

Level Overview

Each of the areas in the game are split into 6 coloured areas. Each of these areas are accessed when the player travels through the corresponding coloured door. Once each room is completed, that colour is returned to the world.

Door Colour	Chapter Title	Scene
Red	Self-loss	Maze – Three Puzzle areas
Orange	Confusion	Sound based puzzles – Increasing in difficulty
Yellow	Missing Out	Number of puzzles – Based on 'missing out'
Green	Misplacement	House – Objects move – Daily routine
Blue	Re-Learn	School – Find and collect braille letters
Purple	Appearance	Clothing, Mirrors and Publicity
White	Vision	Credits – Travel from A to B

Game System – The player will need to travel through all six of the coloured levels, and collect a flower at the end of each. They must then return this flower to the starting area, where that colour will be restored to the world. The aim is to restore all colour to the world.

Level Pacing – Each of the six coloured levels are of a similar difficulty overall, though each colour area may contain some puzzles that progress in difficulty.

Standard Level Composition

1. Enter the coloured area through the door leading from the central HUB.
2. Player enters the level
3. Audio clip triggers to put the level into context.
4. Simple puzzle with clues to make the solution obvious, to make apparent to the player which colour mechanic is in use through the level.
5. Player will complete the puzzles and traverse the level.
6. The player will enter a circular room where they will find the respective coloured flower.
7. Player picks up the flower.
8. Door back to HUB will open
9. Player returns to HUB.
10. The flower will then be placed onto the pedestal in the HUB, which will return that colour to the world.

Colour Abilities

Within the game, certain coloured walls have particular properties. Some of these abilities are still active even if the player has not restored that particular colour; the player is simply unable to see the locations of the coloured walls.

Red: Collision – The colour Red causes collision in an area that cannot be seen. Only once the player restores the colour Red can they see what object was blocking their path.

Orange: Jump pad – When the colour Orange is restored, jump pads become active and visible, allowing for easier transition between areas in certain levels.

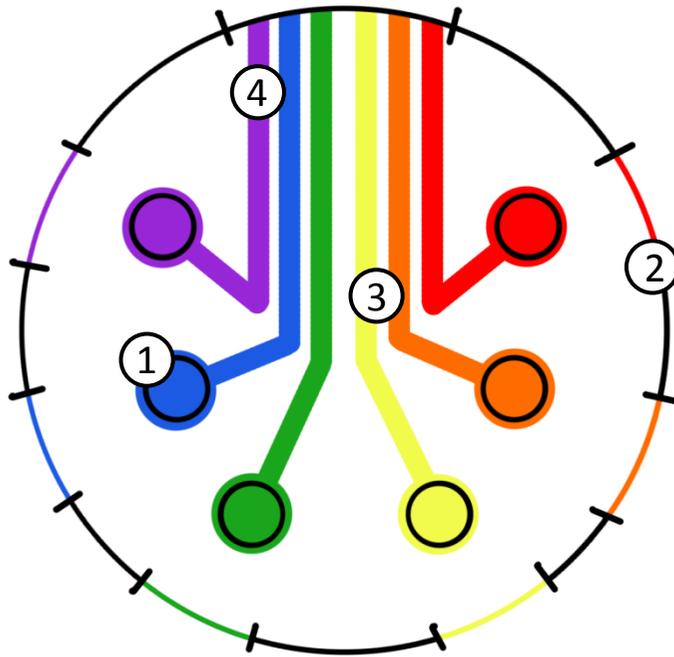
Yellow: Clues – Yellow provides visual clues on walls or objects, making the area a little more understandable.

Green: No Collision – Green walls do not have collision, meaning the player can walk through them. These walls appear white until Green has been collected

Blue: Breakable – Blue walls are breakable, allowing the player to find areas that were previously hidden.

Purple: Climbable – Purple walls act like ladders, allowing the player to climb up to the top.

