CHEMICAL DYAS

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ITGM 452-01 Level Design Mechanics

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Professor Cookson

QUICK OVERVIEW

Environment: A research space station orbiting a foreign planet.

Inspiration: Space Stations, Hubble Telescope, murder mysteries, and Variable Specific Impulse Magnetoplasma Rocket (engine room).

Beginning: The Player is woken by the sound of gunshots not to far away.

Ending: The player finds the 'mad' scientist behind the killings and kills them in order to escape the gas that is permeating the rest of the ship.

Goals:

First Event: Hack the computer terminals in the control room and the lab.
Second Event: Engine Room, clear obstruction and re-route power
Third Event: Docking Bay, overcome violent enemy.

LEVEL SUMMARY

Part One

The player begins with a blank screen when a single shot rings out. Upon the sound of the shot, the screen clears and with a jolt upwards and the player can see that they are inside a small bedroom with little inside it besides a bunk-bed and a small desk. There is a single door leading out and when the play steps through, they find themselves at the end of a hall. Along either side of the hall are semi large windows that show foreign planet below as well as the space station the player is currently on. The player finds himself or herself upon the main deck of the station; the panel in front of them is stained with blood. Behind the main consol, station the player finds the body of the captain. Around the deck, there are clear signs that a struggle took place. The lights on the consol are all flashing red and after the player has approached/seen the dead body of the captain a voice says that chemical levels are reaching critical levels while the energy levels of the ship continue to drop.

If the player tries to leave the room, they discover that the main elevator has been locked. A blood stained computer s seen flashing and upon interaction, an inscription pops up. It is up to the player to hack the system and unlock the door; they also have the choice to read some case files of what experiments where being conducted.

Part Two

The elevator has several floors to choose from: the lab, engine, and docking bay. The button labeled the lab has a blood stained handprint on it. When the player enters the lab and the computer voice warns the player of the dangerously rising chemical concentration that causes the room to gain a slightly foggy and tint a different color. Along the wall that is a large container, that is clearly exuding gas but the controls are under lock and key. Beside the glass container lays a second dead body slumped against the wall. Another computer terminal can be hacked to turn off the gas leakage. The computer also reveals notes of the descent into madness of one of the crewmembers and how he sabotaged the ships destruction and re-routed power from the dock so no one could escape. Once the valve has been cut off the warning levels stop rising but do not dissipate. After an extended period of being exposed to the mysterious gas the players screen starts to blur.

Part Three

As the player reaches the engine room energy levels are reaching low and a voice informs the player that artificial gravity has been shut off in order to preserve remaining energy and all the lights flicker. In the engine room boxes, computer terminals, and all kinds of assorted debris and tools. Through the middle of the room is a large laser; any object that touches it is instantly vaporized. One of the displays shows that there is a blockage. The player must then navigate upwards while dodging the floating debris and avoiding the laser. When the obstruction is removed, the player is informed that gravity will be restored in 30 seconds and it now becomes a race to the bottom. Once this is complete, the player can access the computer terminal to route energy back into the dock in order to get an escape pod.

Part Four

In the docking station, the player encounters the mad scientist who immediately starts firing upon you. Luckily, there are many crates around and among them is an opened contained labeled surface equipment. Inside the box, the player finds a weapon in which they can use to kill the scientist and escape in the pod to the research station on the other side of the planet.

EVENT BREAKDOWN

1	**Control Room and Lab:** A cinematic is played to zoom in the focus of the player onto the computer screen. The screen shows the inputting of a password but it being rejected. The camera moves down to show the sliding open of a panel revealing a series of wires. The player must reroute the twisted wires without short-circuiting the board. Once Completed the panel recovers the wires and the camera is moved back up to the display. After showing the same password being typed in, a new load out that lets the player reactivate the elevator. In the control room it shows logs of the space station and what they were doing there. In the lab, a log of the 'mad' scientist is shown. **Assets:** Control panels Elevator Computer screen Wires Pipes Computer screen textures Typing Sounds Elevator Sounds Short Circuiting Sounds Lab equipment (beakers, microscopes, etc.)
2	**Engine Room** Trigger voice warning of loss of artificial gravity. Water volume turned on. Matinee of objects floating. The player must navigate the antigravity environment while avoiding lasers to un-jam the engine and restore gravity. Once the engine is fixed, the player has limited time to return to the ground. They must he restore the power back to the escape pods. **Assets:** Robot voice Boxes and other debris Laser particle effect Water Volume Spinning turbines

