

— ANAANA —



TUNDRA
ENTERTAINMENT

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Revision History

- V 0.0.01 - Jan 31 - added Revisions page, and numerous sections to fill (Chris)
- V 0.0.02 - Feb 7 - Updated entire layout, rewrote several sections and streamlined data (Chris)
- V 0.0.03 - Feb 8 - Added new table of contents, 20 additional pages of content. This puts the total page-count to over 52 pages. (Chris)
- V 0.0.04 - Feb 9 - Redefined the Magic system in greater detail. Expanded on Spiritual aspects of play. Total page count is now 58. (Chris)
- V 0.0.05 - Feb 14 - Refined details on the Spirit Tether, and added several more details to creatures and behaviors. Reworked concept. Page count now 70+. (Chris)
- V 0.1 - Feb 19 - added logo, cover page graphic, company graphic, and reorganized some data (Chris)
- V 0.11 - Feb 20 - adjusted references, images etc into more organised tables, edited text (Chris), Added UI elements and information (Darren)
- V0.2 - May 8th - Reworked core data, restructured document. Project back on track! Removed about 30 pages of old ideas, but so be it! (Chris)
- V0.21 May 10th - Added reference art for exteriors (Chris)
- V0.22 May 15th - Updated information to reflect new design goals. 20 more pages removed! My sweet baby!(Chris)
- V0.23 May 17th Added additional updated information, mostly in relation to death and pillars (Chris)

Game Overview

What is Anaana?

Anaana is a co-operative survival game with Rogue-alike elements.

Players control a lost galactic explorer named Yuka or her companion, an alien creature she befriends. They cooperatively explore a frozen alien world and the ruins of a long-dead alien race. Together the players will face challenging puzzles, brutal arctic weather, and exposure. At every turn a terrifying monstrosity hunts them, tracking them by sound and scent. Their goal is to repair a spacecraft and escape this inhospitable planet, which will require technology located in the ruins. Each character has unique strengths and weaknesses, and both players must work as a team to succeed and survive.

One Sentence Hook

Lost in a frozen alien wasteland, a young woman and her pet must solve puzzles to help repair their ship and escape while being hunted by a bloodthirsty monster.

General Features

The Team: Chris DeChamplain, Darren Briggs, Ricardo Pintado, Gustavo Sanchez, Chase Jaques

Genre: Survival, Puzzle

Gameplay Elements: Teamwork, Puzzle Solving, Survival

Platform: PC

Engine: Unity

Target Audience: All ages

Pillars

Co-Operative Multiplayer Gameplay

Players use their various abilities together for greater results, or individually to serve team-based objectives.

Creative Puzzles

To solve puzzles players will be forced to think creatively and utilize their characters abilities to be successful.

Survival

Keeping your needs met to survive in extreme environments by staying warm and avoiding a terrifying monstrosity, while balancing team-based puzzle solving keeps tension high.

Art Direction

The goal for art is to utilize low-poly, painterly style characters and objects. Characters will be more detailed than environment. The focus is on fast rendering and performance rather than overly pretty graphics. It should be fun, playable, and high contrast to create visual appeal.

Environment and Character Design







Character Design





The art will have low poly style but artistic textures that will enhance the visual appeal of the objects

Environment References (Arctic)





Environment References (Crashed Ships)



Sound and Music

Sound is important, as it will set the mood and ambiance of the game and allow the use of sound cues to create tension and relief.

Music

Music is sparingly used, with a focus being on ambient tracks rather than rhythm. Important events will have music cues, played only in specific places for thematic use (When the player picks up new skills, accesses new areas, frees spirits or otherwise accomplishes tasks.) The music will not be something that the player will think about a lot, it will just be white noise.

Gameplay Immersion

Biomes, caverns, and other environments will be designed with sound in mind in order to maximise immersion. Snow-drenched arctic deserts will feature heavy winds to accompany snowfall, while caverns will echo and increase the volume of sounds to simulate reverberation. Forests will be filled with the tweeting songs and unusual growls of exotic alien creatures.

Through this use of carefully selected sound, the players will be enthralled by the gameworld, and remembering that certain sounds occur in certain places will aid in their recollection of landmarks and directions which should be helpful in navigation.

Sound Effects

The ambient sounds of the arctic are the real star of the show. Atmospheric effects are required for the successful setting of mood and feel. With a focus on sound instead of music, the players will notice certain events with greater alacrity than they otherwise might. Wind howling can warn them of an upcoming hurricane, or creaking sounds alert them to cracking ice. A distant howl alerts them to stalking predators.

The necessary sound effects are:

Character

Walk	Jump	Spirit Call	Akhlut Walk
Snow Crunch	Heartbeat (low HP)	Akhlut Bark	Akhlut Snarl
Drop	Breathing	Akhlut Pain	Akhlut Whimper
Lift	Breathless	Akhlut Sniff	Pickup
Push	Snoring	Akhlut Growl	Alert
Hurt	Meditation	Akhlut Howl	Activate

Enemies

Walk	Qualupalik: Attack		
Snow Crunch	Qualupalik: Search		
Qualupalik: Growl			
Qualupalik: Song			
Qualupalik: Pain			
Qualupalik: Death			

Game Story Overview

Story

The last thing I remember is going to sleep in my pod. Now I'm crawling from the burning wreckage of our ship, the only apparent survivor out of three hundred men and women. My only belongings are my survival suit, my engineering kit, my survival light and enough food and water for maybe two days...at best. I grab my gear, and haul myself up to survey this new world.

Ahead of me stands a landscape devoid of any life, ice and snow trapping extending nearly as far as the eye can see. Mountains surround me along the horizon, and the blasted arctic wasteland is otherwise decorated only by stone, ice and the occasional crashed ship. There seem to be an awful lot of them, actually...dozens, in fact. And something on the horizon is barely visible...a structure of some sort.

Then I hear an awful sound, not unlike a dog in pain. Nervously I head in the direction of the sound, wondering if I may inadvertently end up food for some alien beast. Instead, I see the most interesting of creatures lying dead in a crevasse nearby. Beside it nestles a smaller creature, clearly its offspring. The larger form has been skewered by shrapnel from my crashed ship. The young creature pitifully cries, attempting to wake its deceased mother.

Kneeling in close to the baby, I feed it a few scraps from my rations to gain its trust, and hope for the best. It might be useful to have a local creature to figure out how I might survive. As if on cue, a monstrous sound drifts on the breeze, chilling me to the core. The baby creature perks up, and immediately hovers closer to me, seeking to use me for shelter. It seems able to sense whatever is coming in the night...

