

ENVIRONMENT CUES DOCUMENT

GAME: SUPERCHARGED

Level 1

TASK 1

Table 1:

Objective 1.1: We need to make the player go to table 2 by using wall mechanics.

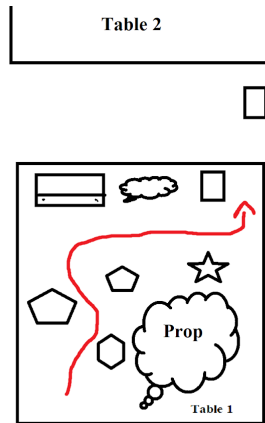
Problems 1.1:

We want our players to reach the rear end of the table before the wall, where they can do a wall run to table 2.

Solution 1.1:

We will cover 70% of the table with non-interactive props like books, backpacks, printers, etc. Assets will be such that the players cannot climb or walk on those objects, so they have to walk only on the remaining walkable areas. The remaining 30% of the walkable area will be the pathway to reach the end of the table, through which he has to do a wall run.

He sees a photo frame shining on a small shelf attached to a wall between tables 1 and 2, which will be an instinct for where they have to go next.



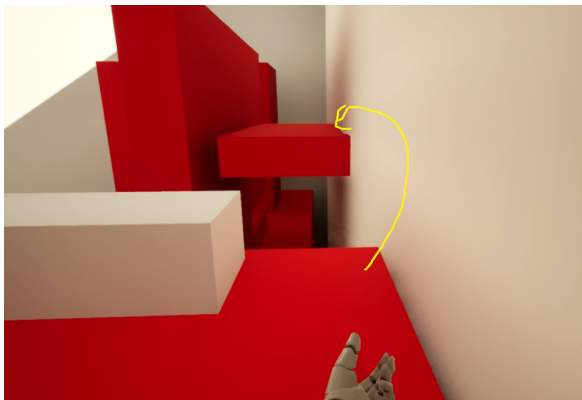
(The red line represents walkable areas for players that will lead to the end of the table and cross Table 2 in between props.)

Problems 1.2:

We need our players to do a wall run, but we can't give them any tutorials because we want our gameplay to be implicit.

Solution 1.2:

1. When our player is close to a wall and tries to jump forward, the game automatically turns it into a wall run. As other areas are blocked by props, when the player sees the photo frame, he will have a small passage through which he can jump to the photo frame area. So, when he tries to jump to the shelf between T1 and T2, the player instead makes a wall run, and they learn about the wall run feature as a result.



(Small passage where the player has to jump and reach the photo frame shelf)

Table 2:

Objective 1.3:

- We need to make the players interact with the Rubix cube and let them find the missing piece.
- We need to make the players interact with objects like scale.
- We need to make the players pick up and drop the cube on the red button.

Problem 1.3:

How will the player recognize that he can interact with a particular object?

Solution 1.3:

When the object is within a certain radius, there will be a white circle on it so the player can go near it, and there will be an interact option on it when the player is within a pickable distance.

[Ref image]



Problem 1.4:

How will the player know the task and what he needs to find?

Solution 1.4:

The Rubix cube will be under a lamp with a light on it, which attracts the player to go near it. When the player interacts with it, there will be dialogue text on the screen saying some of the pieces are missing, and you get an objective on the screen saying find the missing cube 0/3. This way, the player understands what he has to do next.

Problem 1.5:

How to make sure the player properly places the scale and doesn't put it down

Solution 1.5:

When the player picks up the scale, he needs to move it and keep the scale between tables 2 and 3. We will be coding it in such a way that the scale does not fall.

Problem 1.6:

If the player is facing the opposite direction of the red button, he can't see it and has to wonder what to do next.

Solution 1.6:

The Rubix textures will have a metallic finish such that there is a reflection on them. If the player is standing on the opposite side of the glowing light, then he can see some reflection of that glowing light. Or a metallic water bottle is kept on the table where the player can see some reflection of the light.

Table 3:

Objectives 1.7:

- The player has to find the missing cube.
- We have to make the player do a chain wall run.

Problem 1.7:

How to teach players how to do a chain wall run without using tutorials

Solution 1.7:

We'll put a stack of books at the back end of the table, with a gap like the previous table, next to table 4. Additionally, another stack of books will be placed on a small shelf attached to the wall between T3 and T4.

