

A MAD MINDFOX game

LabPETS ESCAPE

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About the game

Genre: Action - Puzzle game

Players: 1 , (4 in Multiplayer Party, later ?)

Target Platforms: PC first , PSN & XBL later

Key Features

A single player action puzzle game, inspired by games like Lemmings, Worms, Angry Birds and some Metal Gear Solid stealth elements. It can be described as a combination of these iconic cult games, mixed into a casual action-puzzle game experience.

The goal is to rescue lab animals with different abilities and attributes, getting them to the exit point(s) of each level, **overcoming deadly traps, machines and deadly guards like doggies and kitties**.

Tough choices. Sometimes sacrifices will have to be made to lure away guards, to save the others. As well as an alternative way to “activate” traps.

Average level playtime should be about 1-3 minutes for the first levels explaining the basic principles and creative, semi non-linear problem-solving. Expanding to about 3-5 minutes per level in later chapters.

The player has several “tools” and things at his disposal, which in combination with the animals or environment, help the player to get the flock to the ‘Exit Point’. These items or tools could be **stuff like rockets, ropes, firecrackers, drugs and other crazy stuff** to help you get through with minimum loss and sacrifice.

Each level will be like a little semi-linear sandbox with different “problems” to solve in multiple possible ways so the player has to get creative, since there are multiple ways to finish the level. First Levels start in a rather linear fashion to teach the player the basics, then slowly get more complex the further the Player progresses through the game.

Game should contain **about 6 chapters with different themes, problems and items**. Each chapter consists of several “levels” or stages (about 6), starting easy and getting more difficult and complex further on. This principle goes for both chapter and level difficulty as well as level complexity. After each level, the amount of “survivors” is accumulated into a “survivors” count, where you need a specific number of saved animals to unlock further chapters.

The game should **track all kinds of statistics to give the player feedback** and a summary “after report” similar to what Worms or Cannon Fodder had in a simple short form.

Level ideas (and some of their typical elements)

- Stealth passages in which the player has to avoid cameras and patrolling guard dogs
 - Hide and seek stealth passages with rat holes.
 - Timed 'dogs appear' levels
 - Very short but tricky 1 rat puzzle levels
 - Occasional sacrifice one rat to save rest passages / alternative routes.
 - One rat helps another rat to pass an obstacle / team-play elements
 - Heavy use of alternate path levels, including 'smart rat opens alternate routes.
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- Endboss level - multiple rats have to combine their abilities to defeat a big boss, like a big animal or a machine.
-
- Occasional hidden or hard to reach level exits. Leading to shortcuts or bonus stages.
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- "Commando Operation", a smart rat is placed in a control room and has to guide all other rats through the level by opening/closing doors and deactivating traps.
-
- Bonus Level: MEATGRINDER. Kill and slash a certain amount of rats to make ONE rat swim over a basin full of blood and gore with just one sole survivor.
-
- Level idea: ALPHA RIOT. Start with a single ALPHA, sneak and rescue other 2 alphas in the level to defeat the guard (leash-dog) sitting in front of the exit door.

Typical LabPETS Level design goes like this. This is about the end of chapter 01.



Story ideas

- General story: Animals break out of their cages and escape from the laboratory.
- Story is always in the background because the gameplay is the main focus of the game.
- A short intro and outro video which tells the beginning and the end in multiple (animated?) images. Maybe an image which concludes a chapter after each last level.

Marketing

Selling points

Nice funny looking , rewards creative and out-of-the-box thinking,
serious premise in a sick and twisted fashion to make players think about its background,
Last but not least, its highly “franchise-able” IF MassAppeal AND CriticalMassReached = TRUE.

Lots of easter eggs and cultural references, who doesn't love that ?

Best case scenario planned is building a franchise with high growth potential achieved through great scalability, interchangeability, which makes it very easy to create sequels and total genre spinoffs/changes like top-down game, Coop Jump'n'Run, Metal Slug shooter, Endless Runners, multiplayer party games etc and sell this as a “started and in best case as an established package to a publisher if we reach a high enough market value. Then do something else.

Best route to success will be building up the franchise with genre spin-offs,
making up to 3 different games with mostly the same resources like:
a 2 Player COOP Jump'n'Run or a multiplayer party-game based on LabPETS Escape.
These could be made with mostly the same assets as a base.

Release one simple and addictive mobile spin-off game before launch of main game (LPE).
My idea of the free mobile game, which should take 2-3 months max, is a RUN'N JUMP game,
Where the user passively controls his runner-avatar by drawing Vectors into the level. Longer Vectors equal more powerful jumps, so they need to be within a certain range for successful trap-jumps or jumping on smaller floors. The runner reacts to them upon “collision” when he runs into or along them, this game is perfect control for touchscreen devices, also enjoyable with a mouse on pc (free pc spinoff version) as well.

Simple levels are rather horizontal and linear ($L > R$), harder, further levels also vertical, including more interactive/Physics LevelObjects the player has to manipulate, like move or hold so the runner can pass over. Score or Rank is measured by speed and efficiency (ie: the nr of moves taken).

The sequels or FREE DLC for marketing option would be adding new traps, animals, tools and items, with new Levels “STORY” and Themes of course.

Additional games could be made with just about 20-30% of cost (time = money) depending on a reasonable project scope.