Story Progression Overview

Story Setting (Look and Feel)

The alien arctic desert is oppressive and dangerous, with hellish windstorms blowing snow about and creating blinding clouds of icy refuse. The wind slows the players down, and they struggle against the wind to find shelter. They huddle close to stay warm, and rely on one another to not get lost in the cold.

The wasteland is strangely full of generations worth of crashed ships in various states of ruin, jutting from the snow and ice like titanic bones. Some are still accessible, and a few even have limited power.

Beyond that, strange alien ruins can be found here and there. They predate any known civilization, but bear the mark of unmistakably advanced technology. There are stories in the form of glyphs and sculptures that tell the tale of these alien beings, etched into the stone but weathered over the course of centuries, perhaps even eons, in the brutal wind and ice.

Exploration elements are paramount, as is encouragement for players to work together towards goals. With survival mechanics they will need to deal with tension and needs, which adds challenge and immersion to gameplay. Every hazard has different ways to get through, and combining abilities will allow survival.

Once the players have traversed into the first of the alien ruins, they will have awakened the Beast. At this point they become hunted, and remain as such until the end of the game (or death)

Colors

Color palette and lighting will play a large part in setting mood in different biomes, paired with timely use of sound effects. As places get more desolate, the players need to feel this in their bones and dread it.

Cutscenes and Sequences

Introduction

How Yuka came to be on the world.

First Night

The first nightfall plays a cinematic that shows the darkness and increasing cold through visual cues, as well as the predators that come out to seek fresh meat.

First Beast Sighting

The first time the players catch sight of the Beast, a cinematic will play that details what it can do to them should they allow it to get too close. Generally speaking, this involves the mauling and subsequent death of the target through removal of skin, and vivisection.

Characters

Yuka (Player One)



Yuka is stranded on an alien world, and needs to use her wits, engineering knowledge and her unnatural bond with Akhlut to survive.

Akhlut (Player Two)

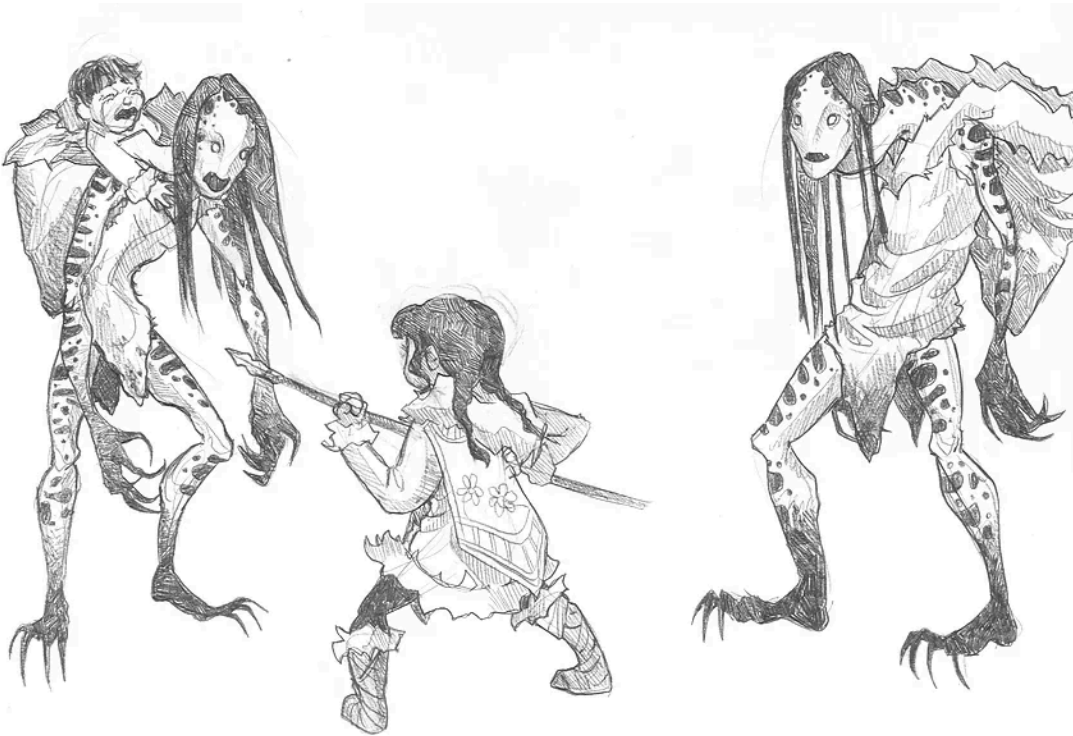


A curious creature native to the alien world, Akhlut is a hybrid mixture of Orca and Wolf.

Roughly six months old, he is far from adult size. His small stature allows him to fit into places a human cannot, and his natural evolution on this world allows him to traverse the harsh environments with relative ease compared to Yuka. However, he is quite vulnerable.

NPCs and Enemies

The Beast



An ancient mutation caused by the unminded technology of the aliens that once inhabited this long-dead world. A Huge, lumbering beast with no sense of fear. Nocturnal, it thrives in the dark and forgotten terrain of this world. It seeks to destroy any trespassers into its domain at all costs.

Their primary means of detection, Sound and Scent, provide it with a way to find targets without the crutch of vision. It has super-sensitive eyes, which give it a natural aversion to bright light.

You cannot kill the Beast. You can only scare it off, and this requires team-based use of abilities to trap, contain or trick the creature.

Items and Equipment

Electric Torch

A handy high-powered flashlight. This is the only means of getting around in the dark, but it has a limited battery.