The small shelf is too small for the player to stand on.

The player will have to explore and figure it out for themselves, and they may die multiple times while doing so. Players may try to jump on the small shelf while wall running from the book stacks, which will automatically change to a wall run.

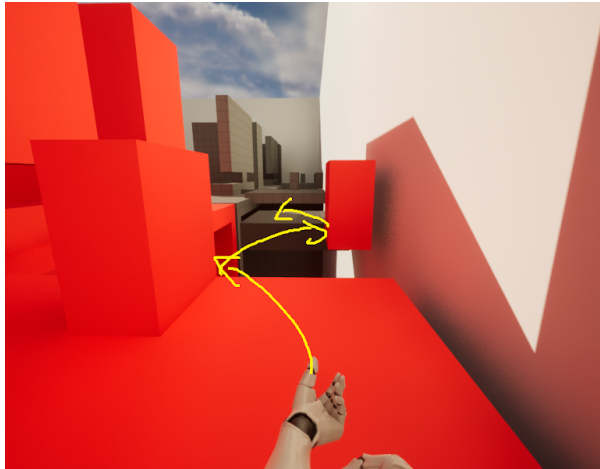


Table 4:

Objective 1.8:

Find the missing cube.

Other items on the table:

- A PC, Computer, and Fallen Pen Stand where you find the missing Cubes.
- Other items according to the theme of the table.
- Wires and switch behind PC (Final task)

Scene: *After the player goes back to table 2, he places the cube on the red button.*

Problem 1.8 :

How will the player know that the drawer opens when you place the Rubix cube on the red button?

Solution 1.8 :

The red button will be placed above the drawer at the edge of table 2 so that when the red button is triggered, the player can see and hear the drawer getting opened.

TASK 2

Scene: Enemies approach the player at table 2 after he climbs up from the drawer.

Objective 1.9:

- Make the player aware that enemies are chasing him.
- Make the player understand that your bullets won't work on the enemies.
- Make the player move forward toward table 4.

Problem 1.9:

how to alert the player that the enemy is chasing him.

Solution 1.9:

As the player climbs the table and looks to his right, he notices that the lights on the table's left side are flickering. If the player fails to notice this, he will be killed by the enemy and respawn at the same place, but this time he knows the enemies are chasing him.

Problem 1.10:

How to communicate to the player that bullets won't work on enemies

Solution 1.10:

The player will see the enemies approaching, and his first instinct will be to shoot them. When the player shoots, the platform or wall reaches the enemy and is broken up.

OR

The crosshair shows an X while aiming at the enemies.

Either way, the player realizes bullets won't kill enemies.

Problem 1.11:

The enemies are charging toward the player, and he has to run from that place and reach Table 4.

Solution 1.11:

Since the enemies are charging toward the player from the right side and none of the bullets work on them, the instinct of the player would be to run away from them. And this way, the player will reach Table 4, and enemies will stop following.

Scene: The player can see table 5 from Table 4

Objective 1.12:

- The player has to reach table 5, which is parallel to the other end of the room.
- The player has to use his gun to make platforms and leverage it to cross to the other side.

Problem 1.12:

- How to inform the players that they must reach across the room to the table.

Solution 1.12:

When the player reaches table 4 with the wall gun, he can see some light from table 5, so the player has to figure out how to get there.

The player sees a shelf attached to the wall between tables 4 and 5, so he decides he can get to that shelf by building some platforms, and he starts building platforms to the shelf and from the shelf area to table 5.



(The shelf is attached to the wall between T4 and T5, where the player stands.)

Table 5

Objectives 1.13:

- We need to make the player interact with the Vent and cable connector.
- We need to make the player search for the key.

Solution 1.13:

When the player reaches Table 5, he will notice some props (based on the table theme).

He sees a cable connector at the edge of the table with an "interact" button that will drop a cable when he presses it.



Reference image for the cable connector

The player finds a vent with an "interact" button. By clicking on it, he gets the information that he needs to find a key to unlock the screw. And he gets an objective on the screen: **find the key.** and the player will start searching for the key.



A vent leads to a room, and it has two screws and a white dot on it.

Table 6

Objectives 1.14:

- The player has to cross the table.
- Make sure the player sees the enemy climbing.

Solutions 1.14:

- ☐ The player will explore the table, and when he reaches the end of the table, he can see some enemies climbing the table through a USB cable that is attached to a connector.