3	**Docking Bay:** Elevator opens trigger AI attack. AI moves around and takes cover behind available boxes and walls. Player has to find and equip weapon to dispatch enemy or they can sneak around them in order to get on the escape pod. **Assets:** AI Gun Cargo boxes Escape pod bullets

SUB EVENTS

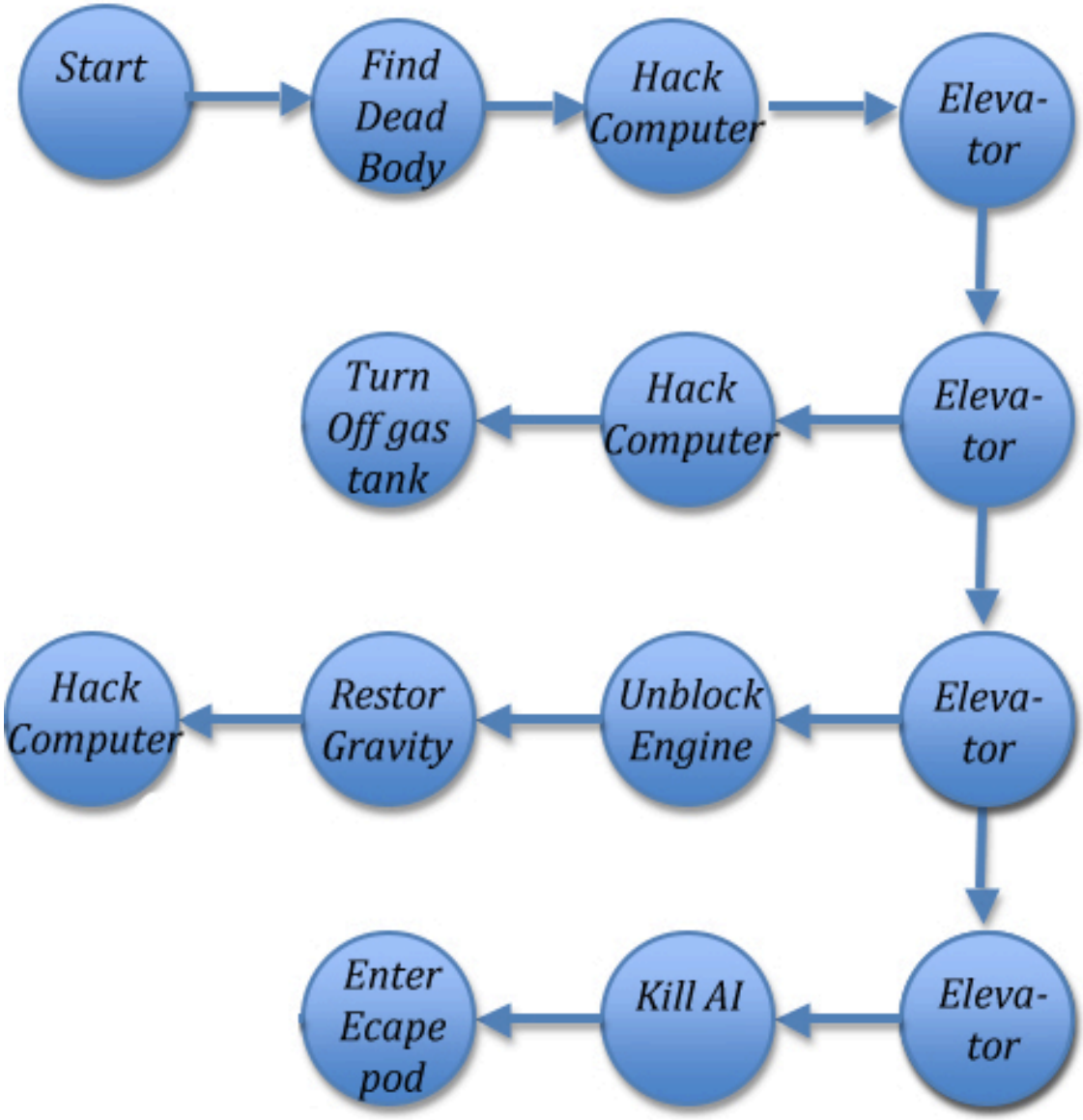
Voice: touch trigger by body

Elevator: matinee, elevator opening and closing sounds. Buttons to different floors