Midterm strategy and advantages

A key element of the franchise building is the advantage of cross-marketing once more than one game is released, since all games have different focus genres and target groups. This will cross reference LABPETS as a whole throughout the marketplaces, while also introducing players of

one game to the others. Players who like one of these games, are likely to try the others as well if he likes the first one already.

Options:

Official Website	(In progress) ~50%
Facebook Page	(In progress) ~still empty page, open to public asap. Need more videos!
Indiegame Portals:	desura, gamejolt.com , INDIE.DB, REDDIT, TIGSOURCE, Youtuber / Let's Player , itch.io , ...
Crowdfunding:	kickstarter, indiegogo, steam greenlight, ...
Marketplaces:	Steam, GOG, XBL, PSN, Nintendo eShop (NX)

Rated R Add-on which contains over-the-top violence and extra macabre levels. (see +18 level) ???

“The super bloody mess Pack”

GAME DESIGN DOCUMENT

GAME RULES

Level / Game Round (Types and definition)

Level Types ()

1. Timer running forward until ALL animalsAlive = animalsSaved.
Time + animals = Points
2. Timer running out. Save x animals in time to proceed.
3. Pseudo endless-runner, animals need to be in constant motion while avoiding traps, escaping death within a given time limit. Who falls behind, dies here.
These are the MEATGRINDER levels.
4. Puzzle-Problem solving focused levels. (Timer counts forward)

Primary Objectives

1. Get as much animals to the 'Exit' in time as you can.
2. Avoid, trick or get rid of traps and guards to save as many as possible.
3. Collect as many Key-Stars in the levels as possible to unlock further Chapters

Secondary Objectives

1. Free animals in cages for better Score, and also more "extra spare lifes" ???
2. Collect as many STARS in the levels as possible to unlock further Chapters

Win / Lose Conditions

IF animalsAlive == 0 , Game Over (Lose, Repeat)

IF animalsSaved >= animalsStart / 2 , Game Over (Win, Next Level) ???

Score and Rewarding System (early concept idea)

Score Factors:

- Number (quota) of total animals saved (free and in cages)
- Stars Collected
- Min quota to save starts low (half of start animals) and raises further on?

INPUT : Game, camera and unit controls

Keyboard	Controller	Input
Escape	Start Btn	Toggle PAUSE game and display GUI.MENU
?		Toggle Zoom (zoomMin, zoomMax) , smooth lerp.
Tab	LB + RB	Switch to next and prev. rat.
LEFT / RIGHT	LS + Digipad	Move rat left and right
UP / DOWN	LS + Digipad	Move rat up/down (climbing ladders, ropes, swim up/down)
?		jump
?		use / interact button
?		attack / throw button
?		aim button (?)

Camera moves within level bounding-box. **Temp. WorldPosition Z = -20 - 30**

Camera-max-zoomOut = level bounding box.

Using Items and Buffs, Shooting and throwing

Eat / Use Buff	1. Treat Buffs same as Pickups, rat holds Glass, aim+fire to drink
Shoot straight	1. Press Action/Fire Button to shoot
Shoot (aiming)	1. Hold down Aim Button 2. Aim weapon (angle) via LS or RS (RightStick). 3. Press Action/Fire (RT) Button to shoot
Throw	1. Hold down Aim Button 2. Aim (angle). 3. Hold to charge power = distance.

GAMEOBJECTS

Generics

Killzone	Triggerzone, has DamageType to select death_by.animation (electricity, laser, fire, explode, squish, ...)
Water	Rats and Dogs can move/swim though water, rest drowns. <ul style="list-style-type: none">- Woodboxes swim in Water.
Acid	Like water, but a killZone trigger. Boxes also swim in acid.
ObjSpawner	Instantiate X amount of defined GameObjects out of ARRAY. Once or Continuing mode. IF Continuing TRUE = WHILE spawnAmount < X , Instantiate.

LevelObjects

Camera 01

Camera 02

Entry Door Starting Point, deprecated, rats start on own start positions.

Exit Door Exit Point. Move all rats+ npcs here.

Exit (Secret) Like Exit Door, but also has Terminal (Min Rat Counter) and opens if min rats placed on triggerzone.

Elev. Door Checkpoint ?, move animals to next level / area inside the level.

Force Field Stops all RB objects, can be used as electrical bridges too.

Hamsterwheel Activates / Rotates movable objects. One or 2-way functions.

Key Door Key locked door, requires a key to open.

Switch Toggle ON/OFF Switch.

Button (01) Stay-on button to keep operating / active.
Button reacts to all Rigidbody Levelobjects and items (ball, box, ...).
Float onDelay = 0 ; // Time from OnTriggerEnter until activation.
Float offDelay = 0 ; // Time from Off TriggerEnter until deactivation.
IF onTime AND OR offTime != 0 , show Timer GameObj. (child)

Button Weight Button that is activated if total WEIGHT on Trigger is reached.
Visually “drops” per Weight, until triggered. This can be visualized via

“LED Lights” or a red Line to be reached until activation.

