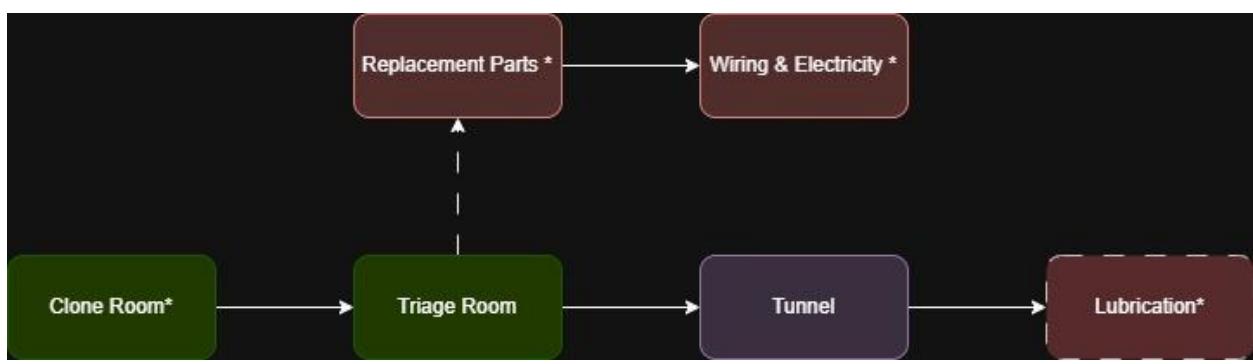


# Act Tension Flowchart:



Room Themes: (These themes are not necessarily linear)

- Facility (Green)
- Water plant (Purple)
- Tinman maintenance factory (Red)



*Rooms with '\*' include puzzles*

#### Act Gameplay Monologue:

Woody wakes up outside of his broken vessel in the **clone room**. The way out is locked by a passcode protected door. The passcode is separated between 4 different vessels that hold other G.R.O.W.L subjects, and the order of the code is determined by the date of each of these subjects. As Woody cracks the code, he leaves the room.

Leaving the clone room, Woody enters the **triage** room. (Once Woody enters, an animated cinematic will be played. This needs the narrative department's input as to what can be teased/introduced in this section). There will be no puzzle in this room. This room introduces 2 new paths, one of them is locked and needs the mechanical arm to access. The player is forced to move on through the **tunnel** path.

The **tunnel** is a long corridor section that leads to the **lubrication** room. There will be no puzzle in this room, but an animated cinematic that is connected to what happened in the **triage** room will play out while Woody is walking through.

In the **lubrication** room, there is a machine that can be used to assemble the mechanical arm. Woody has to solve a puzzle in a "follow the recipe" fashion by interacting with different machines to manufacture the parts needed for the mechanical arm. Floraphage confronts Woody right after he solves the puzzle. With the mechanical arm equipped, Woody can now go back and unlock the **replacement parts room**'s door.

*\*/Remainder of act-1 rooms have been emitted for NDA purposes\*/*

# Act Rooms:

## 1. Clone Room:

- ❖ This is the first room of the game. This room is where the AI stores all G.R.O.W.L project subjects.
- ❖ Narrative department's description:

*Little Woody felt at peace; only the warm liquid was around him. It gave him comfort and a sense of fulfillment. Like there wasn't a care in the world, but even in the most tranquil moment, something called to Little Woody. Like a far-off voice calling towards him, and when he paid enough attention, it would cause Little Woody to kick and punch, like a waking from a nightmare.*

*The dream stopped when his punch found purchase one day, and the walls around him shattered. Little Woody felt the rush of the water pouring, and he followed, sliding down and onto the floor. The voice had gone for a moment, but he could now hear it clearer. "Come outside, come be one with the world again." Little Woody opened his eyes. The room was lit up with bright, flashing red and white lights.*

*Little Woody got up to his feet and started walking forward. Where was he? He stood and looked around, checking each pod with him, and flinched as he noticed his reflection looked like those things.*

*What is this place? He walked towards the door, expecting it to open, but a loud buzzing noise let him know that the door would not budge. A panel to his right lit up, and he knew that he had to do something with it. Enter Code: It looked like a four-digit combination. Right, he thought and turned around heading back to the pods.*