Snow Goggles

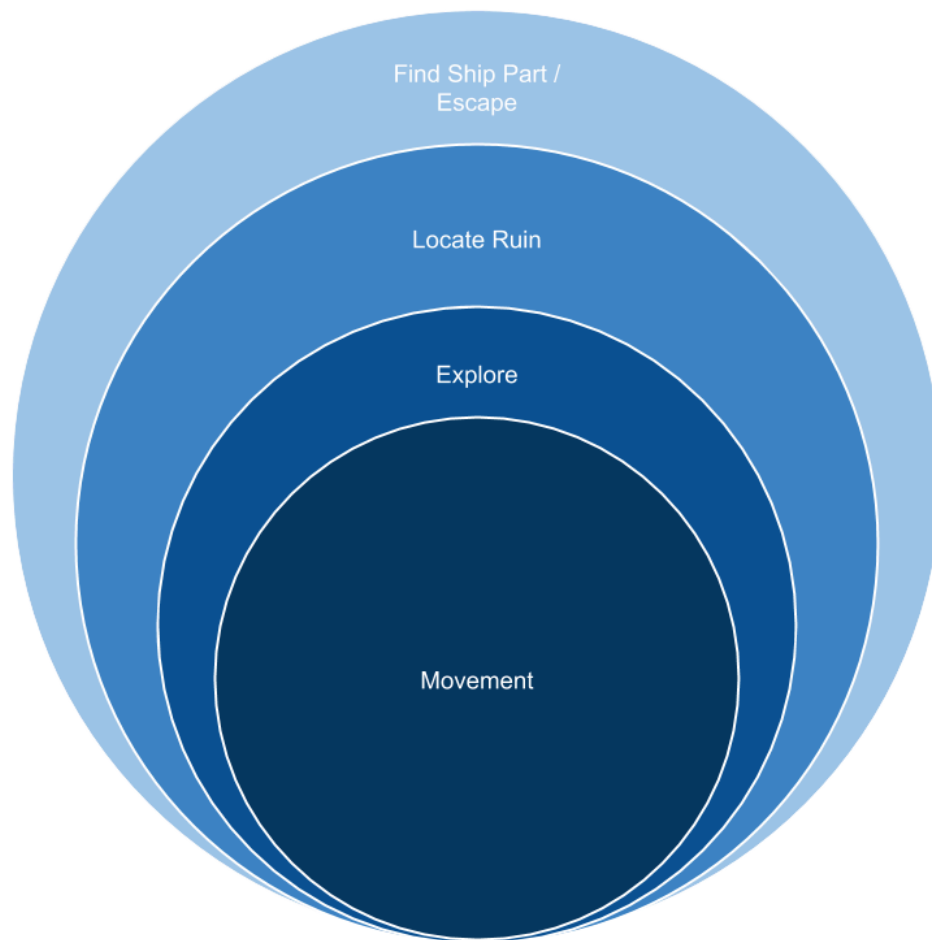
The goggles increase the vision radius of Yuka. Unlocks increase this radius incrementally.

Snowshoes

Snow shoes increase movement rate in deep snow or snowstorms. Lacking them, Yuka is extremely slow in harsher terrain.

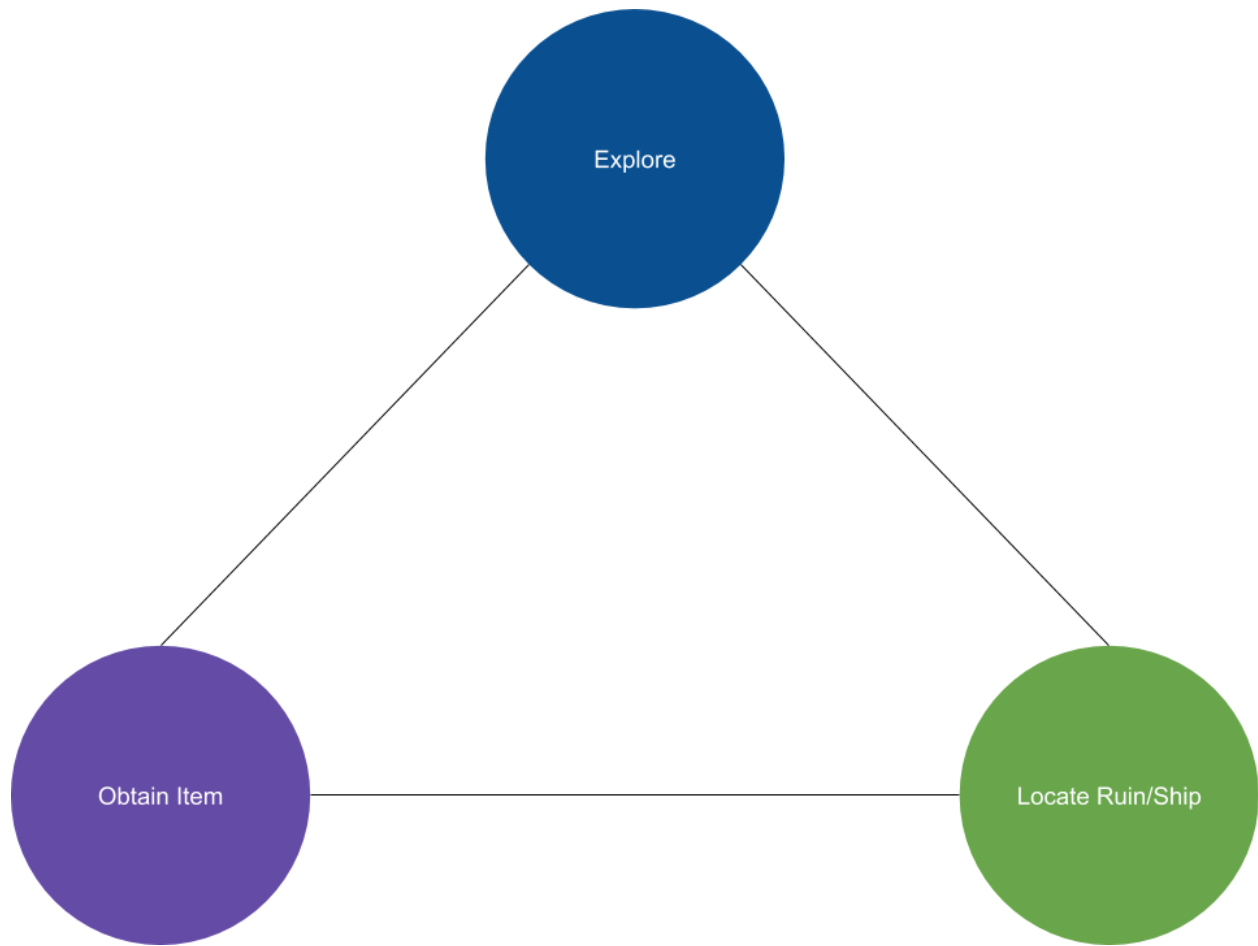
Game Mechanics

Core Mechanic



The Core mechanic of Anaana is Movement. It is the primary means to fulfill all other aspects of play, since standing still will always result in death (eventually).