Platform	Follows NavPoints, waits for X sec. on each NavPoint. hasTrigger target (button), IF trigger SET, trigger activates Platform, ELSE, platform runs in automatic loop mode.
WoodBox	CAN kill animals if falls on them, CAN be pushed around , CAN activate Buttons . CAN swim in liquids (water, acid), <i>CAN be DESTROYED with FIRE, EXPLOSION, ACID (after 5sec), FALLING + RB.FORCE (BREAKS INTO PIECES)</i>
Metal Box	Kills animals and bigger gaps too , not a pickup. Indestructible.
Climbing Wall	Mario-like climbing wall, climb on X & Y Axis. (Diagonal grid / fence look)
Pushcart	1m height, acts as a movable bridge, CAN also be used as a Shield / Cover.
Cardboardbox	Metal Gear Solid style Cardboard-Box for up to 3 or 5 rodents to hide and move around. DON'T MOVE WHEN CAMERA WATCHING !
Door Panel	Smart rat can remote control open/close doors..
Auto-Door	Opens automatically. Controlled by Triggerzone (opens when rat/npc inside)
Rat Holes	Holes inside walls for single rats to hide in, a Safe-Room so to say. Also an EXIT POINT for NPC Rats.
Trampoline	Gives jump boost while jumping on it incrementally.
Ventilator	Boosts RBs , can be rotated (by hamster-wheels ie)

Enemies

Primary:

Guard Dogs (tied to Chain-pole, has AttackRadius, and Free-Roaming)
Guard Cat (free roaming Hunter-Killer)
Security Cameras (call backup , activate Traps)
Hostile rats (Zombies , Berserker , Exploding)

Secondary:

Traps, lots of traps

Traps

Sec.Camera	Sounds Alarm, sends a Guard-Dog to Position or activates Trap. CAN be DEACTIVATED or DESTROYED.
FireTrap	Fire Pillar, has killZone trigger.
ArmSaw	Auto-Moving or Following player within distance-reach.
RipSaw	Ripsaw moving on Waypoints, shreds everything in its way.
TeslaCoil	Deadly Lighting Bolts, has POINT killZone trigger.
TeslaFloor	Deadly Lighting Bolts, has AREAL killZone trigger. Stackable.
LaserBox	Straight LaserBeam length until blocked, Laserbox CAN be movable. Needs RAY to set Laser.Length in realtime.
Laserprojector	Rotating / tracking Laser Beam, covering the area its pointed towards. When hits MIRRORS, turns in a 0 +- 45 or 90 deg. angle. Length until blocked = NOT MIRROR. 1 Ray per Line-Segment.
Landmine	Explodes if animal / object comes close, needs to be deactivated or detonated in controlled manner. Bouncy.
Mousetrap	
Pillbox	

Tools / Items (Pickups)

Hookrope	CHARGE	Point into direction and shoot this to create bridges or ladders to climb and reach otherwise impossible areas.
Bow	SHOOT	Shoots arrows with rope to build "bridges"
DartGun	SHOOT	- Make guards sleepy for 60 Seconds. - Activate Traps, Mines and Buttons.
TazerGun	SHOOT	- Stun guards for 30s (Dog + Cat) - Kill Rats + Zombies - Limited Range (~ 4 - 5m) - Start ammo: 5
Firecrackers	CHARGE	scare away guards, make them run away. Are thrown and explode after 3 seconds .

Rubber ball	CHARGE	Throw to make guards wanna play. They'll run after it. Bouncy!
Bowling ball	PUSH only	Can be picked up by >= TOUGH RAT

Bufs

Invincibility	RED TUBE	30 or 60 sec. GodMode
Invisibility	PILL (BW)	30 or 60 sec. Invisibility GUARDS STILL CAN SMELL YOU. Effect: ScanRange / 2
Nitroglycerine	TUBE (BLUE)	EXCELLENT , YOU'RE A LIVE BOMB ! Effect: explodes in 30 sec. OR instantly IF : <ul style="list-style-type: none"> - TOO close to fire or electricity (IF magn. animal & Trap < 0.5m) - hitting ground after falling. Perfect tool to sacrifice yourself with.

...

ANIMALS

Behaviour (rules and logic)

Smart and normal rats to flee in panic when their ScanRange detects a predator, they could **even run into death** like traps or cliffs since they just don't care in that moment if (panic mode = true).

During panic mode, Can not control rat during panic. Minimum panic time is 5 sec.

Rats drop their inventory if they die. This also includes keys.

Stun Mechanics

while (stunned)