HUB – Central Area



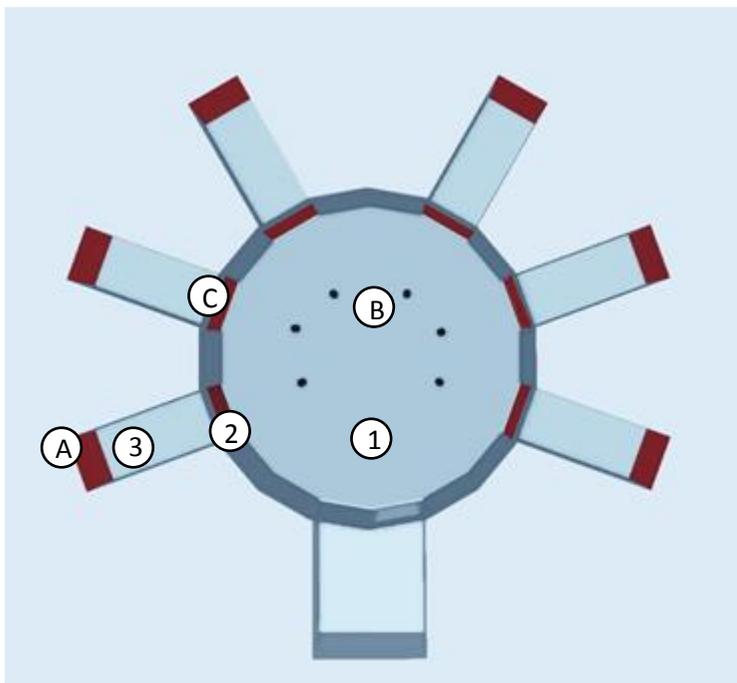
This image shows the layout of the HUB, and the orientation of each of the coloured doors.

1. There are six pedestals to place each of the flowers upon when they have been collected.
2. There are six coloured doors leading to each coloured level respectively.
3. Coloured lines appear after the flower has been placed on the pedestal, showing the player which colours have been restored.
4. The white door is only accessible when the player has restored all six colours. This is where it is made apparent that the player has not truly regained their sight.

Key

	Pedestal		Moving Object		Pick up
	Wall		Wall without collision		Sound Range
	Doors		Speaker – Reacts to switch		Breakable Wall
	Stairs or Push/Pull Items		Switch		Decorative Object

Area 1 – HUB

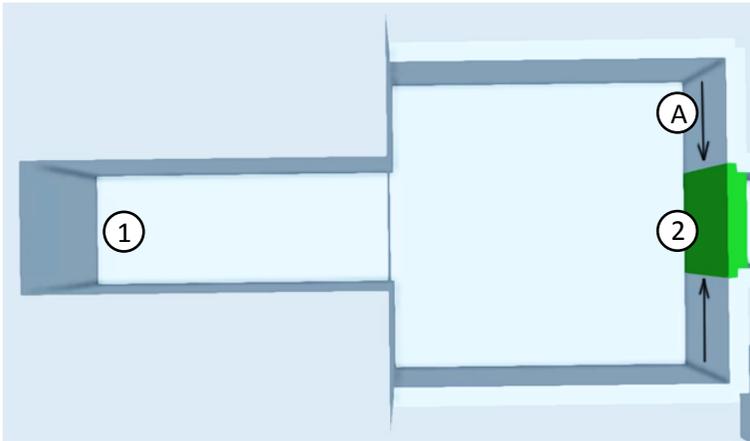


1. Player spawns here
 2. Player can choose to enter any of the six doors
 3. Player is teleported to the beginning of the respective level in these corridors.
- A. These doors are positioned to block the view of the flower room when the player enters this corridor. They will move once the player is teleported, allowing the player to return from the other side, once the flower is collected.
- B. These are the pedestals that the flowers will be placed upon, in order to restore colour.
- C. The coloured level name is written in braille on the respective level door.