### ❖ Room puzzle:

The puzzle has 2 factors:

- The door is locked by a 4 digit passcode. Each vessel holds a digit, including Woody's. The digit on Woody's vessel's interior is visible without any interaction required, but the other vessels are not visible due to fog obscuring the view. For the player to clear the fog, they have to interact with each vessel. By doing so, a UI close up of the vessel will pop in (Illustration 1.1). The vessel's digit is only visible in this view. Once the player closes this view, fog is back and it covers the view.
- The order of the digits is determined by the date of each vessel. Unlike the passcode digits, the dates are visible on the shells of the vessels.

- ❖ Interactable items:
  - 3 Vessels. (Woody's vessel is not interactable)
  - Passcode panel.
  - Door.
- ❖ Estimated time for completion: 2-3 minutes.
- ❖ Room width: 1 unit.
- ❖ Camera Style: Static.



Illustration 1.1

- ❖ Level layout sketch: (Illustration 1.2)

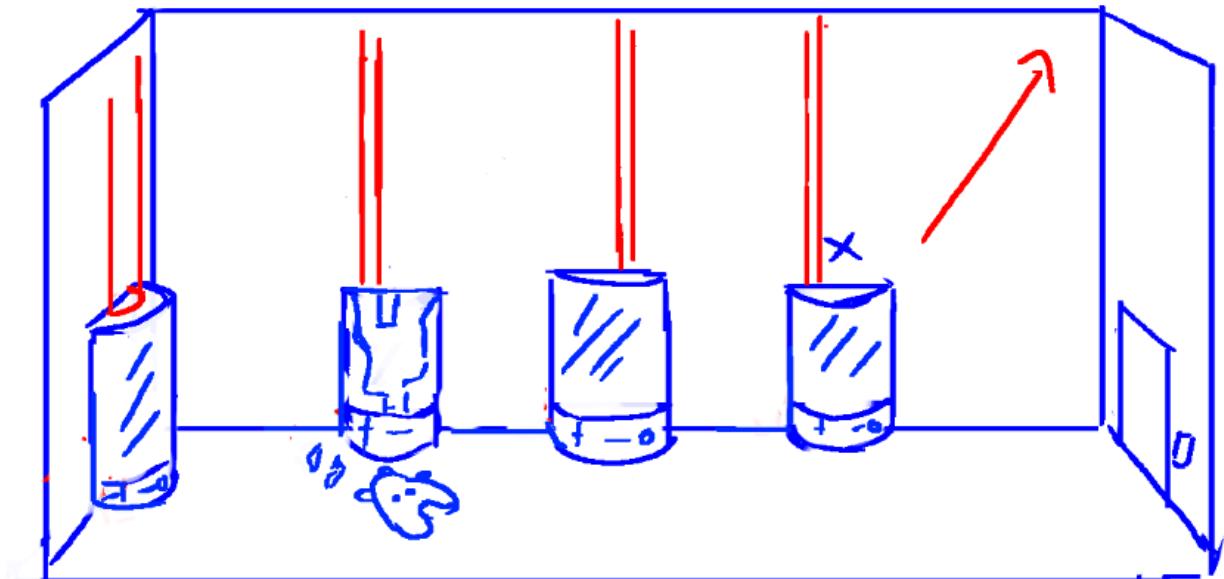


Illustration 1.2

❖ Mood board:(illustration 1.3 - 1.4)



Illustration 1.3



Illustration 1.4

2. **Triage Room:**

- ❖ The purpose of this room was to transport infected G.R.O.W.L subjects and treat them. This room existed before the clone room, once Flora decided to ditch the original plan, she manufactured the clone room behind this one.
- ❖ The room is designed under a triage theme, but it substitutes human-centered props with plant-centered props that serve a similar function. For example, instead of normal human beds, the beds are designed for Woody and other G.R.O.W.L subjects. Instead of using normal venous catheter for nutrition, a plant related object would be used. (References and concepts are displayed in illustrations 2.5-2.8)
- ❖ Narrative department's description:

*Little Woody fumbled around in the dark. The only light came from the open door, and once it shooshed shut, Little Woody was surrounded by darkness.*