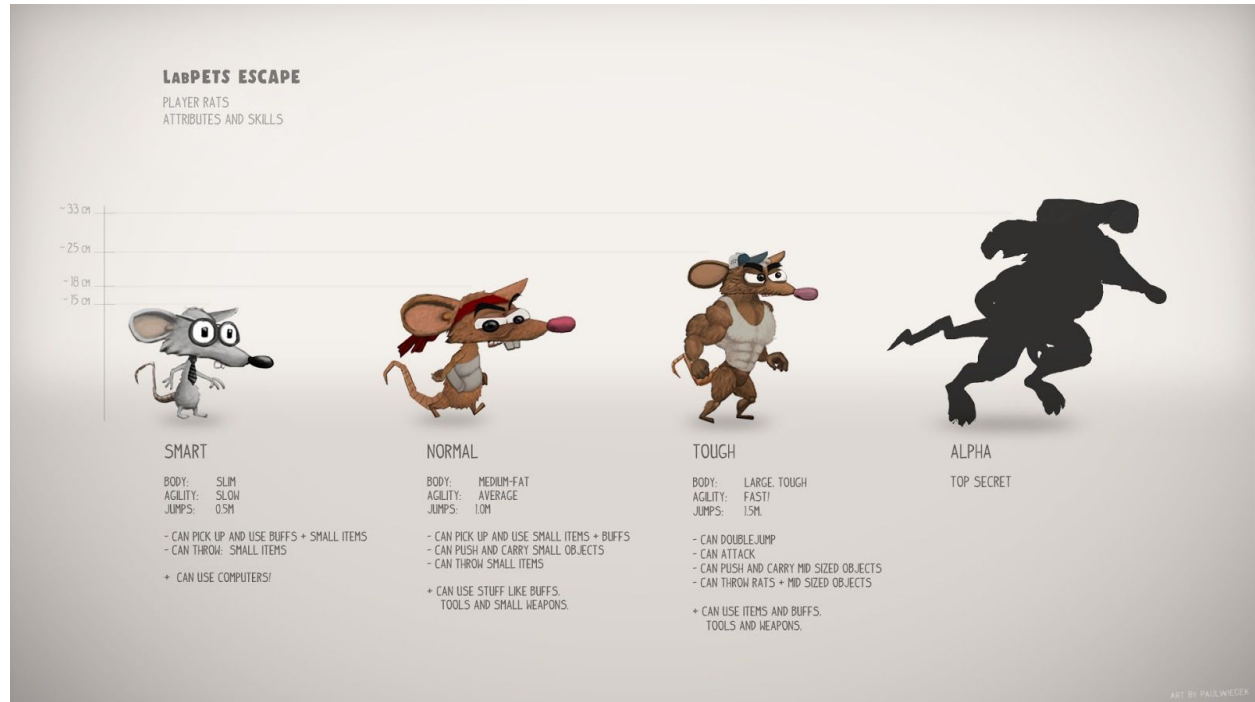
- Can **NOT** control rat until STUN - Cooldown timer is over
- Play rat Animation "ratType_stunned_01" while true.
- Play ParticleSystem "StunStars" effect while true, decrease stars per sec.

Stunned if :

- Fall down **below** deadly fall-height. "Barely survived"
- Hit by other.RB with enough force or velocity (like a fast rubber ball or crate).
- Hit by Electricity (i.e. struck by Tesla Floor) ???

- Hit by DartGun (30s) ?

Small sized (PLAYER)



- SMART** can manipulate tech like computers and traps
also has larger **ScanRadius of default * 1.5**
- NORMAL** runs, eats.. Uses items and Buttons. Allrounder
- TOUGH** good at moving stuff around, can throw lower rats ,
has more mobility/agility than lower rats. can use items.
- ALPHA** Can jump over 2 meters high and far.
Can also attack cats and dogs!, at least for a while.
Or scare them away. (**CAT RUNS, DOG ATTACKS**)

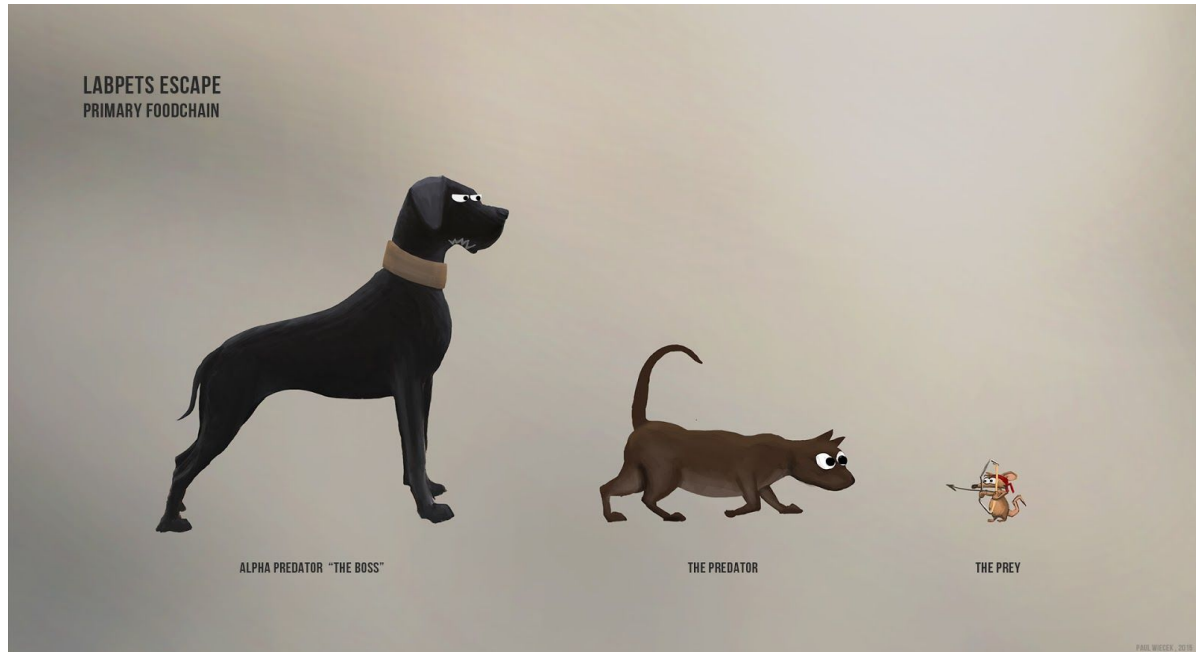
Small sized (HOSTILE)

- COP RAT** Based on tough rat, with baton/club and blue Armor/Uniform,
beats other rats to death in 3 hits.
Hit 1 = 50/50% nothing(run!) or stunned , Hit 2 = stunned , Hit 3 = dead.
Can be scared (i.e.: firecrackers, guards(cat , dog))
- ZOMBIE RAT** Attacks (bites) all other non-zombie animals on sight, even guards!.