- ☐ The player will recognize that to disconnect, he needs to press E by going to Table 7 (based on prior USB drop interactions).

OR,

There will be multiple enemies who are climbing different cables connected to different connectors at the same time, and the player has to unplug all the cables one by one before they reach the top.



(Reference image of how enemies will climb the USB wires)

If the player fails to do the task, the enemies will climb up and attack him. If he dies, he will be respawned at the checkpoint at table 6 before the enemies climb up.

Table 7

Objective 1.15:

- Find the Key.

Solutions 1.15:

A screwdriver (key) is found in Table 7 among different cluttered items. which will have a white circle when a player is far away and an "interact" button when he is close to the object.



(Concept)

The player will get an objective on the screen to unlock the vent.

Table 8

Players do not need to go to this in the first level.

Next to the key, the player also finds an open vent, and if he goes in, he will find extra ammos.

Objective 1.16 :

- The player has to collect extra ammos while defending himself against the enemies.

Solution 1.16 :

- When the player comes down from the vent, the place will be dark, and when he goes ahead, he will find some enemies shooting at him, and he has to dodge them by creating platforms and collecting some extra ammo on his way. At the end, he will find an USB cable that he had dropped in table 5, through which he will climb up and reach table 5.

The player goes back to table 5:

When the player goes near one of the two screw areas on the vent, he gets an interact button.

He has to press the E button, and the screw will get loose, and he has to do the same to the other screw area too.

Level 2

TASK 1

The player enters the vent

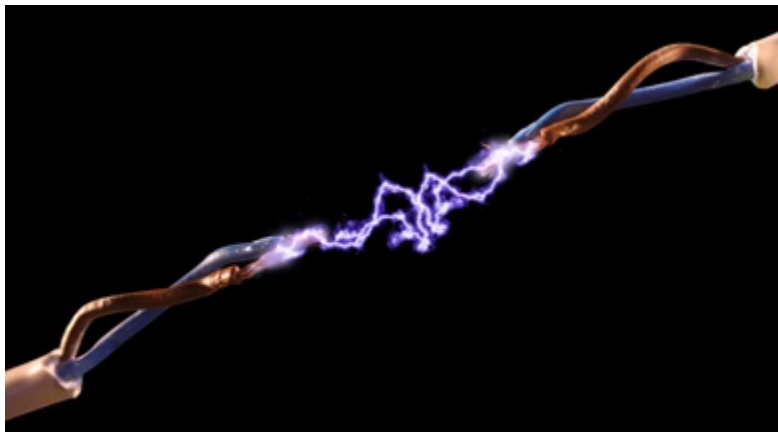
(To adjust the difficulty, players won't be able to shoot platforms or wall run on some walls.)

Problem 2.1: The player sees an exposed wire on his way, and if he steps on it, he dies. We need to make sure the player doesn't walk on it.

(Wall running and shooting platforms on the walls are prohibited.)

Solution 2.1: We will make the exposed wire have sparks on it with sound effects, indicating that the wire has electricity and that stepping on it will kill the player.

We will place a dead enemy upon those wires, which will indicate that enemies will die from the electric shock.



(How the exposed parts of the wire will look like)

Now the player can jump above the wire or do a wall run to cross the exposed wires.

Moving forward, you find a flying enemy, and when you move toward a particular range, it starts shooting and doesn't allow you to pass.

Objective 2.2:

- The player has to move forward and avoid getting killed by the enemy.
- The player has to find a way to stop the flying enemy.

Problem 2.2:

- The player cannot progress further as the flying enemy keeps attacking when the player tries to escape.

Solution 2.2:

- There will be an object above the flying enemy that will be a bright colour compared to the environment, which will grab the player's attention.
- The player will have to shoot that, and it will fall on the flying enemy and kill it, and the player can move forward.

Objective 2.3:

The player has to find a way to cross the water area since there is no button to turn off the electricity.

Problem 2.3:

The player is unable to leave the area because he cannot find any buttons to turn off the electricity.

(Wall running and shooting platforms on the walls are prohibited.)

Solution 2.3:

We will be keeping a router slanted on the wall in the left corner of the wall, and the player has to wall run on the router and move forward to the dry area.

As soon as the player crosses, he sees another spilled water area with electricity and a red button attached to the wall next to the router.

Objective 2.4:

Make the player use the red button and cross the area.