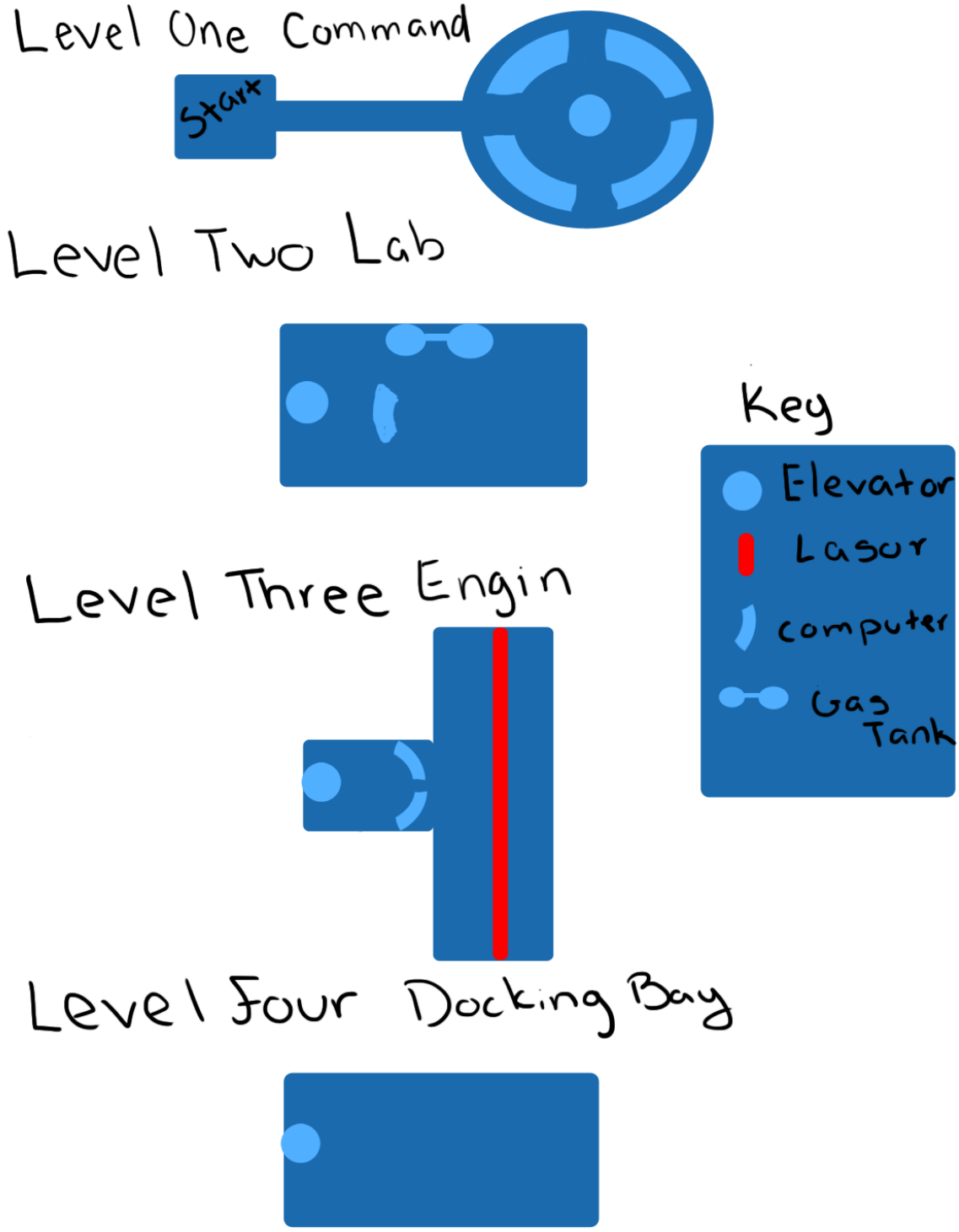
Pipes Burst: touch event when near

Ambient noises: ship creaking and settling

BUBBLE DIAGRAM

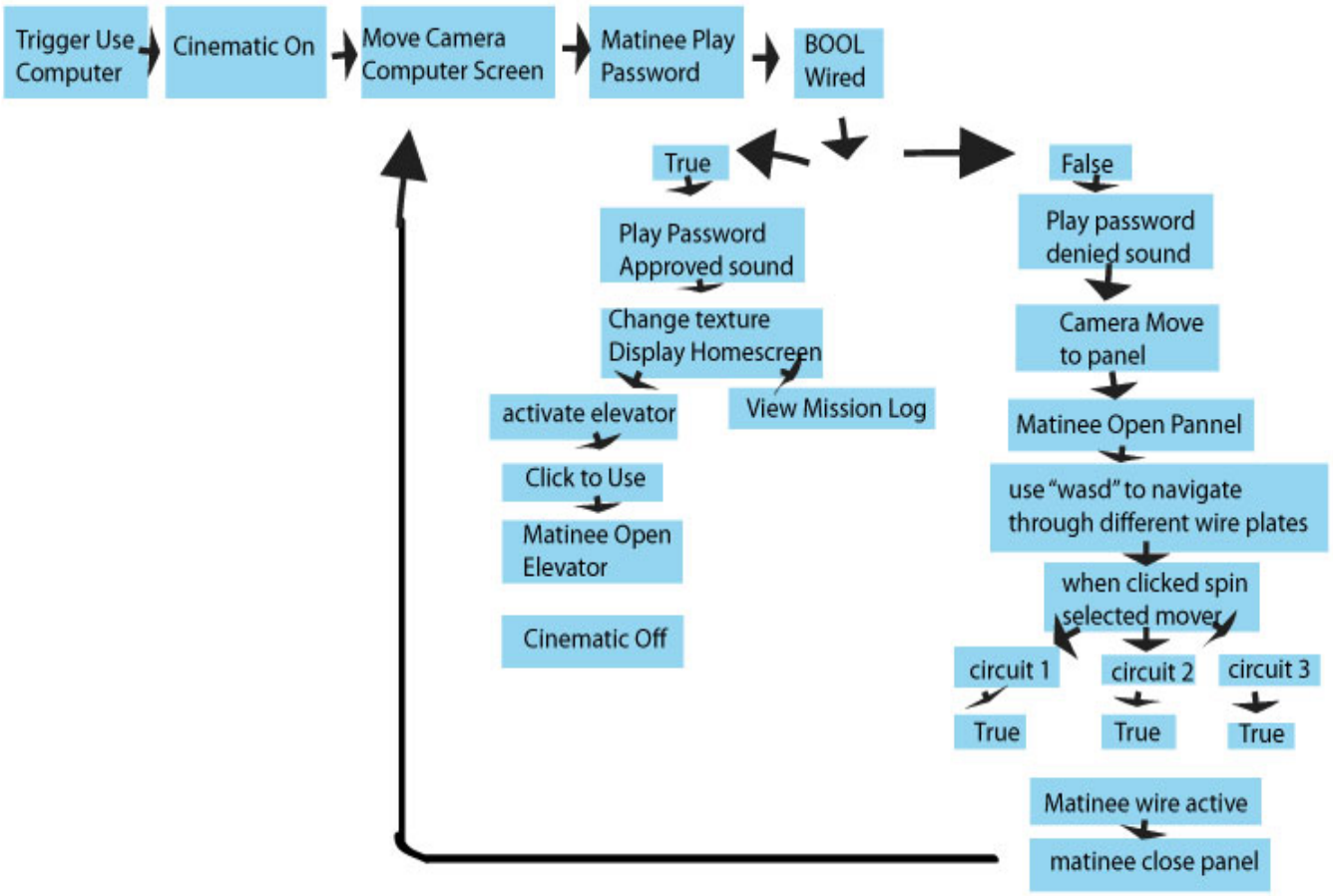