Can only be killed by explosion / fire, acid, traps (fire, laser)
No falling damage, stun only as max. Effect.

Further ideas: ...

Medium sized (HOSTILE)



CAT

Free-roaming hunter killer, arch nemesis.
Patrolling between 2 Points, freeroam hunts on contact.
Cats can do diagonal WallJumps in a 45° deg. angle.

DOG

1. Free-roaming, patrols or guards, attacks if rats touch stuff within his ScanRange, or hurt him. Starts neutral.
2. Tied to Chain, protects area

Large (mini BOSSES)

GORILLA (in cage) You better bring bananas!
Keeping him busy and friendly for about 10 sec per banana.
very strong and mostly aggressive , instant overkills.

ALPHA ZOMBIE

ALPHA COP With a huge bat , rest explains itself. 1 Hit kills all other rats.

...

ANIMAL	HP = MP	MoveSpeed	JumpHeight XY	ScanRadius	Weight	RB mass
Rat SMART	1	1.5	.25 (climbs slow)	2.5m	0.5	1
Rat NORMAL	2	2.0	.25	3.5m	1	1
Rat TOUGH	3	2.75	.50	3m	2	2
Rat ALPHA	9	3	1.5m	4m	3	3
Cat	10 ?	3	2.5m	5-6m	7	7
Dog	20 ?	2.5	1.25m	6m	20	15

Falling Damage and Overkill

Counts the distance if an animal is falling (isGrounded = false) .

Overkills are inspired from DOOM , these are exceptionally violent deaths under specific circumstances like Laser traps ,falling from large heights, also by random chance in normal cases.

Measured and caused by: Damage taken (over 100%) , **Falling Height** (over 100%)
Some traps will always result in bloody overkill.

States:

No effect	Animal lands and can/will immediately run after landing.
Stunned	Animal lands badly, lies on ground for about 3 seconds stunned.
Kill	Animal dies from falldamage. Bloodsplat fx (sml). Leaves corpse.
Overkill	... dies in a red explosion. Bloodsplat Fx (lrg). No corpse, leaves puddle.

ANIMAL	No effect	Stunned fallDistance <= x	Kill Height fallDistance >= x	Overkill Height fallDistance >= x
Rat SMART	.5	1	2	2.5
Rat NORMAL	1	2	2	3
Rat TOUGH	1	2	2	3
Rat ALPHA	2	4	4	6
Cat	2	4	30	60
Dog	2	4	4	6

Skills and abilities

Animals are divided into 3 different rat types:

Smart	Can use computers / tech. to manipulate level, no weapons.
Normal	Use items , buttons
Tough	Use items , buttons, Lift / Push heavy stuff, attack guards

- Animals can: pick up things , swim in water , climb ladders and ropes.
- Each animal (rat) can carry ONE item.

Character Generator

Animals are generated from a randomly customized Prefab.

Random Properties are:

Color Value:	Main Color RGB or better in HSB
RGB Value:	RGB (Random.Range (180 , 255))
HSB Value:	H= 220 +/- 20 , S= 200-255 , B= 220-255
Name Generator =	Rat _Names_List [random] + number (random) Syntax = Name - 123

Character States:

idle / waiting
running
jumping
falling
swimming
buffed
attacking
panicking
stunned
dying