Red Level

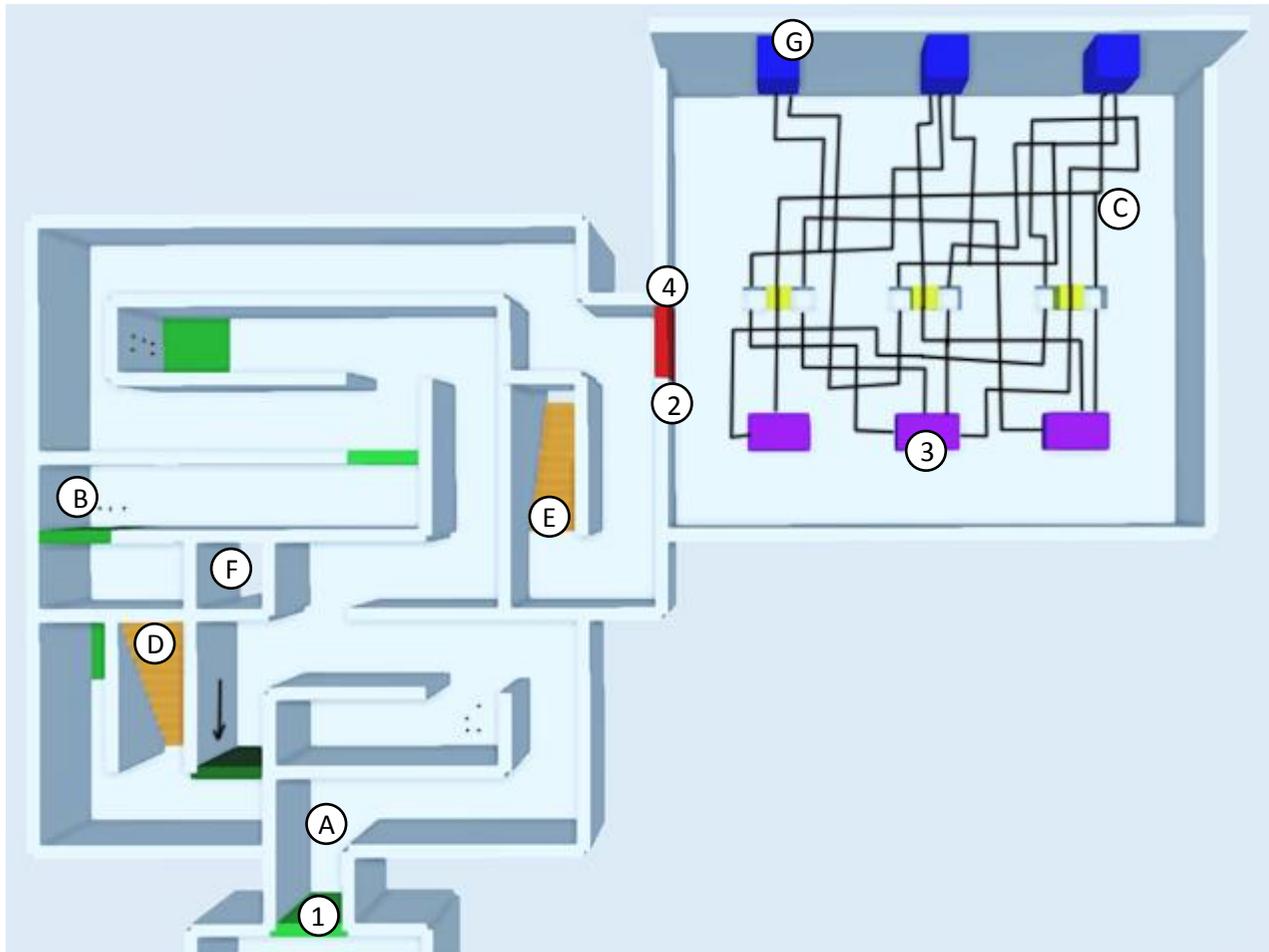
This level is made up of a maze, and three rooms which contain a puzzle for the player to solve. It is representative of how a blind person will not only get lost in a physical sense, but also in a mental sense. They can lose their sense of self. This level uses sounds, puzzles and the green colour mechanic to reflect this to the player.