*(Cute little animation where he blinks in the dark and we can only see his eyes blinking will play out)(Illustration 2.1).*

*Then, the lights became solid, and the roof lit up with bright white light. The room he was standing in was confusing; broken beds, glass, and flasks littered the entire area. It looked like whoever was here had left in a hurry. Little Woody noticed that rusted colors would give off a strong smell of iron, but he didn't linger around to find out what it meant.*
- ❖ There is no puzzle in this room.
- ❖ This room connects to:
  - Tunnel
  - Pipe Room
- ❖ Interactable items:
  - Tunnel's entrance
  - Pipe room's entrance (locked)
- ❖ Estimated time spent in room: 30-60 seconds.
- ❖ Room width: 1 unit
- ❖ Camera Style: Static.



Illustration 2.

- ❖ Level layout sketch: (Illustration 2.2)

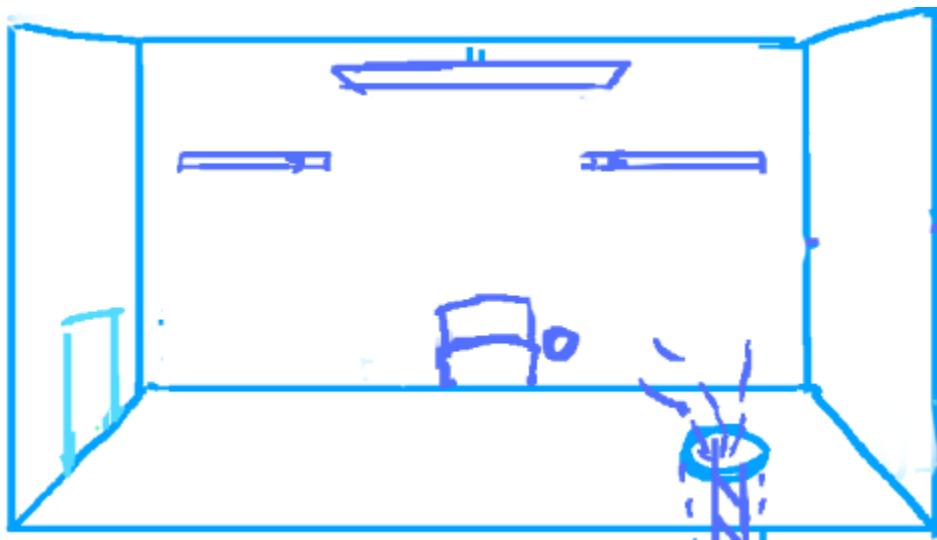


Illustration 2.2

- ❖ Mood board: (illustrations 2.3-2.8)



Illustration 2.3



Illustration 2.4

- Prop items to transform the triage room from a human-centered to plant-centered design:



Illustration 2.5



Illustration 2.6



Illustration 2.7

3. **Tunnel:**

- ❖ The tunnel leads to the lubrication room.
- ❖ This room is tight and claustrophobic. It conveys the feeling of sneaking around as if he is moving towards a restricted area.
- ❖ The player goes through this room twice:
  - Heading towards the lubrication room:
    - Half way through the tunnel, a short animated cutscene will show movement in a certain area to tease the bumblebee and the presence of other creatures in this facility.  
(More details about this cutscene are to be discussed with the narrative department)
  - Escaping from the lubrication room:
    - There is no change, and the tunnel still feels tight and claustrophobic.
- ❖ There will be no puzzle.
- ❖ Interactable items:
  - Ladder (accessible after equipping the mechanical arm)
  - Exit leading to the Lubrication room  
(This can be a vent, pipe's end, or any other variation that fits the theme.)
- ❖ Estimated time for completion: 10-30 seconds.
- ❖ Room width: 1.5 units.
- ❖ Following camera.
- ❖ Mood board: (Illustration 3.1-3.5)