Solution 2.4:

When the player shoots the red button and the electricity goes out, he must cross the water area in 5 seconds before the platform disappears and the electricity is back in the water.

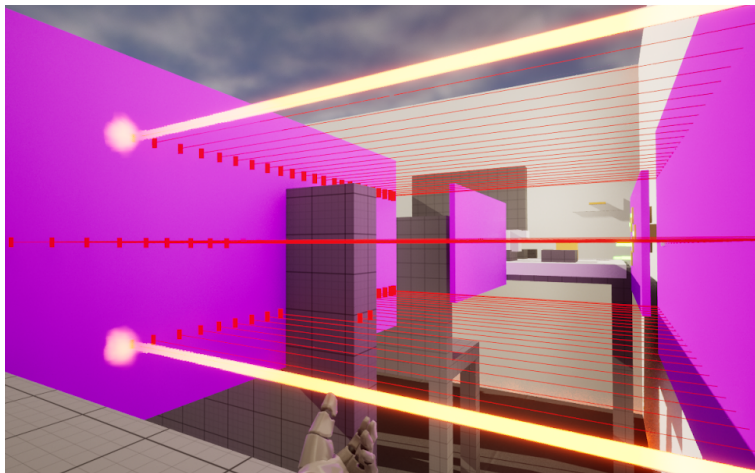
After crossing, you see a gap between the platform you're standing on and the platform ahead, and the player sees multiple lasers moving from left to right.

Objective 2.5:

- The player has to cross to the other side of the platform.
- The player has to avoid getting in contact with the laser and find an effective way to cross to the other side.

Solution 2.5:

- When the player sees the laser, it looks like a strong projectile that will harm the player, which should make them avoid getting in contact in the first place. If not, then when they get in contact and their health gets reduced, they will know that the laser damages their health points.
- We need our players to think on their own and cross the path; one way to do this is to block the laser from hitting you by shooting a wall and taking cover behind it.



(This is how the laser is usually projected on the wall.)



(But when the laser hits one of our walls, it stops and does not penetrate the wall.)

The player can now create multiple walls on the floor, take cover behind them, and move forward. After he climbs up the platform, he sees ground enemies and flying enemies shooting at him.

Objective 2.6:

- The player has to run away from the enemies and avoid getting hit by them; use platforms and walls as a shield; and climb up the platform at the end.

Solution 2.6:

- As soon as the player sees that the enemies are shooting at him, his first instinct would be to avoid getting hit by it, and from the laser tasks, he knows that he can use the platforms and walls as a shield from enemies.
- There isn't any other way to go other than forward. Hence, the player moves forward while enemies are attacking, and the player gets a red icon blinking on the screen before the flying enemy fires, so the player has time to dodge the bullet.



(A second before the flying enemies are about to shoot, the player sees a red mark like this blinking on the screen, giving him time to avoid getting hit.)

- The player sees a wall at the end that has some diagonal cracks on it, and he can make platforms only in those areas and climb up.



(The player will make platforms in those cracked areas and climb up.)

The player reaches the top of the wall, but the flying enemy is still chasing the player, so he moves forward and sees a moving laser on the wall, like before, and the flying enemy stops attacking once the player goes near the laser area.

[To balance difficulties, we can add some exposed wire on the floor so the player has to strategically place the platforms and move forward.]

The player passes through the laser, takes a left, and is now on top of a server.

TASK 2

The player has to turn on multiple switches on a server, and he has to do it for all servers in the room while avoiding getting killed either by falling from a height or getting damaged by enemies.

Objectives 2.7:

- The player has to turn on switches on all servers.
- Once the player turns on the first switch, he has 5 seconds to switch on the other switch; if he fails, the first switch goes off, and he has to switch it on again.
- On the server, the player has to jump from one rack to another rack once his task on the current rack is done.
- Some enemies start interfering, and the player has to be cautious and move around so that he doesn't get health damage.

Problem 2.7:

- How will the player know what he needs to do?
- How will the player know that he needs to turn on the remaining switches in 5 seconds?
- When the task is finished on one rack how will the player know he has to go to the rack below him?