Objective: The aim of the Red level is for the player to traverse through the maze, and solve each of the three puzzles that can be found through the maze. This will then allow the player to continue onto the flower room, and then to the HUB.



1. Player appears here after entering the Red door.
 2. Player will proceed through the panel with no collision.
- A. Arrows to give the player a clue as to where to go. This also makes the player aware that there are walls that can be walked through.

Ground Floor Maze and Loud Speaker Puzzle Room

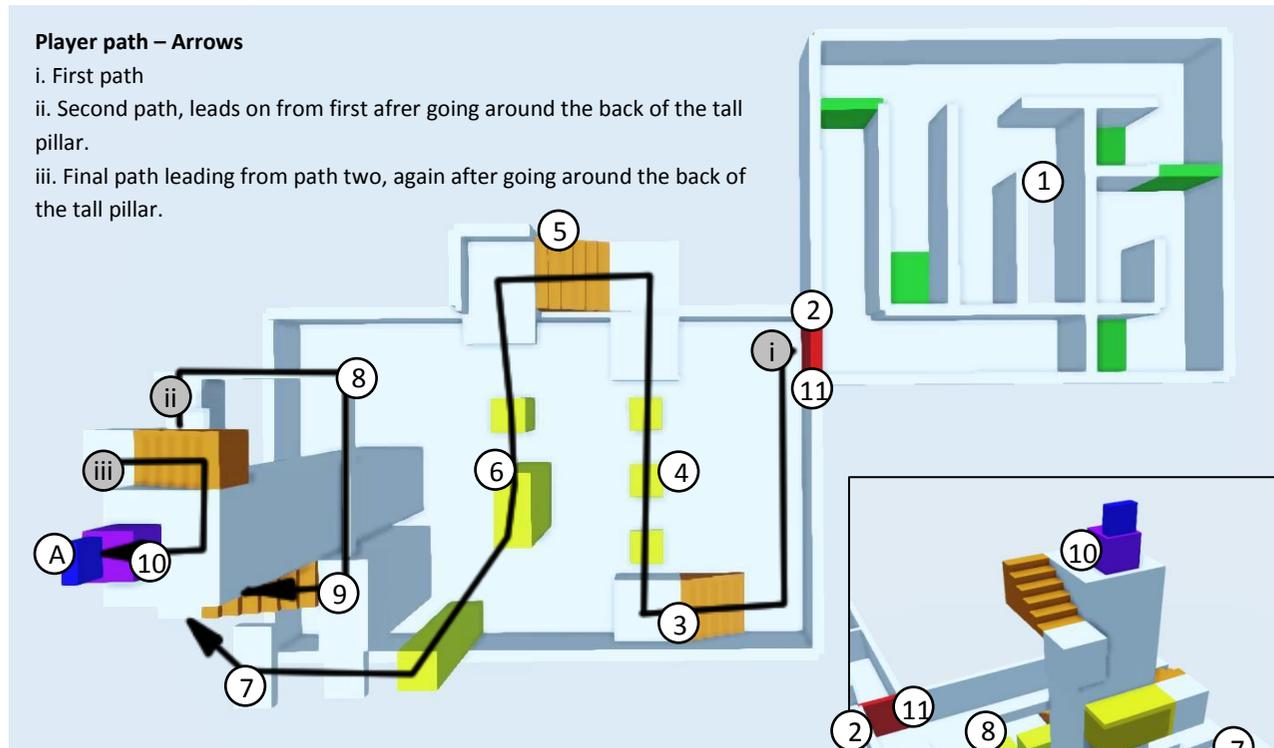


1. Player enters the area here; the player will find their way through the maze to one of the three puzzle rooms.
2. Player may enter the Loud Speaker puzzle room here, where the door will close behind them.

