



HB Labs

Level Design Document

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Level Theme: Laboratory

Player Goal: Aulette (A Bast) has hired you to retrieve a rare kind of medicine from HB Labs for her daughter, Lylla . Find the life-saving medicine in the laboratory and deliver it safely to the Basts.

Featured Level Mechanics:

1. **Breakable Glass** - As the Scraper, I must throw an object through the breakable glass to get into the viewing area and collect the missing piece.
 - a. Core Action: Picking up an item with the Gravnul and throwing it at the glass
 - b. Interactive Object: Shattering Object
 - c. Success Event: When an object comes into contact with the shattering object/glass it will trigger the glass to shatter and be destroyed. This will allow the player to walk through a window or gain access to something in a case.
2. **Pressure Plates** - As the Scraper, I must push a crate onto a pressure plate to activate it. This will open the door to the safe.
 - a. Core Action: Pushing objects onto the plate.
 - b. Interactive Object: Pressure Plate

c. Success Event: When enough objects are put onto the pressure plate it activates it which causes a door or safe to open.

d. Progression Type: IPM

Level Mechanic Setups:

1. Introduce Level Mechanic 1

- As the Scrapper, I will have to place an object on a small pressure plate that will open a side gate, granting access to the other side of the receptionist counter where I can collect the call panel for the elevator that is sitting on top some crates. The call panel is needed to use the elevator, if I have it I can use the elevator to get up to the next floor.

2. Introduce Level Mechanic 2

- As the Scrapper, I must break a glass case containing one of the key cards I need to open the security door. To get to it I need to move a few boards over a hole then find an object I can throw at the case to break the glass. Once I break the glass I can collect the key card. If I have both key cards I can go to the security door and try to open it. If I only have one I need to find it first. Once the door is open I can go up to the next floor

3. Practice Level Mechanic 1

- As the Scrapper, I need to move cabinets onto two pressure plates to open the safe and collect one of the key cards. The cabinets are the only objects heavy enough to activate the plate. I will need to use my Gravnall to slide the cabinets in place. Once both pressure plates are activated the door to the safe will open and I can collect a key card. If I have both cards I can go try to open the security door, if not then I need to find the other one.
- This is more intensive than the introduction because now the player has to move a larger object and maneuver it around other objects. Also, there are two plates working together.

4. Practice Level Mechanic 2

- As the Scrapper, I need to knock down a shelf to cross an electrified pool of water to break into the viewing area so that I can press a button that will raise the cases off of the pillars. Once the cases are lifted I can collect a piece of the plate/button that opens the door to the Med. Development Lab. To knock down the shelf and safely cross I will need to break the glass case by the door and use a shard of glass to cut the vines holding the shelf in place. I will need to throw the shard at the vine to cut it. Next I'll need to break the glass window of the viewing area using a crate.
- This is more intensive than the introduction because the player is introduced to a new danger, the electrified water, and they have to use the same ideas they used in the intro level but applied to other situations. In the intro they had to throw something at the glass to break it but this time they have to throw the broken glass at something else to break it.

5. Master Level Mechanic 1

- As the Scrapper, I need to repair a broken pressure plate to open the door to the Med. Development Lab. To do this first I need to find the pieces to fix the pressure plate, there are 3. I will need to check this room and the other two smaller rooms on this floor. Once I find all three pieces I will repair the plate. Then I need to pull the block above the plate to activate it. This block would normally automatically come down but the electric is malfunctioning so I will need to manually pull it down on the plate. It's the only thing heavy enough to activate the plate. I should use my Gravnul to pull it down. Once this is complete the Med. Development Lab door will open.
- This is more intense because the player has to complete puzzles to repair the plate and the puzzles challenge the player in a few different ways. Not only that but the player has to recall what they've learned throughout the lab so far. This also will be a more visually intense area because the door opening will trigger loud noises, dust clouds, and flashing lights.

6. Master Level Mechanic 2 (small twist: a pressure plate)

- As the Scrapper, I need to repair the crane to retrieve the medicine from inside the centrifuge and I need to break the window that leads into the viewing room so that I can reconnect the claw to power and then activate it. Once the claw is repaired and I hit the button to turn it on, it will move along its track. Once it's over the centrifuge it will reach down and grab the container holding the medicine I need to get for Radaman and his wife. It will pull it out of the glass box and begin

to move it to a receiving area. It won't make it all the way there though. Halfway there a light on the crane will flip from green to red and will stop. Now I need to throw an object at the container so the crane drops it. Once it falls I still need to get the medicine out of the container. The front of the container is glass. I need to throw the container against the wall to retrieve the medicine from inside. Once I have my medicine I will have completed the mission. Now I should head to the roof where I can be extracted by the Basts.

- This is more intense than its previous step because the player needs to use everything that they've learned so far to complete the puzzle. Also, not being able to break the glass around the centrifuge will provide some frustration that will overall make this area more challenging.

Bubble Diagram: <https://docs.google.com/drawings/d/1v7Vb-uh9XJ-Vrf7XFk89fwcX3TcHSUWKflcvgc pz6Ro/edit?usp=sharing>

Level Map: https://docs.google.com/drawings/d/1KaOngepVIB9XMaHVGk_dFW9wXr1yRUeuqoW1I-zoNpU/edit?usp=sharing