game Objectives

# Platform Requirements

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

# Game Synopsis

puzzle Game

- Duplication Volume: Add reference count to objects so there can be multiple colliders on a volume, Move to late update

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