Puzzle aim: To disconnect the loud speakers (Blue) from the Power Supply/Switch (Purple), in order to stop the loud speakers from emitting any sound.

3. Player will interact with these switches to move the block either left or right. The block connects the wires from either side of the room.
 4. Once the loud speakers are disconnected the door will open again, allowing the player to proceed back into the maze, to find another puzzle room. The volume and intensity of confusing audio heard will be lowered. Both of these reactions will tell the player that they have successfully solved the puzzle.
- A. Here, an audio clip upon will trigger entering the level, which will put the level into context.
B. Clues are given to make movement through the maze easier for the user. Though some clues require the player to have completed other levels to understand, such as Braille letters.
C. Wiring on the floor
D. Stairs leading up to the floor above.
E. Stairs leading down to the floor below.
F. Drop tunnel from upper floor to lower floor
G. Loud Speakers

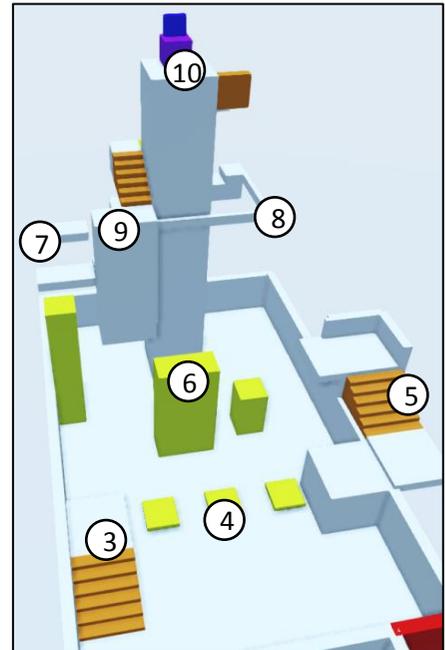
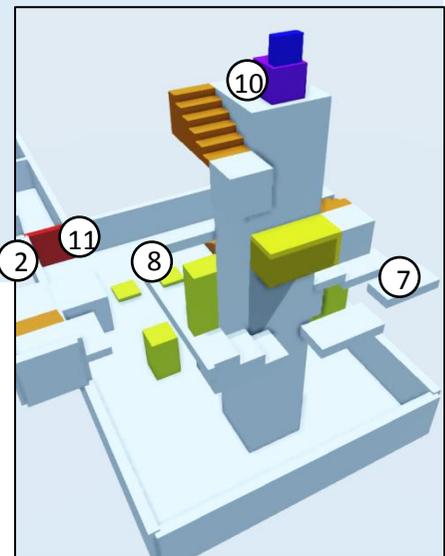
Floor 1 Maze and Radio Puzzle Room