GUI and HUD

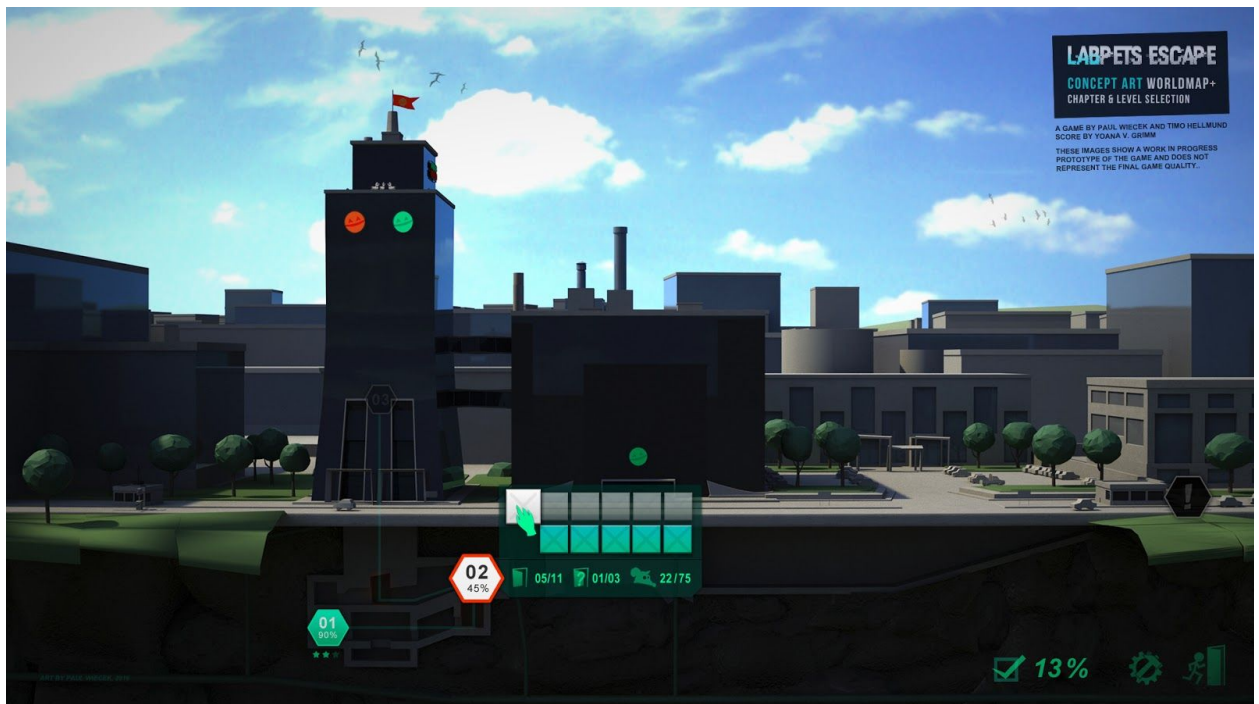
WORLDMAP

This is the games main menu and Chapter+Level selection screen. After first start , game loads savestate (current level , levels finished , game progress). Like seen on the concept.

Chapter + level selection

Hexagons are avail. Chapters, open a Chapter level window on startup and onClick. Each box represents a level, finished levels are green, open levels white.

Bottom (right) Total game completion in % , Option Menu , Quit Game



Last work in progress concept. (~07.2016)

INGAME HUD

... Description



Timer	Counts Level time, total or remaining, depending on Level-type.
# Escaped	Counts saved animals (went through exit door).

Animal-GUI Elements

Inventory symbol	States: OFF , ON (Item-Icon) Size: default. = 1 , isSelected = size * 1.5
Selection marker	States: OFF , ON (isSelected = true) Size: 1
Aim / Shoot reticule	States: OFF, ON (isShooting = true, rotates.Z) Size: 1 OR * 1.25 ?

Animal speech (bubbles):

Animals make use of primitive communication throughout the game.

This is realised through speech-bubble icons, representing basic emotions that gives the player feedback , as well as readable hints and warnings from the animals roaming around.

!	General hint !.
?	Cautious. IF item in ScanRange.
Skull	Death imminent. IF close to guard or death trap.
<Joy, happy>	Very close to EXIT DOOR , after item pickup , ...

LevelObject, MouseOver/OnTriggerEnter GUI

- Usually with a rat selected, IF user points cursor over a LevelObject like a button, an icon is shown over the buttons target Levelobject.
- IF rats standing on Platform, show UP DOWN arrow icons. Press on icons to make platform move.

PAUSE MENU



Ingame screenshot, version 0.1

Pause window elements:

Top	Levelname Subtitle description
Center	Level objectives (Current Score / Rank, Rats alive/dead/free)
Bottom	Restart level , Options menu , Quit to Worldmap

GAME OVER SCREEN (WIN / LOSE AFTER LEVEL REPORT)

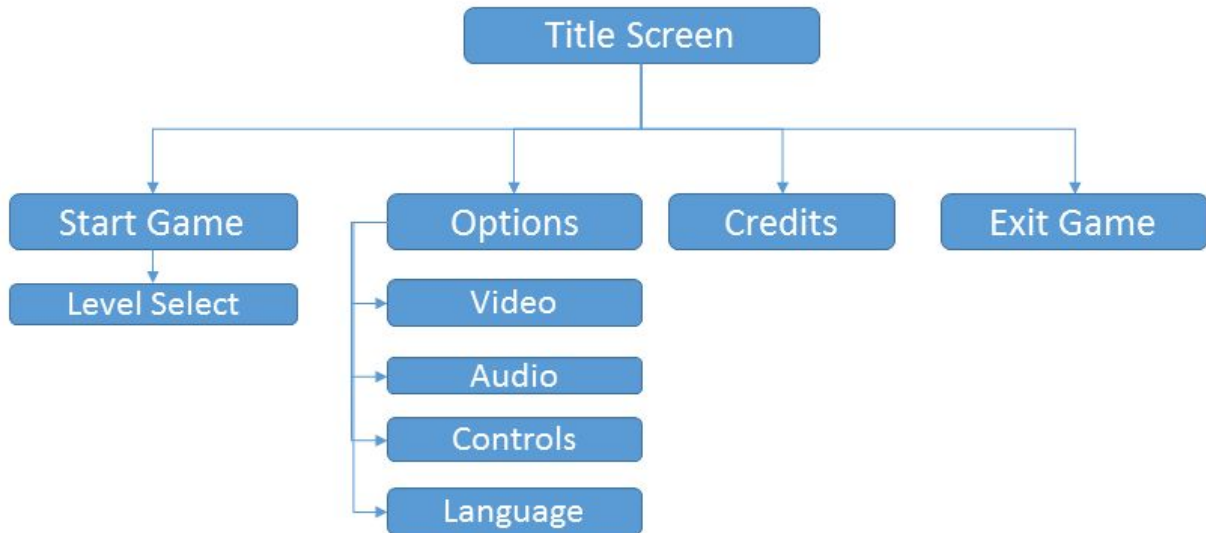
< **CONCEPT IMG HERE** >

- Show player and level stats:
 - Time taken
 - Try number
 - Caged rats saved (X / xTotal)
 - Rats died
 - Rats escaped
 - Items found

- Show level objective status

Menu structure and layout

User interface should be icons/symbols only where ever possible to speak in a universal language.