Core Game Loop

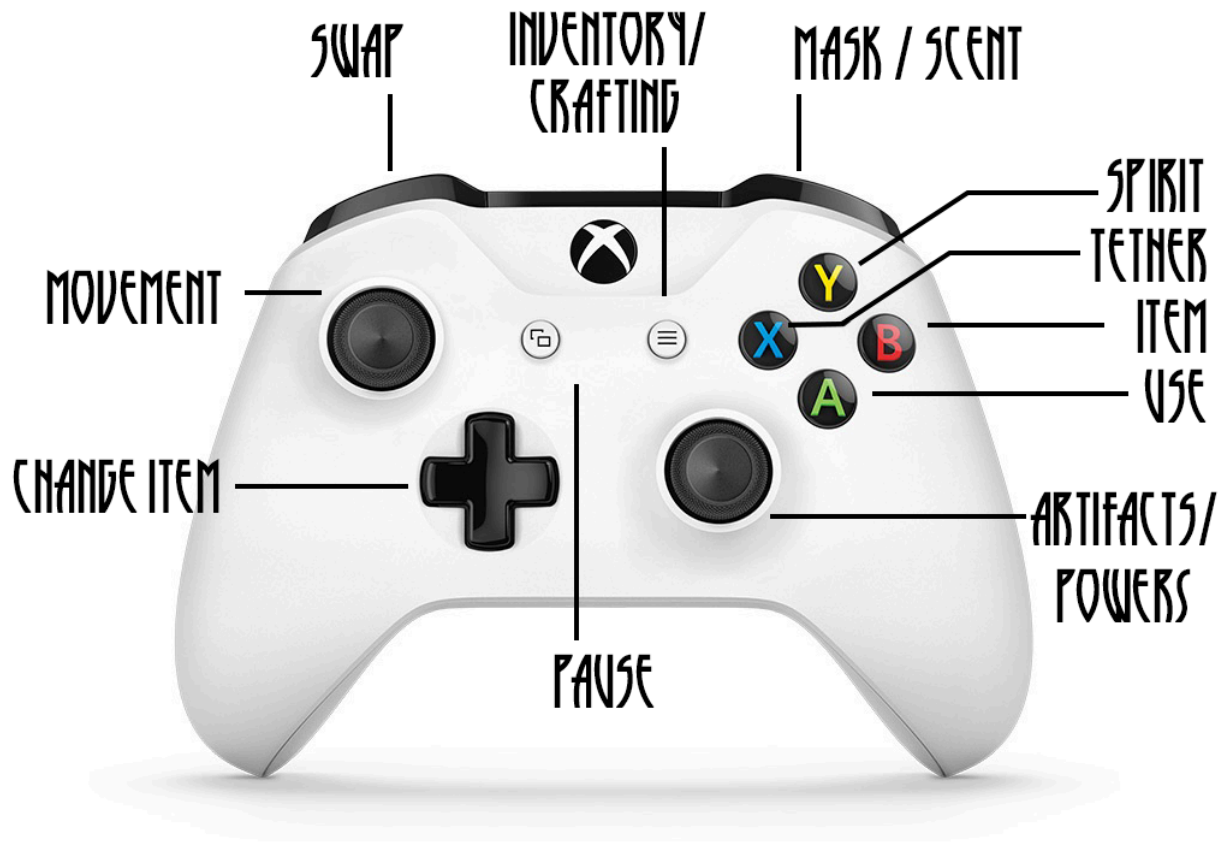


Progression follows the Core Loop of Explore, Locate Ruins

Players must work together to **Explore** and find new areas. Through exploration they will unveil **Alien Ruins and Crashed Ships**. Investigating these leads to microdungeons/prefabs with goods inside, or Dungeons with puzzles. These each contain either a **Ship Part** or an **item/item upgrade** to obtain. Gathering all the required Ship Parts ends in Victory.

Player Controls

Players control their characters either via keyboard or gamepad (emphasis is on a gamepad). Controls are configurable, allowing flexibility and customizability to each individual.



Movement

Movement is based on class 8-direction isometric gameworld exploration. This is done either via the thumbstick or gamepad on a controller or the WASD keys on a keyboard.

Character Swap

If playing single player, the player can swap characters with (LB), at will. In cooperative multiplayer, this option is available but each player will be prompted via a confirmation dialog. If they agree, they will swap bodies.

Metrics

Character	Height	Speed
Yuka	1.74m	1m/s
Akhlut	0.8m	1.4m/s

Character Abilities

Both Characters

Walk / Run

Basic movement in any of the 8 directions available. Pressure on the thumbstick controls movement speed.

Sneak

Both characters can sneak about in stealth, reducing their movement speed but making them substantially harder to detect for the Beast. To do so they need only lightly press the movement stick, and Stealth movement triggers automatically.

Pull / Push / Grab

By pressing the Interact button an object can be grabbed and then pulling against or pushing into an object can move it. This allows for physics based puzzles, blocking paths with objects, etc.

Shout

Both players are able to howl/shout. This ability is valuable, as it allows them to lure the Beast towards their location, providing an escape route for a teammate. Positioning themselves in particular locations can facilitate creating traps to take the beast out of the equation for longer than if it is merely evaded.

Yuka

Lift / Throw

Unlike Akhlut, Yuka is able to lift objects above her head. She can throw them with the Throw button or carry it as needed. To lift large and heavy objects, certain abilities must be active. Yuka can throw objects the same way she lifts them, and can use thrown objects to cause harm or accomplish certain actions (like throwing a snowball over an object to hit something behind)

Climb

Akhlut is virtually unable to climb, leaving Yuka the only one able to access higher spaces. Once up top, the player can pull Akhlut up after.

Electric Torch

Yuka can activate her flashlight at any time. Battery is limited, however, so care should be taken not to waste it. Once its dead, recharging the battery will take time and effort.

Akhlut

Natural Habitat (Passive)

In snow, Ahklut suffers no movement penalties and he is immune to loss of friction on ice. His temperature gauge reduces at half the rate of Yuka but he must eat twice as often.

Swim (Passive)

Akhlut is able to cross water sources, accessing places Yuka cannot reach.

Crawl

Akhlut is able to fit into spaces that Yuka is too large to pass. With this, he can access places otherwise impossible to pass.