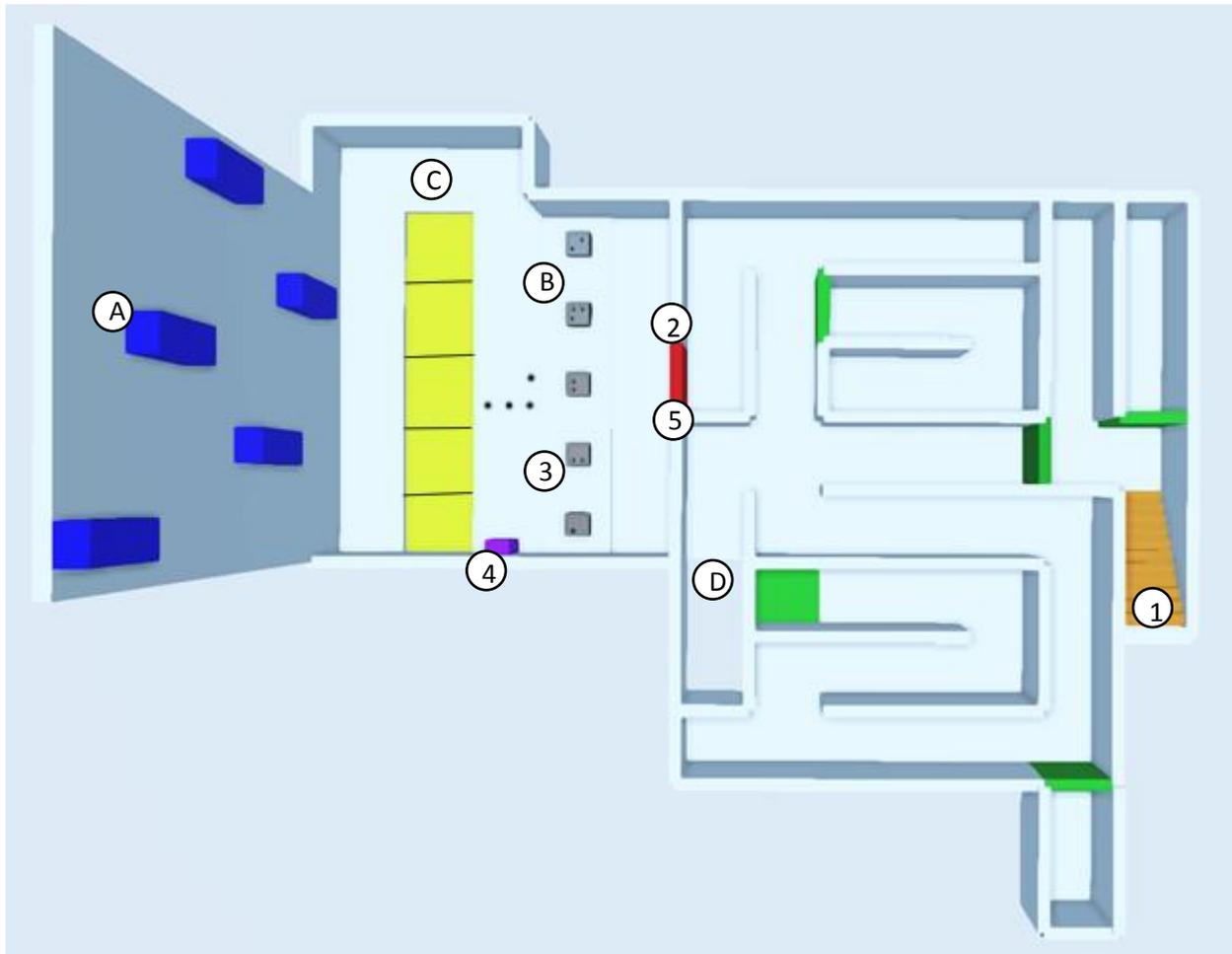
1. Player enters here from lower floor.
2. Player may enter the Radio puzzle room here; the door will then close behind them once they enter.

Puzzle aim: To make your way to the top of the room, and turn off the radio at the top of the pillar.

3. Player will walk up the stairs.
 4. Moving platforms (2x up/down, 1x left/right). The player must cross over them to the other side.
 5. Player will climb the second set of stairs.
 6. Moving pillars (all directions), each move and link to the next. The player must cross all the pillars and get to the stationary platform at the other side.
 7. Player must then jump across a few stationary platforms.
 8. Progression requires the player to cross the two narrow walkways, the second higher than the first.
 9. Here the player must climb the stairs, and wait for the moving platform at behind the pillar to lift them up to the second set of stairs.
 10. The player will then deactivate the radio. The door would then open, and the intensity of the audio would lower, telling the player they have turned off the radio correctly.
 11. The player would then return to the maze. There is not fall damage, so the player does not have to retrace their steps to exit the room.
- A. The radio on top of the pillar.