Solution 2.7:

- When the player reaches the top of the server and sees it, he says to himself, "I need to turn on all buttons to activate this server." And on the screen, a dialogue shows, "**Switches active—6/24.**" Some switches are already active. This way, the players understand the objective.
- The player sees a white circle on the buttons (like how he sees it on most interactable objects).
- When the player turns on the switch, the light turns red from green, and there are other switches in the rack that he has to turn on. But if the player takes too long to turn on the next switch in that particular rack, the last switch gets turned off, and he has to go back and turn on the switch again. This way, the player understands he has to turn on all the switches quickly.

- When the player finishes turning on all buttons on the server, he gets a dialogue text saying "**Server Activated**".

As the player moves from one rack to the next and activates all switches, the room turns reddish.

Once all buttons are activated, the player notices a small hole in the wall that is blocked by an object, through which light enters the room. Since the room is fully red, the area where the light comes out is highlighted for the players.

Objectives 2.8:

The player has to get out of the server room through a hole to progress to the next level.

Problems 2.8:

How to make the player go near the hole

Solution 2.8:

Since the room is reddish after turning on all the servers, the hole through which the lights come into the room is highlighted, and this grabs the player's attention and makes him check out that area, so he goes, thereby creating platforms and exiting the server room by interacting with the hole.

Level 3

The player returns to the computer lab room, the lights are turned on, and he notices a hanging USB cable from table 5 that he dropped on level 1.

Objective 3.1:

- We need to make the player climb up to table 5 through the USB cable.
- We need to make the player understand the objective of his final task.

Solution 3.1:

- When the player comes out of the hole in the server room on his left, he sees a plain wall with one shelf and table 4 towards the end of the wall, and on the right side, he sees a USB cable hanging from table 5 with the interaction icon on it, which looks like an obvious way to go.

The Player climbs up to the table and sees there are lots of computers, and he says, "*I need to find a computer that will supercharge me back to my world.*"

The player sees an exposed wire on Table 5 that is attached to the wall but now has electricity on it, and he sees a follow-type enemy across the wire walking around on the table.

Objective 3.2:

- The player needs to locate a computer that can return him to reality by supercharging him.
- The player has to deal with the follow-type enemy before going to the next table.
- The player has to find a way to cross the exposed wire; he can't use platforms to cross as the walls do not support platforms. And he can't do a normal wall run because he will get electrocuted.

Solution 3.2:

- When the player comes near the wire and the enemy is in a nearby radius, it will try to attack the player by moving towards him and stepping on the exposed wire and dying.
- The player can see the wire is connected to a switchboard on the wall and has a button. The player has to shoot on the button, which will turn off the electricity for a few seconds and allow the player to cross the wire.

The player crosses table 5 and reaches table 6, where he sees a monitor with some text. The player sees the interaction option near the keyboard, and when he presses it, the screen goes red and he gets the information that the electricity is going out.

Objective 3.3:

- We need to make players Supercharge all PCs.

Problem 3.3:

- How do we make the player understand the task?

Solution 3.3:

- The player says, "**I need to turn on all the PCs to supercharge this computer,**" and there will be a dialogue box on the screen that says, "**Supercharge 0/4 computers,**" which will stay there until the player has completed all 4 supercharges. This way, the player understands what the objective is.
- On table 6, he sees a shining photo frame that has a map of the room where the PCs and connectors are.

The player sees that the nearest PC is on table 7, so he has to go there and turn on the switch on the wall by pressing E.

Objective 3.4:

- The player has to turn on the PC by pressing the E button on the switchboard.
- The player has to Interchange the red and green wires from the connector, which is hanging between the table and the wall.

Problem 3.4:

- How to make the player know he has to switch on the Switchboard and not shoot platforms on it?
- How will the player know that the player has to interchange the red and green wire on the connector? **(D)**

Solution 3.4:

- The player will have an objective on the screen saying he needs to supercharge the PC. The player sees the PC is connected to a switchboard, and there is a switch, but when the player shoots on it, it doesn't make any platforms. This will

make the player go near the switchboard and press E to turn the PC on.

- When the player turns on the switch, he sees green and red wires glowing that are connected from the PC to a connector hanging. He sees a table scale on the table and he needs to place the scale in the direction of the connector and walk on it. When the player goes near the connector, he gets the caution "Interconnecting wire will lead to supercharging of the PC" and gets an "E" button on the screen. This way the player will know that he has to interchange the wires.

On-screen the player sees the dialogue text change to “Supercharge 1/4 computers” (D)

The player goes to the next PC in table 8 and sees there are wires from the PC connected to the switchboard, the same as in table 7.