Core Mechanics

Stealth

Both Yuka and Akhlut are able to move quietly. If they cease moving and are concealed, nearby creatures will have trouble detecting them. In this way, both players are able to avoid detection by the Beast when in areas lacking other sound.

Concealment

Remaining out of sight or within cover can keep you hidden from notice. This includes things such as being behind a rock.

Scent

Stealth will not help mask your scent, however. You must therefore be mindful of the wind, and be careful not to be downwind of the Beast.

Quiet

Keeping quiet and moving slow affect concealment as well. The slower you move, the less you will be noticed by predators and prey.

Ship Parts and Items (Buffs)

Getting new items is accomplished in the following fashion: As the players explore they will locate Alien Ruins. Each has a different sort of loot that can be gathered. Larger ruins provide Ship Parts (necessary for success) and smaller ruins provide Buffs:

Ship Parts

When the players have collected 3 ship parts, they can escape the alien world and win the game. In order to obtain these parts, they will be required to complete several puzzles within larger Alien Ruins.

Item Buffs

These are found in the smaller ruins, and take the form of permanent buffs for the current playthrough. These buffs stack, and are randomly awarded upon completing small ruins.

Buff	Effect
Survival Suit Upgrade	Reduce effect of temperature by 5%
Snowshoes	Increase snow movement by 10%
Skis	No snow movement penalty
Fire Kit	Can set fires to warm up faster
Goggle Upgrade	Increase vision radius
Stealth Upgrade	-2% chance of detection from movement
Emergency First Aid	One free hit from the Beast without death

Exploration and Survival Mechanics

Temperature

The current temperature plays a major part in exploration. The colder it becomes, the more protection from cold will be required or Yuka risks freezing to death. Ahklut is nearly immune to the cold, but does suffer the effects in extreme zones over time.

Harsh weather and biting cold provide ample opportunity for exposure and certain death. If temperature reaches 0, the player dies. Wearing better suits, and obtaining loot upgrades in crashed ships will allow the players to survive for longer.

Base max Temperature is 100. This can be improved with pickups found in Crashed Ships.

Base decay rate for temperature is 1 per 10 seconds for Yuka. If near starving, this rate doubles.

Ahklut loses temperature at 50% the rate that Yuka does when it applies.

Weather

Weather has various effects on the players. Blizzards and snowstorms affect visibility, movement rate and temperature and can have different hardships imposed on each character. The exception would be for Ahklut in lesser conditions, as he is not subject to minor and middle-strength effects of this sort. Harsh winds will drown out the sounds of player movement, but can be great for the Beasts scent ability if it is down wind..

Thin Ice

Standing too long on thin ice will prove hazardous to both players. Yuka affects ice more, with her higher body weight. Breaking the ice will result in falling into freezing cold water and taking cold damage until leaving the water and warming up. Players can intentionally break thin ice to force the Beast to either go around or take the time to dive in, either way giving the players a brief moment of safety. **Breaking ice is loud**, and will potentially attract the beast.

Heavy Object

These hazards don't cause physical harm, but block access to key areas. In order to move them, both characters will need to work together to push them. This will generate a fair amount of noise.

Shelter

To shelter oneself from the weather, an outcropping, fire, cave or interior are required. The players need only enter it in order to begin warming themselves up. Fire will drastically reduce the time required to warm up.

Fire

If the player finds a Fire Kit, they can light fires. These triple the warming rate, but also create heat signatures that can attract the Beast.

Distance Penalty

While the players can explore different areas simultaneously, they are intended to travel together most of the time. The further apart the two players get, the more severe their vulnerability to temperature becomes.

Distance	Effect
Within 25 meters	No penalty
Within 50 meters	20% penalty
Within 70 meters	40% penalty
Within 100 meters	65% penalty

Hunted

Eventually, the Beast will be hunting the players and attempting to drag one, or both, away for a nice meal. The players have several options available to deal with this threat, some being more complicated than others.

Stun/Delay The Beast

When the beast is about to chow down on one of the players they have only a brief moment to stop its advance. For this, there are several options:

Action	Effect
Flashlight	The monster cannot cross the light, as it hurts its sensitive eyes and flesh.
Shout/Howl	The beast will seek out the source of nearby sounds to see if they are intruders
Traps	Using environment or puzzle-based traps, the players can delay the beast.
Thin Ice	The Beast cannot traverse thin ice without falling through, which will delay it.
Climb	Climbing high can delay the creature, forcing it to climb to reach you.

Escape The Beast

In certain circumstances, the players can completely evade the creature:

Action	Effect
Crawl	The beast cannot enter small passages, allowing Yuka and Ahklut the ability to escape via smaller entrances.
Traps	Using environment or puzzle-based traps, the players can evade the beast completely.
Thin Ice	The Beast cannot traverse thin ice without falling through, which will delay it.

Caught By The Beast

Players caught by the beast suffer one of two possible outcomes:

Attacked

The Beast attacks the player with tooth and claw, attempting to outright kill them. This is reserved for areas where it cannot grab the player.

When a player is hit by an attack, the screen is overlaid with a red color and a graphic to imply injury. A total of "3" health is static on both characters. A Claw attack does 1 damage, while a Bite does 2.

3 total damage is death, which will prompt both players to select to either Continue or Quit (via a UI).

Grabbed

Players in the open are grabbed by the Beast and dragged towards the nearest water, where the beast will attempt to drag them under and devour them.