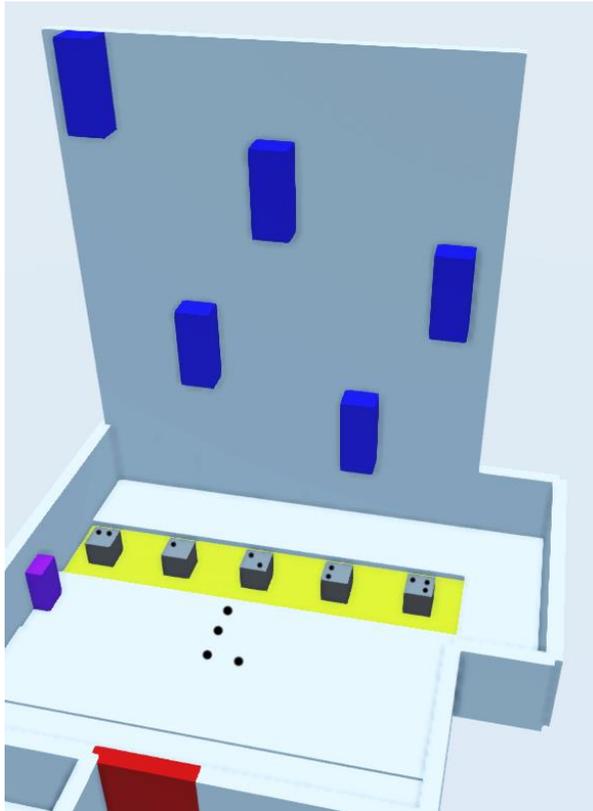
Floor -1 Maze and Feedback Puzzle Room



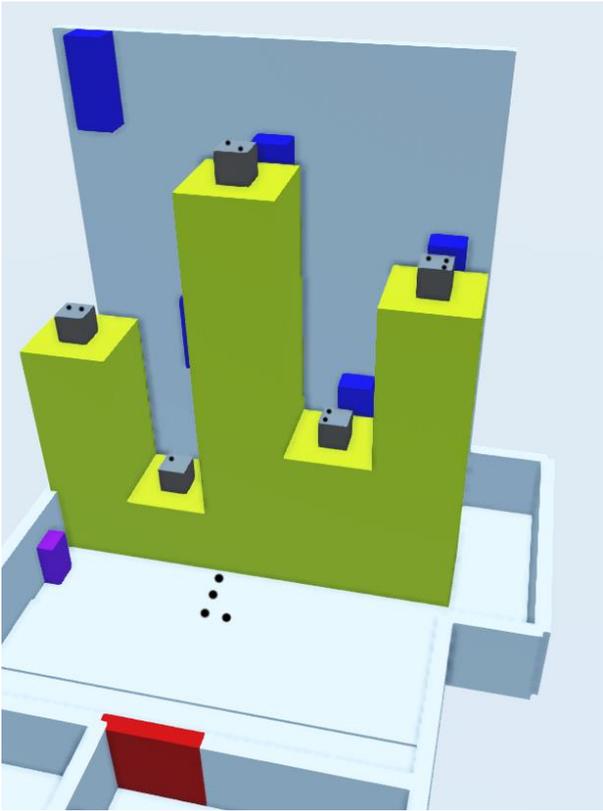
1. The player enters this area either by the stairs, or by falling through a floor segment that has no collision from the upper floor.
2. The player will make their way into the feedback puzzle room, where the door will close behind them.

Puzzle aim: To position the microphones (A) so they are raised in front of the speakers, causing feedback to break the speaker. However, all the speakers must be deactivated at the same time for the sounds to stop.

