

Asleep on the Job / Rude Awakening

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5 room level design jam

 LD Jam 3 - Brief

SETTING

Rebel farm base that's surrounded by combine and being bombarded with headcrab shells.

GAMEPLAY BEATS

Start with player vulnerable and helpless

Player grows stronger in power as the level goes, intensity of danger increases as well

Escape room in nature

MECHANICS / NOTES

Headcrabs can be killed with punted props

Heavy objects can fall and break through wood planks

Only weapons can break wall vents

Car can ramp over surfaces

Car can smash weak walls

Without a weapon or suit player cannot see their own health

ROOMS

Starting bedroom:

- Connects to hallway
- Spawn
- Headcrab from canister
- Heavy, puntable props
- Hidden vent entrance

Basement:

- Connects to garage through broken ceiling
- Connects to kitchen through staircase
- Crowbar location

Garage:

- Connects to hallway
- Connects to basement through broken floor
- Connects to outside through locked door
- Segmented by low raise in ground to block car
- Second level on side A
- Car and garage door on side B
- Garage door sealed by heavy bar

- Headcrabs hiding around
- Hole in ceiling from crab canister

Kitchen:

- Connects to basement through staircase
- Connects to hallway through one way lock (kitchen>hallway)

Sunroom/Workshop:

- Connects to hallway by locked door
- Contains gravity gun
- Connects to outside through door and breakable glass

Hallway (doesn't have to count to room limit):

- Connects to outside through little airlock doorway (laundry room?)

Outdoor (doesn't have to count to room limit):

- Turrets surrounding front door, guaranteed death

SEQUENCE

Black screen, sound of headcrab capsule crashing

Player wakes up in bedroom

Player sees capsule is blocking door

Headcrab climbs out of capsule

Player can kill headcrab by punting prop or avoid it

Player moves furniture to uncover vent

Player crawls through vent, brief because no flashlight

Player exits vent into hallway

Player sees kitchen with shotgun in hallway, but door is locked

When player moves down hallway, door behind them breaks down and zombie comes out

Weaponless player gets chased down hallway by zombie

Player is chased into garage

Player sees barricaded garage door

Player sees damaged floor on bottom level

Player pushed metal object from top level onto damaged floor to break it, exposing basement

Player jumps into basement

Player gets crowbar

Player works their way past hazardous xenified area

Halfway through working their way through the basement, manhacks come down from where the player entered.

Player goes up stairs and into kitchen

Player obtains shotgun

Two combine break down the hallway door and come into the room.

Player kills combine

Player uses crowbar to break into sunroom to obtain gravity gun

When player grabs gravity gun, combine show up and shoot up the windows

Player kills combine

Player goes back to garage and uses gravity gun to open garage door

When player does, combine blow open door to side of them and rush through
Player drives outside and over ramp