Illustration 3.1

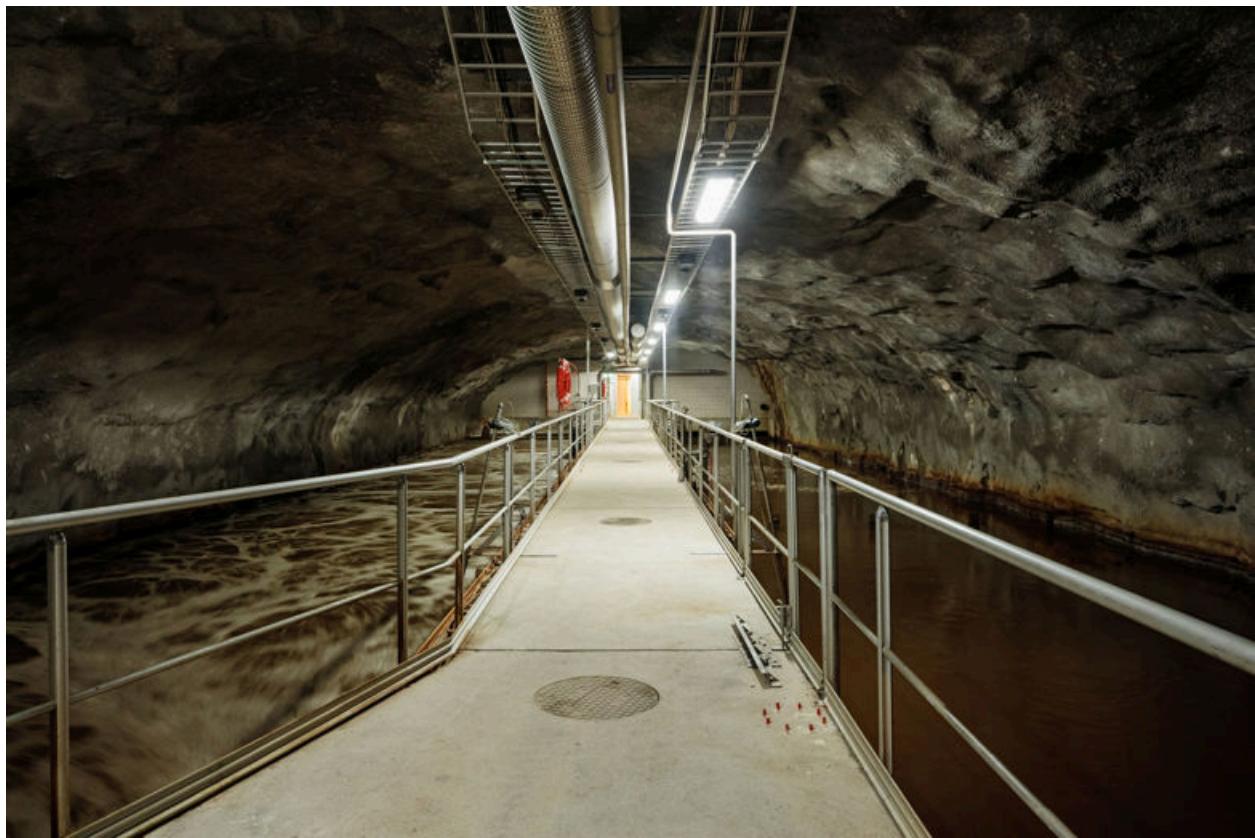


Illustration 3.2



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Illustration 3.3



Illustration 3.4



Illustration 3.5

#### 4. Lubrication Room:

- ❖ The purpose of this room is to store oil and other resources in a safe area. Since the facility's collapse, the room is malfunctioning and is in need of repair.
- ❖ Narrative department's description:  
*This place was designed to keep the robotic personnel in good working order. Since most of the precision oiling and lubrication machines had failed, Floraphage opted for simply opening up oil drums and plunging the robots and their parts neck deep in oil to keep them in good working order.*
- ❖ This room is a multi layered room.
- ❖ Room puzzle:

The puzzle in this room requires the player to assemble the mechanical arm. To achieve this, the player has to interact with different machines and fill oil tanks. Illustration 4.1 marks the machines and tank placements, here is a brief description of designated machines/areas:

**(Keep in mind that Woody doesn't have the mechanical arm yet, so his interactions with the machines are button-based as he can't hold on to anything without fingers)**

- 1- This machine exports 1 part of the mechanical arm at a time to machine 2. Once a part has been exported, the screen on the machine displays that it can't process any other actions till it receives a signal that it can/should. This is done by the mechanical arm pointed at in 2.1. The two parts are connected with the line pointed at in 1.1. If the signal was positive, then the next time the machine is used, it will export the next part of the arm. On the other hand, if it fails, then it will export the same part that was lost exported. If the machine is ready for exporting, the screen will show the next part that will be produced.