START GAME : Chapter and level selection screen (**Layer 2**)

Level Selection screen shows a map with the side-view of the complex, showing cleared Levels as colored pictures of a room/level. Uncleared levels still ahead are shown as dark grey, almost black boxes.
?

OPTIONS : Audio, Video, Controls and Language Settings (**Layer 2**)

- SFX Volume
- MUSIC Volume
- Input Settings (Key Bindings , Input Deadzone Settings)
- Video Resolution
- Details (Low - Fantastic)
 - Post Production Filters (toggle ON / OFF)
 - Anti Aliasing (toggle OFF, 0x/1x/2x/4x/8x ...)
- Select Language

AUDIO DESIGN DOC

Concept :

Audio	Think a little acme, and classic looney tunes. A universal language, like a silly drama going on.
Music	Score should fade over the chapters. While Chapter 1 starts euphoric and full of hope and energy, already in the second chapter our heroes realize the path ahead won't be an easy one, the third with friends already lost, to a survival-movie like tone to the end.

Audio sets :

- **Music :**
 - Main Theme
 - 6 Themes. 1 per chapter. (maybe dynamic 2 layered for calm + action states ?)
 - Gameover WON theme / jingle , ~ 3 sec ?
 - Gameover LOST theme / jingle , ~3 sec ?
- **Background ambient sfx :**
 - computers, gearworks, drips, obj into liquid blub, fire, steam, humming, fans , thunder + rain outside, ...
- **Item sfx:**
 - Generic pick up item sound fx (pickup_item)
 - Use Buff (use_buff) (3 drinking gulps)
 - Tranquilizer gun (tranq_pull, tranq_fire) (pull = load gun fx)
 - Firecracker (cracker_pull_cracker_explode) (pull = ignite cracker)
 - Nitroglycerine (nitro_explode)
 - Bow (bow_pull, bow_shoot) (pull = pull string fx)
 - Rubber ball (ball_pull, ball_bounce) (pull = squeak ball fx)
- **Level Object sfx:**
 - Door (door_open, door_close, door_locked)
 - Button (button_pressed , button_released)
 - Switch (switch_on , switch_off)
 - Camera (switch_on , switch_off , cam_moving , cam_detect (3 beeps))
- **Animal sfx:**
 - _click ("hm?")
 - _hint ("hm?")
 - _die (DamageType.damageType (audioclip))
 - _makesound ("meow!" , "bark!") ,
 - _hurt ("ow!")

- **Rat sfx :**
 - rat_click ("hm?")
 - Rat_moving ("okay!" , "yup!" , "aye!")
 - Rat_reach_exit
 - Rat_hint ("hm?")
 - rat_panic ("")
 - rat_die = DamageType : burn, crush,fall, squish, zap , ...

AudioManager (Script) :

Tasks:

- **Play Music on level start** , mute-pause during game-pause.
- **Play level ambient SFX**
- **Play Rat SFX** when clicking a rat, rat moving to target , rat reached target or can not reach target ("hint"), when rat dies, etc.
- **Play LevelObject SFX** if player clicks on (usable) LevelObject like a door , button , switch.
Also play SFX when these objects change states like i.e.: door closes again , platform reached target, etc.

AudioMixer Setup :

Layers:

Master

Music	Music (Music Track)
Ambient	Level SFX + Ambient SFX (Pool bubbles, Machine hums,.)
Sfx	SpecialFX (Doors , Bullets , Explosions , Buttons, Impacts)
Animals	All animals SFX

System

UI, System sounds

GameObjects: LevelObject Classes

Switch:

isActive	Bool;
targetObject	GameObject;
targetLight	GameObject (GetComponent Light) Props: halo. Color , halo. Intensity
targetFlare	GameObject (GetComponent LensFlare) Props: lensflare. Color , lensflare. Brightness
targetHalo	GameObject (GetComponent Halo) Props: halo. Color , halo. Size

State : ON (Green)

Light.Color ()
Light.Intensity 1
Lensflare.Color 1
Lensflare.Brightness 1
Halo.Color 1
Halo.Size 1

State : OFF (Red)

Light.Color 2
Light.Intensity 2
Lensflare.Color 2
Lensflare.Brightness 2
Halo.Color 2
Halo.Size 2

Button:

isActive	Bool;
useOnce	Bool; // If true , chance state once , else can repeat.
targetObject	GameObject;
targetHalo	GameObject (GetComponent Halo) Props: halo. Color , halo. Size

State : ON (Green)

Halo.Color 1
Halo.Size .35

State : OFF (Red)

Halo.Color 2
Halo.Size .35

Door:

isOpen	Bool;
canOpen	Bool;
needsKey	Bool;
doorColor	Enum.DoorColor (1= none, 2= red, 3= green, 4= blue)
doorLight	= Enum.DoorColor
targetHalo	GameObject (GetComponent Halo) Props: halo. Color , halo. Size

Trap (generic):

```
enum damageType;      // Set DamageType
isActive Bool;
hasInterval           Bool;
                    IntervalTime float;
isToggled             Bool;
hasTimer              Bool;
                    SetTimer    float; ( IF hasTimer=TRUE )
```