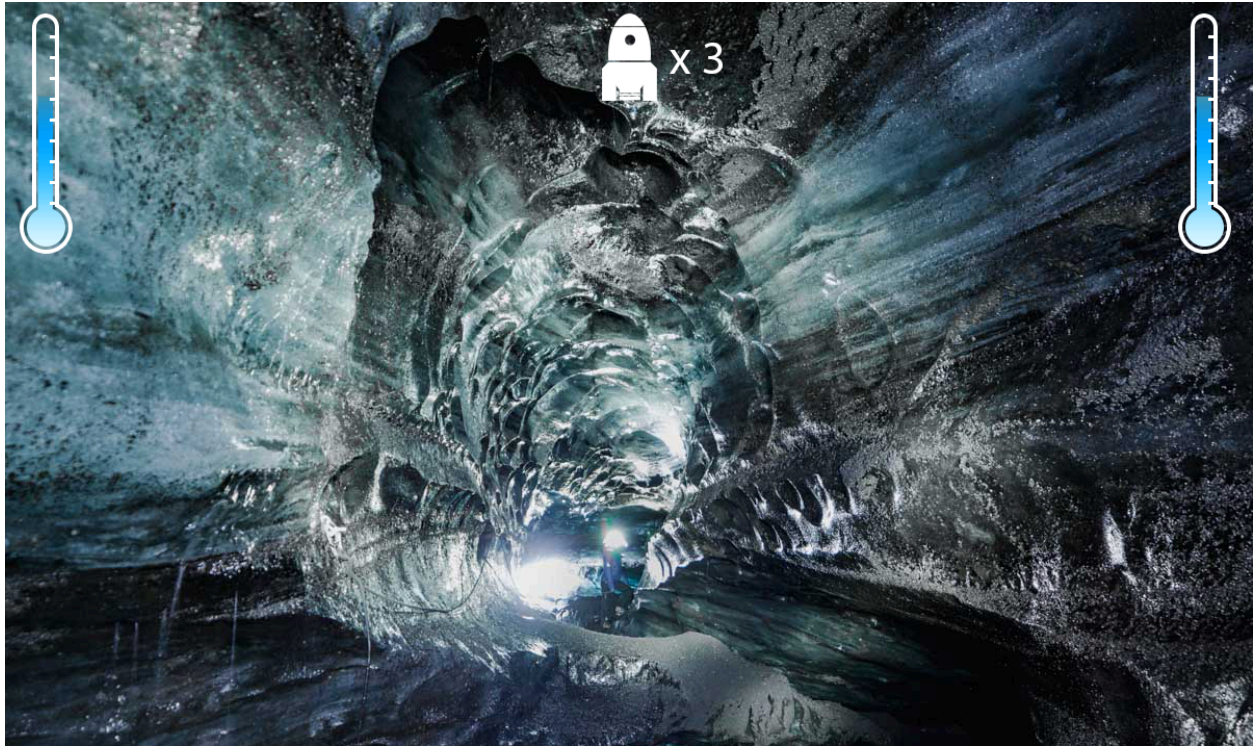
Once the beast reaches the water, the players are both considered dead which will prompt both players to select to either Continue or Quit (via a UI).

If grabbed, however, both players can actively attempt to escape the grip of the Beast. Objects dropped/thrown on the beast, cracking ice underfoot, electricity, spike traps, light, and distraction are all valid means to break its concentration enough to allow the player to escape.

User Interface

Overview

User Interface is super-minimal, needing only to convey the current Temperature of each character, their current buffs, and how many ship parts they currently hold.



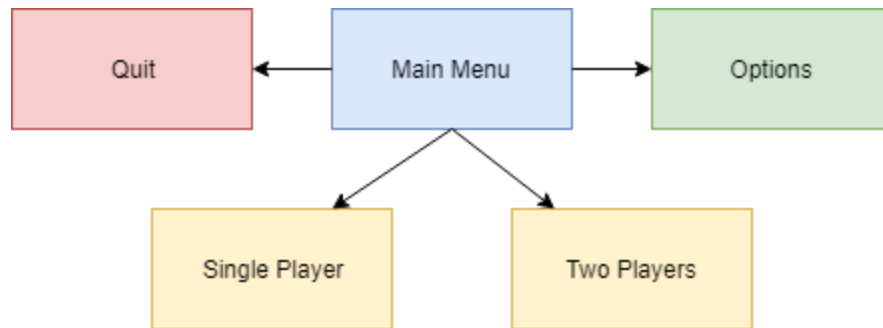
Navigation UI

The players will be informed of one another's location via an on-screen indicator that points towards their teammate.

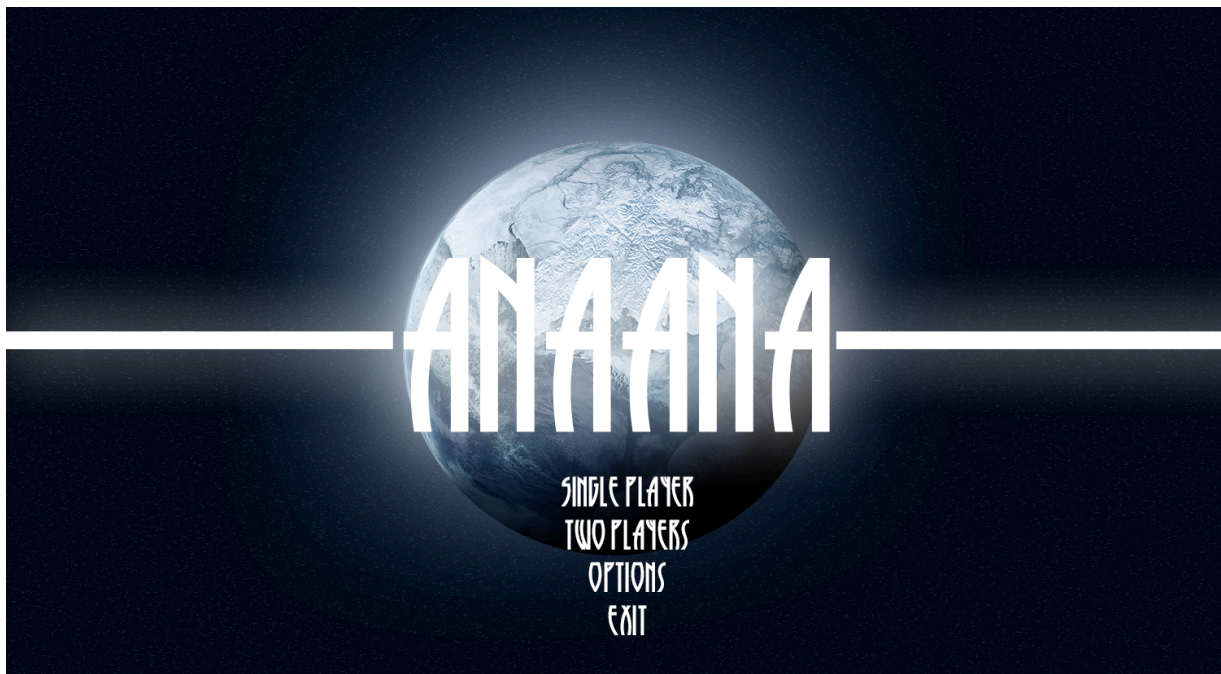
The only other visible UI elements for navigation apply specifically when Akhlut uses his Scent ability. Unless it is active, players will not be directed towards any objective and are instead forced to explore to locate what they need.