OVER-HEAD MAP

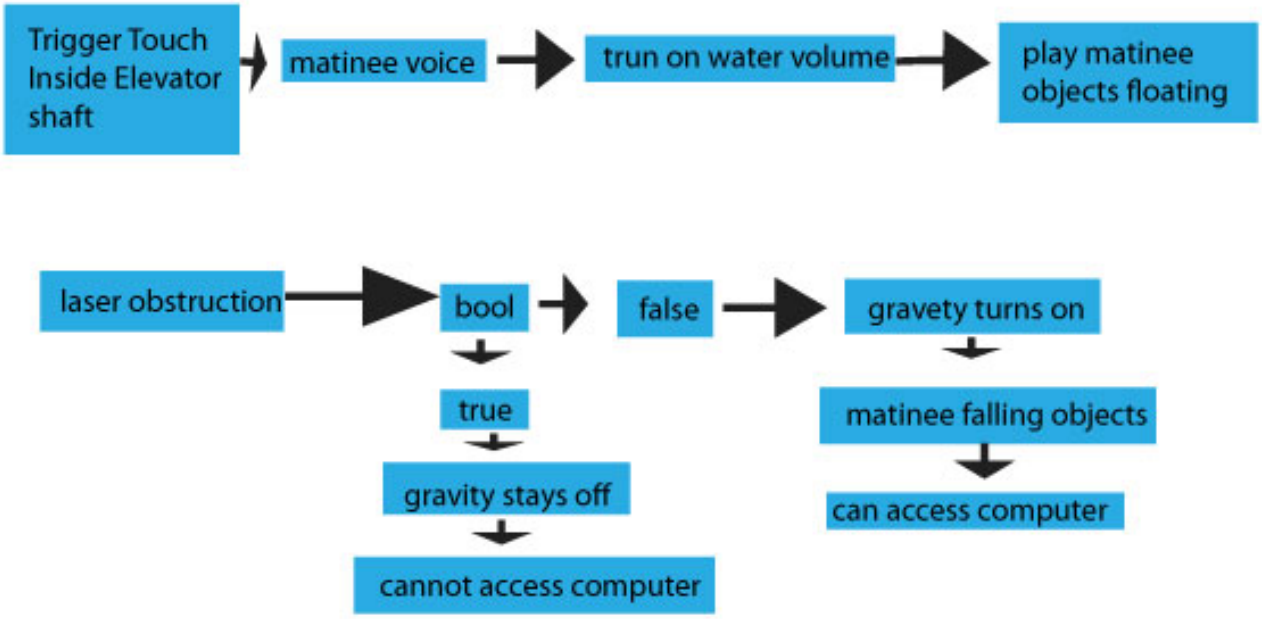


KISMET CHARTS

EVENT 1



EVENT 2


Trigger Touch Inside Elevator shaft
matinee voice
trun on water volume
play matinee objects floating
laser obstruction
bool
false
gravety turns on
true
matinee falling objects
gravity stays off
can access computer
cannot access computer