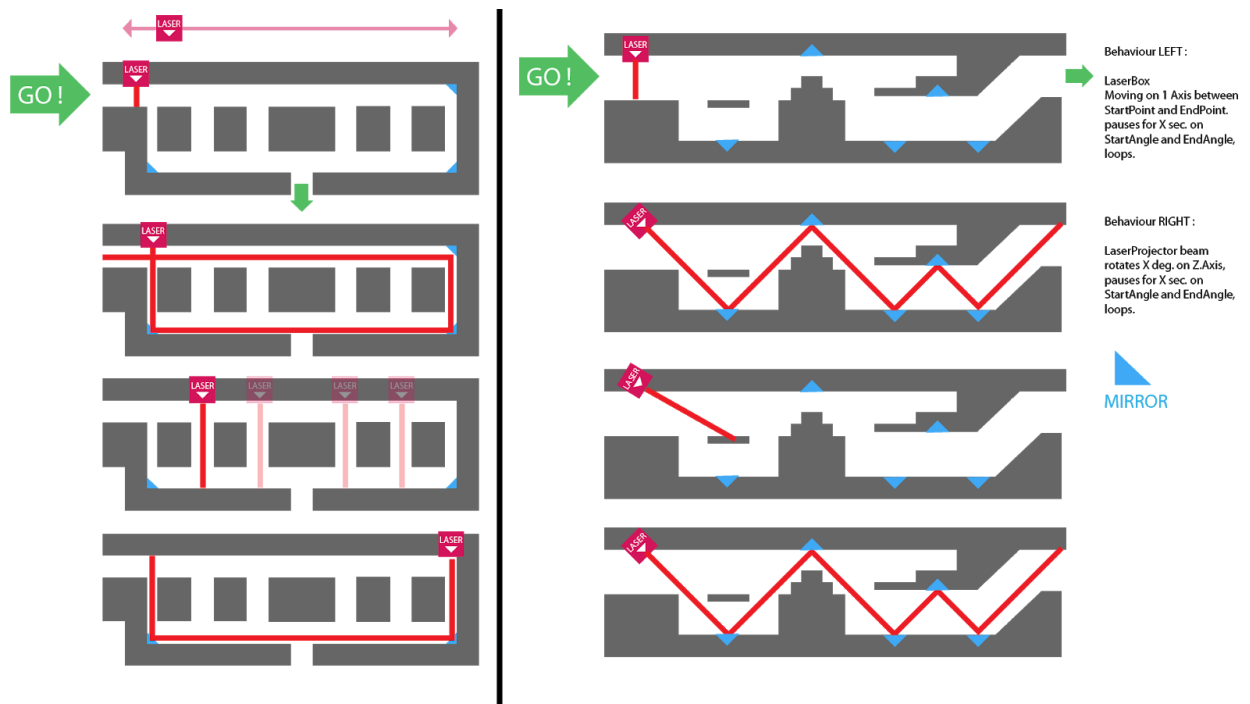
Level ideas

1. Meatgrinders. Mechanic , fast paced, deadly.

A cold and dark machine metal-hell of an environment.

Design features:

- Timer runs backwards, level to be cleared within time.
- Traps usually timed, triggered, some moving.
- Simple button/switch type puzzles.
- And timing Sequences avoiding death.



2. Standard level design. 1st chapter, approx. levelsize and complexity

LEVEL SETUP

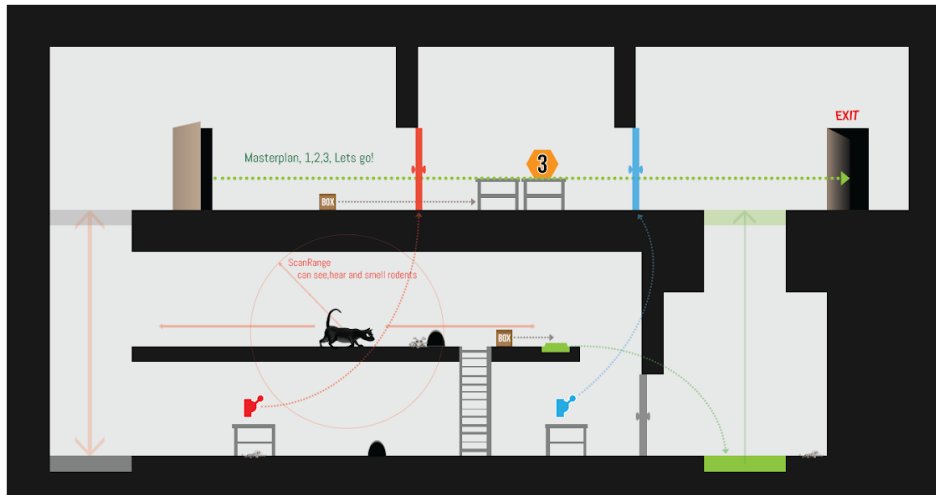
Levelname: CAT AWARENESS TEST NR. 111

Leveltype (linear, non-linear) RATHER LINEAR

Time (m, s) LETS TRY ABOUT A 180 SEC ?

Clocktype (forward, backwards) BACKWARDS

Rats Count[] (Type, Count (X)) 2 SMART, 2 TOUGHS, ABOUT 5 NORMAL



LEVEL OBJECTS

- STARTING POINT
- EXIT DOOR
- SWITCH
- BOX, pushable
- RAT BOX REINFORCEMENTS (3)
- MOVER PLATFORM
- SAFE HOLE for one
- CAT, BEWARE!
*very bad