Main Menu

The main title screen is designed to create immediate ambiance. We see a planet, rotating slowly, and a ship crashes into the surface. Then, fading in we see the title and our options: Single Player, Multiplayer, Options or Quit. The cinematic can be skipped via the conventional pressing of Start.



Main Menu flow



Split Screen User Interface

Split-screen is the desired medium for the multiplayer component of Anaana, with couch co-op being the goal. To avoid the frustration of screen-edge trapping, context-sensitive systems are required for our Split Screen. In context-sensitive mode, players share a screen, but travelling far apart swaps to split-screen mode and intelligently fills in the screen to give a sense of the direction the players have travelled from one another.

The players will be pushed to stay close together through gameplay mechanics, but maintain the freedom to travel as they please.



Split Screen Example from Lego Gameplay

Options

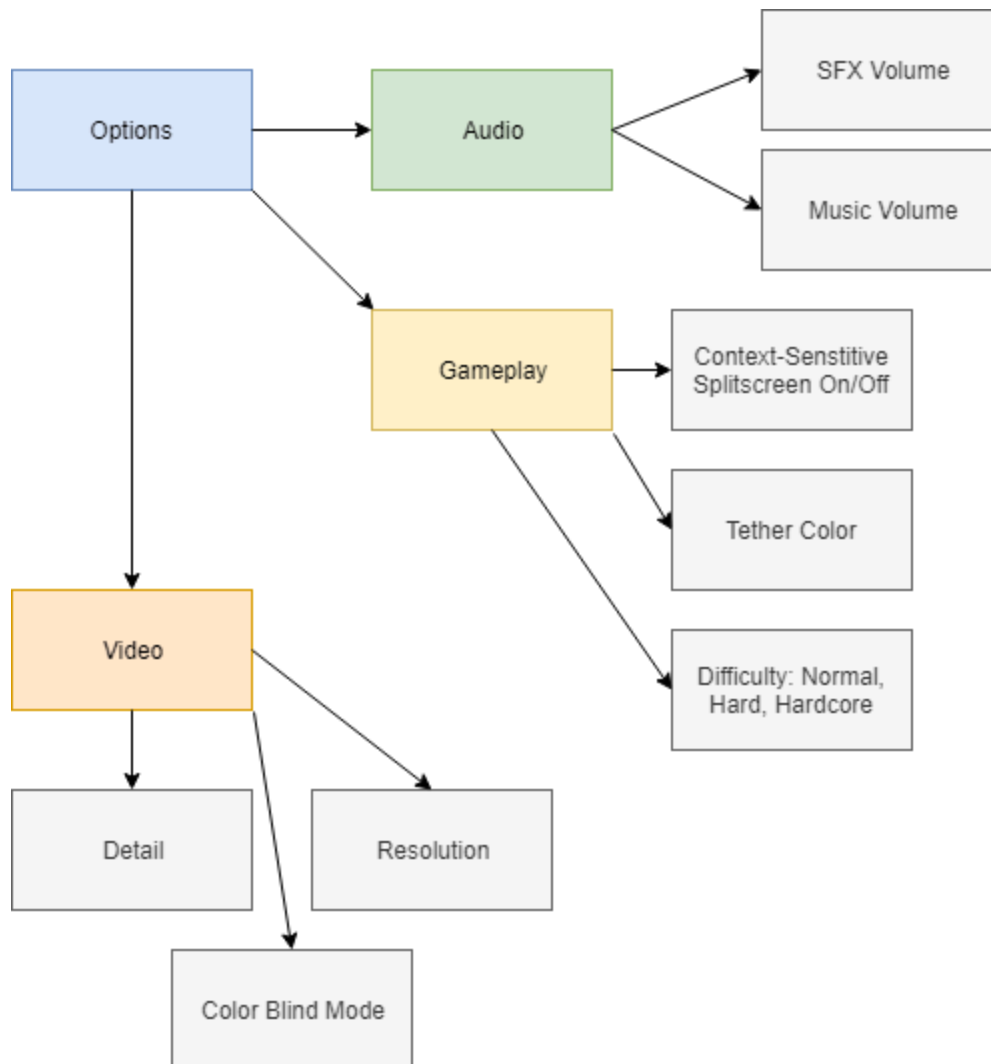
Players have access to several options from the main menu, which is also available in-game via the Pause screen.

The following options are planned:

Audio - SFX Volume, Music Volume, Mute

Video - Resolution, Detail

Gameplay - Context-Sensitive Split-Screen: On/Off, Tether Color, Difficulty: Normal, Hard, Hardcore



Required User Interfaces:

Player 1	Player 2
Temperature	Temperature
Active Buffs	Scent Trail
Ship Parts Total	Ship Parts Total
Companion Indicator	Companion Indicator
Menu and accompanying options	Menu and accompanying options

Teamplay Elements

Various puzzles, enemies and events can occur to encourage teamwork. They are varied, but can include things such as:

Having Ahklut crawl through a narrow opening that Yuka cannot access, and both of them venture through a cavern on differing paths, both accessing switches that are sequenced together. The players must communicate to discover the solution.

Pursued by the creature, Ahklut howls to get its attention. It pursues Ahklut. Ahklut ducks through a tiny opening it cannot follow him through, while from above Yuka drops a giant stone on the beast. It falls through the ice that cracks beneath it, giving the players time to make their escape.

Yuka must take the high ground, using her flashlight to stun or distract the Beast, while Ahklut struggles across a pond to reach a level, which will allow Yuka access to a new area.

World Mechanics

Time

Day and Night change as time passes, with day cycles being much shorter than night due to the arctic location. At night time, threats are more prominent (wolves hunt at night, and the Qualupalik prefers darkness to light).

Daytime is much shorter in the frozen arctic. This is represented by a short daytime in-game. Night is much longer, and presents additional hazards. The exception is within the Taiga biome, where Day and Night cycles are equal.

Day	No penalties.
Night	Stamina reduction increases by 20% Moderate to Severe vision reduction due to darkness.

Weather

Dangerous weather and terrain plays an important part in reaching goals. The more harsh the weather, the more difficult movement and survival becomes. Temperatures plunge, and deadly wind and snow can seriously hamper visibility.