Objective 3.5:

- The player has to turn on the switch and interchange the wires in the connector that is on the wall.

Solution 3.5:

- The player will turn on the switch by pressing “E” on the switchboard. The connector is on the wall so the player has to create platforms on the wall and reach near it and interchange the wires.

On-screen the player sees the dialogue text change to “Supercharge 2/4 computers”

The player can track the red and green wires in the room going towards tables 4, 3, and 2.

The player knows that he has to go to table 4 by tracking the wires going towards it and having the objective of supercharging all the computers.

Objective 3.6:

- The player has to go back to table 4 by using the chairs in between the tables.

Problem 3.6:

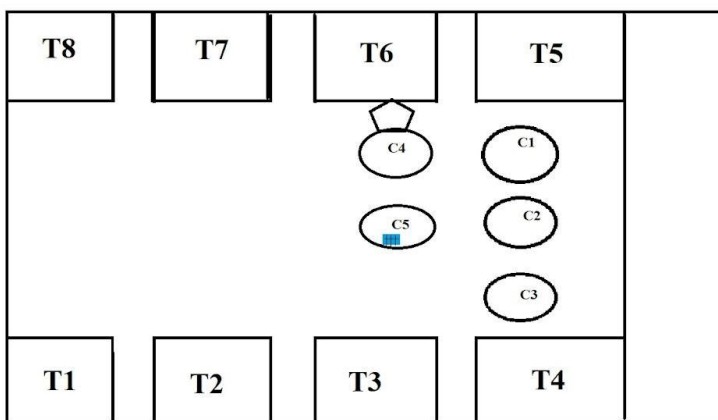
- How will the player know he has to use the chairs to cross?

Solution 3.6:

- The chairs are visible to the player as there is light in the room, which the player was not able to see in level 1. Also, the player can see extra ammos on the chair, which gives him a cue to move around the chair. Or the player has to go through the walls like he did in level 1.

Objective 3.7:

- The player has to get to table 4 by crossing through chairs.



Solution 3.7:

- The player will go through the chair (C1) near table 5 as the headrest of chair 4 in front of table 6 is blocking his ability to jump to the chair.

The player jumps off chair 1 and moves to chair 2, where he sees some extra ammos on chair 5. There is a platform enemy walking around Chair 5 who will attack when the player is in his range.

Objective 3.8:

- The player has to jump to Chair 5 and collect the ammo while defending himself from the enemy attack when he jumps on the chair.

Solution 3.8:

- The player has to shoot platforms on the chair in a way that blocks the enemy from attacking the player while he collects the ammo.

The player reaches back to the chair and goes to table 4 by making platforms on the chair.

On table 4, the player encounters ground-follow enemies who obstruct his path to the switch, which is located on the wall behind the CPU of table 4.

Objective 3.9:

- The player has to turn on the switch and supercharge the pc without getting killed by enemies.

Solution 3.9:

- The player can go straight forward, creating platforms to defend himself from the enemies and dodge getting attacked by them.

Or the player sees a connector in table 3 from table 4 itself, and he can go to table 3 first, interchange wires, make platforms from table 3, reach near the switch, and turn it on.

Problem 3.10:

- When the player goes to make platforms, he observes there are some flying enemies who will damage the player's health when he tries to turn on the switch.

Solution 3.10:

- The player will have to shield himself by making platforms while he is turning on the switch button.

When the switch is turned on, the red and green lights glow, and the on-screen text objective changes to "Supercharge 3/4 computers."

The player has to interchange the wires in Table 2 and turn on the switch the same way he did it before while the flying enemies are on his radar.

The player sees that there is extra ammo on Table 1, which he can collect without getting killed by flying enemies.

Once the player has completed the Supercharging 4th task, the PC at table 6 turns full blue and starts blinking, which will catch the player's attention, and he will know he has to go back to table 6.

Objective 3.11:

- The player has to go back to table 6.

Solution 3.11:

- The player can go to table 6 through the chair, the same way he came before. Or he can go through the wall by making platforms like he did in Level 1 (1.12).

When the player reaches table 6, he sees text on the monitor that says "Press Enter," and he must approach the keyboard, where he receives an interact white circle, and press E.

Once he does that, the environment lights change, and the player gets sucked into the monitor, transporting him back to the real world. Now the player sees a real-size desk, table, and environment.