The mechanical arm consists of 3 parts:

- Shoulder joint (20A, 5B, 10C)
- Arm stick (10A, 10B, 5C)
- Hand (15A, 5B, 20C)

- 2- This machine controls the amount of oil resources that will be sprayed on the subject. The player should adjust the amount of each resource to a specific number for each part. There are 3 different resources:

- Lubricant oil (A) 
- Naphtha (B) 
- Epoxy resin (C) 

- 2.1- In case the player misses the recipe, the robotic arm at the end will throw the part in the trash, which will send a signal to machine 1 to export the same product next time.

- 2.2- On the other hand, if the player gets it right, the mechanical arm places the part in this box. For each part that has been equipped, a red light turns green. Once all 3 lights are green, the box opens and Woody can equip the assembled arm.

(This doesn't have to be a literal box, it only needs to prevent Woody from taking the arm before it's completed. Glass, wooden box, metallic box, or anything else is fine as long as this condition is met.)

- 3- This is the back layer of the room. In this layer, the player can find information about the ingredients needed for each arm part and, more importantly, the oil tank.

**(Refer to illustration 4.2)**

- 3.1- All 3 resources share 1 tank. Nevertheless, they vary in the amount they store. The player can control each tank's capacity by moving the filtering handle along the path. The amount of each resource is displayed as a percentage of the capacity it's occupying near the filter itself.

**(The handles are not buttons. Although Woody doesn't have fingers, Woody can move the handles around by sticking his wooden arm inside each handle and, by colliding with its edges, will cause it to move around. This is the only exception to the rule stated at the beginning of the puzzle description)**

- 3.2- Details that showcase the amount needed of resources for each of the mechanical parts.
- 3.3- When this button is pressed, the tank gets filled, and according to how the player dictated the capacity-per-resource, it will be filtered on that basis.
- 3.4- A visual queue that points to the way back to the first layer.

❖ Interactable items:

- 3 machines with different functionalities:
  - 1- a single button that will place a part onto machine no.2
  - 2- 3 similar gauges and 1 button to activate the machine
  - 3- 2 handles to place the filters
- staircase (or an equivalent) that leads to the back layer (and vice versa)
- filling the tank button in the back layer
- mechanical arm after it is completed

❖ Estimated time for completion: 4-7 minutes.

❖ Room width: 1.25 units.

- Back layer width: 1 unit.

❖ Camera Style: Following camera.

❖ Level sketch: (Illustration 4.1-4.2)