Clear	Baseline values. No penalties or bonuses affect players.
Rain	Rain has little effect on the players, but will freeze terrain. Frozen ground will be slippery, impairing movement accuracy.
Snow	Snow isn't incredibly detrimental. It increases consumption of stamina by 5%. Visibility is slightly reduced.
Moderate Snow	Somewhat more hampering, it increases stamina consumption by 10% and movement rate is reduced by 15%. Visibility is further reduced.
Blizzard	Blizzards become problematic very quickly. Stamina consumption increases by 30% and visibility is heavily reduced. Furthermore,

Blizzards are an ideal time for the Qualupalik to strike. It's chances of appearing increase by 15% per game hour of the blizzard. Movement rate is reduced by 35%.

Severe Blizzard

The worst possible weather type. Stamina consumption increases by 60% and visibility is extremely reduced. The chances of a Qualupalik striking during a severe blizzard is 25% per game hour. Movement rate is reduced by 60%

Ice Shards

Painful, lacerating ice shards fall from the sky. For every second spent outside, exposed, take 1 damage. These are nasty if you get caught in the open during a storm.

Procedural Generation

The gameworld is generated differently each time you play, giving increased replay capability. Key biomes exist and will have set locations, while everything else is generated uniquely with each reload.

There are static elements that are required for progression, however, that must always be present:

At least 3 Ruins need to be present.

There needs to be a Safe zone for the starting location, with access to basic shelter.

There must be at least 12 Crashed Ships

There must be a Beast Lair in one of the Ruins

Maps are generated via a random-walk algorithm, fulfilling the needs set forth above and randomly generating assets as it goes along. This ensures that no playthrough is the same as another.

Beast Behavior / AI

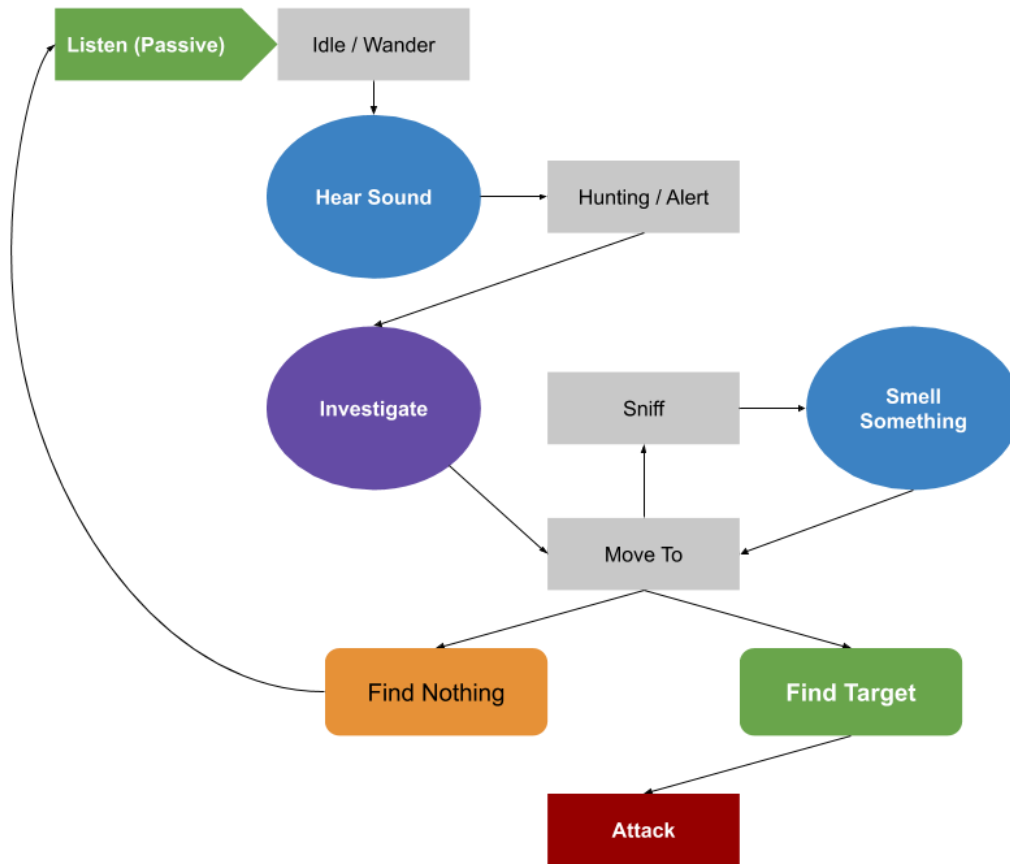
The Beast needs special attention with its AI and Behavior scripts. It must act “naturally” and actively hunt the players if they are careless and inattentive. During the day, the Qualupalik is less of a threat, moving at half speed. It will prefer to stay near bodies of water and use its alluring song to draw Yuka near. When the players are within range, the Qualupalik will leap from the water and pounce.

At night, however, it becomes a much more clever and creative foe. It will hunt, flank, and try to divide Yuka and Akhlut so that they cannot make the most out of their abilities to defeat it.

The monster is **blind** but has **exceptional smell** and **hearing**

This means the players must rely on quiet and misdirection, as well as wind, to effectively counter it.

Beast Hunting Behavior



Game Progression

Overview

The players start in a predefined starting area, where they are briefly taught the movement controls. Once this is established they are given free exploration of the main map. Their first goal can be located thanks to Akhluts scent ability. This will lead to the first points of interest, where players can then begin hunting for the first Ship Part.

The players pass various crashed ships (containing basic "loot" that takes the form of minor boosts to speed, temperature resistance, vision range etc, as well as a chance to heat up away from the cold. They will eventually also find an Alien Ruin.

They are introduced to the Monster in the first ruin, and it will be up to them and their own choices on as to how they proceed, based on the terrain around them. This is completed via a series of puzzles and movement challenges that will test their teamwork and force them to use their abilities. When they have successfully reached the Ship Part, the monster will become more of a threat since movement speed of Yuka suffers.

After they escape the area, they are required to bring the Ship Part back to their ship. There, they install the machine part while taking care to be quiet and not attract the Beast.

For each ship part this repeats, until the players are able to escape the planet.

Game Engine

The game will be designed in Unity, intended for release on PC.

Tools

Behavior Designer

Thanks to being easy to use, this seems a great choice for getting NPC behaviors implemented.

Maya

Animations and models will be created in Maya.

Hack'n'Plan

A wonderfully powerful tool for organising a game from concept to completion, we'll be using this to track our tasks.

Gitlab

All project assets will be uploaded to Gitlab to provide an accessible development environment for the entire team.