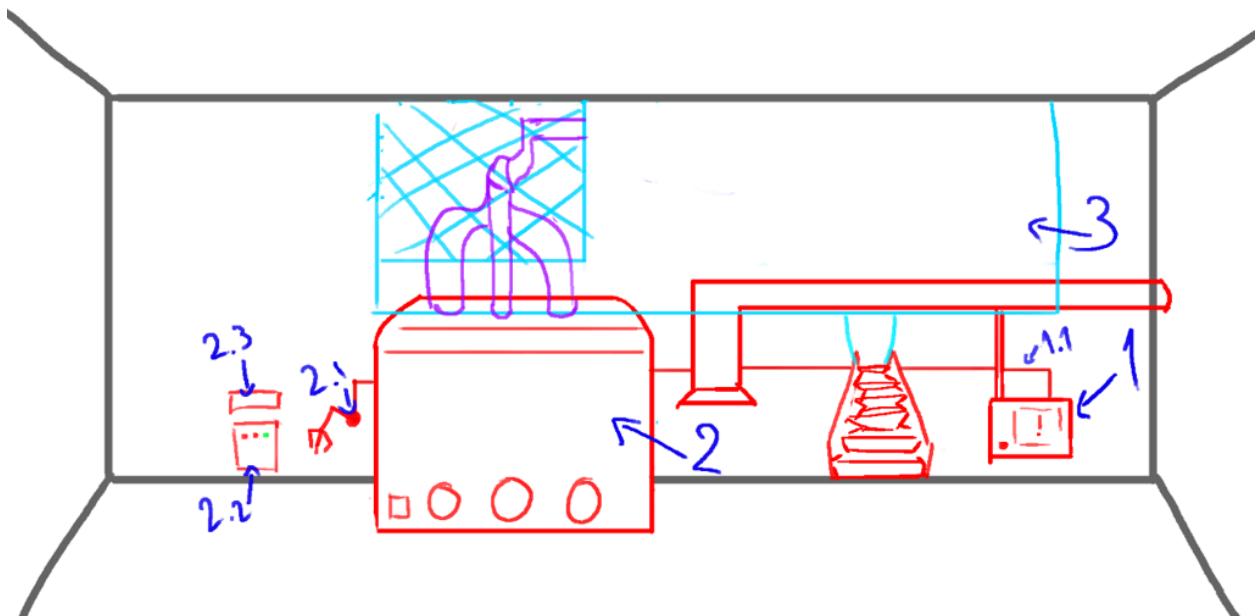


Illustration 4.1

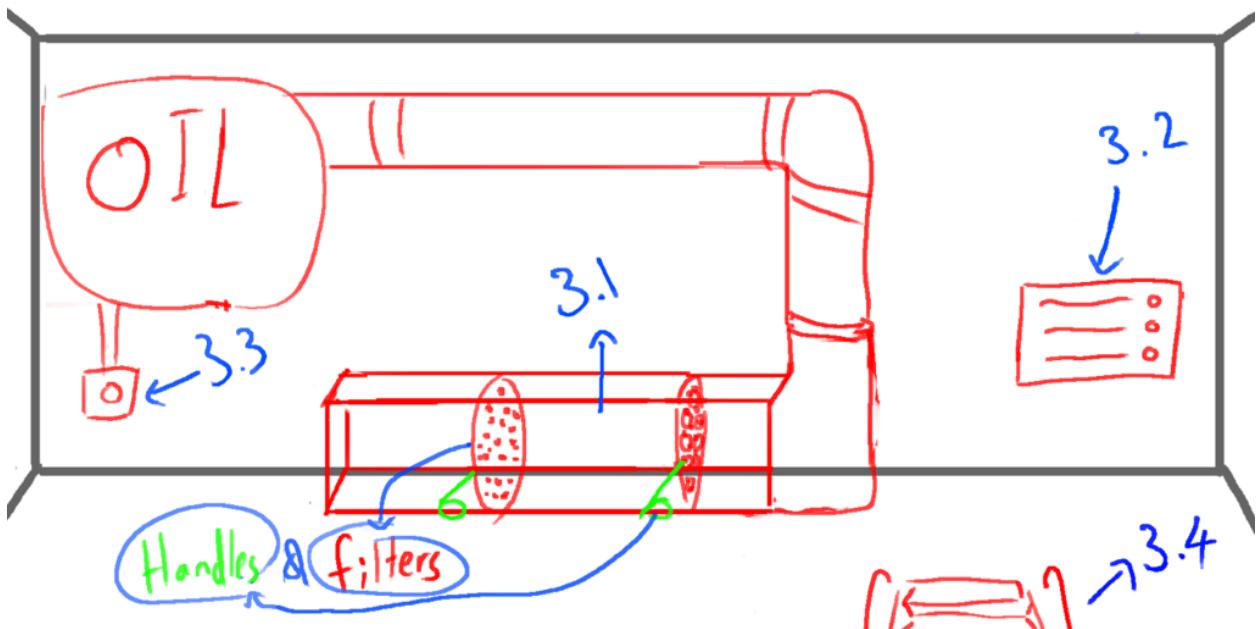


Illustration 4.2

- ❖ Mood board: (Illustration 4.3-4.7)

**(Alongside the mood board, I recommend to skim through this 1-page article that describes some defining attributes of lubrication rooms that can help with room art and composition)**



Illustration 4.3 (Machine 2)



Illustration 4.4 (Idea for transparency for machine 3.1)



Illustration 4.5



Illustration 4.6



Illustration 4.7