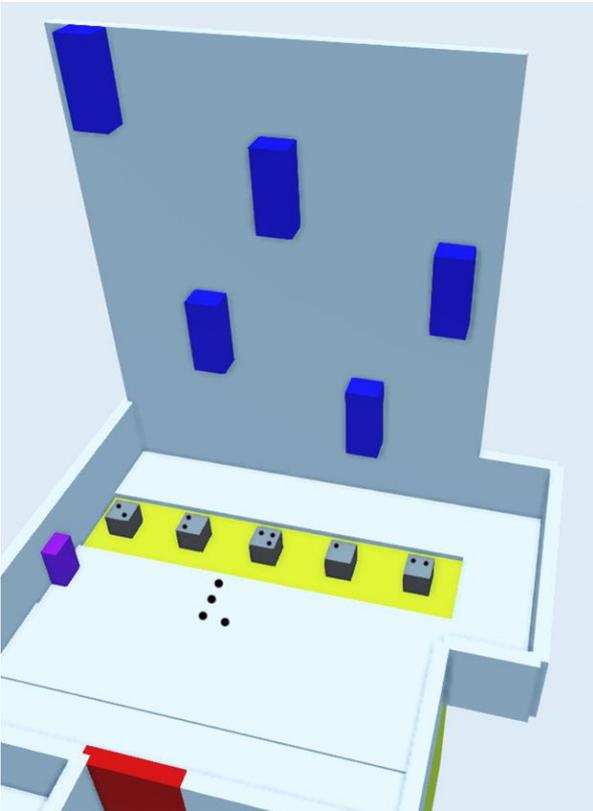
3. Here, the player must pick up one of the microphones and place it on one of the yellow pillars.
 4. The player has the option to pull this lever at any time irrespective of the number of microphones positioned, and the yellow platforms will rise up in height according to the microphone number placed on it.
 5. Once all the microphones are positioned correctly, this door will open, and allow the player to return to the maze.
- A. The speakers, each are positioned with varying heights to assist the player when solving the puzzle. The height of the speaker indicates which number microphone to place each on the pillars.
- B. Each of the microphones have a braille number written on it, this is a clue to the player as to where to place them. Each number should be placed before the corresponding speaker platform. For example, microphone 1 should be placed before the lowest of the speakers, and number 5 before the highest.
- C. This area is positioned to allow the character to return from behind the risen platforms, if they activate the lever, and fall behind them.
- D. This hole is where a set of stairs from the lower floor up too.



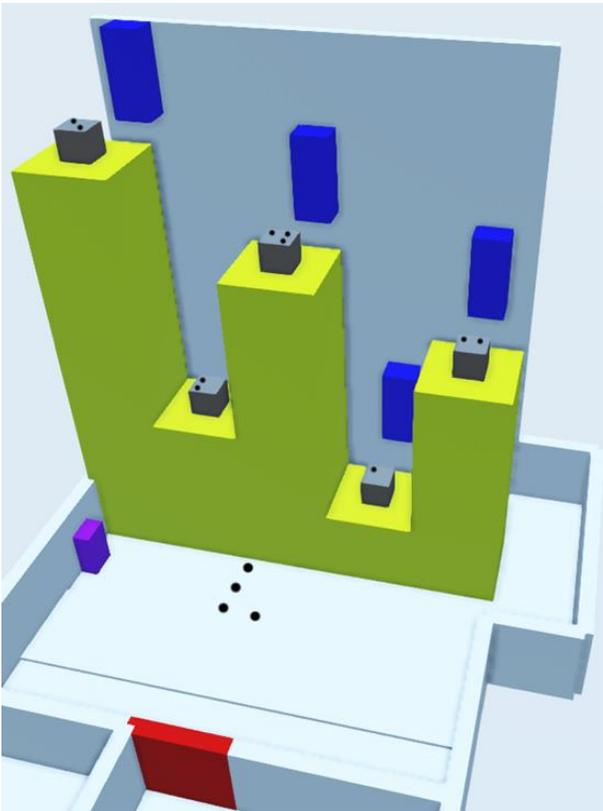
Incorrect answer before image – Here the microphones have been incorrectly positioned on the platforms.



Incorrect answer after image – The lever has been pulled, but the platforms are not at the correct height.

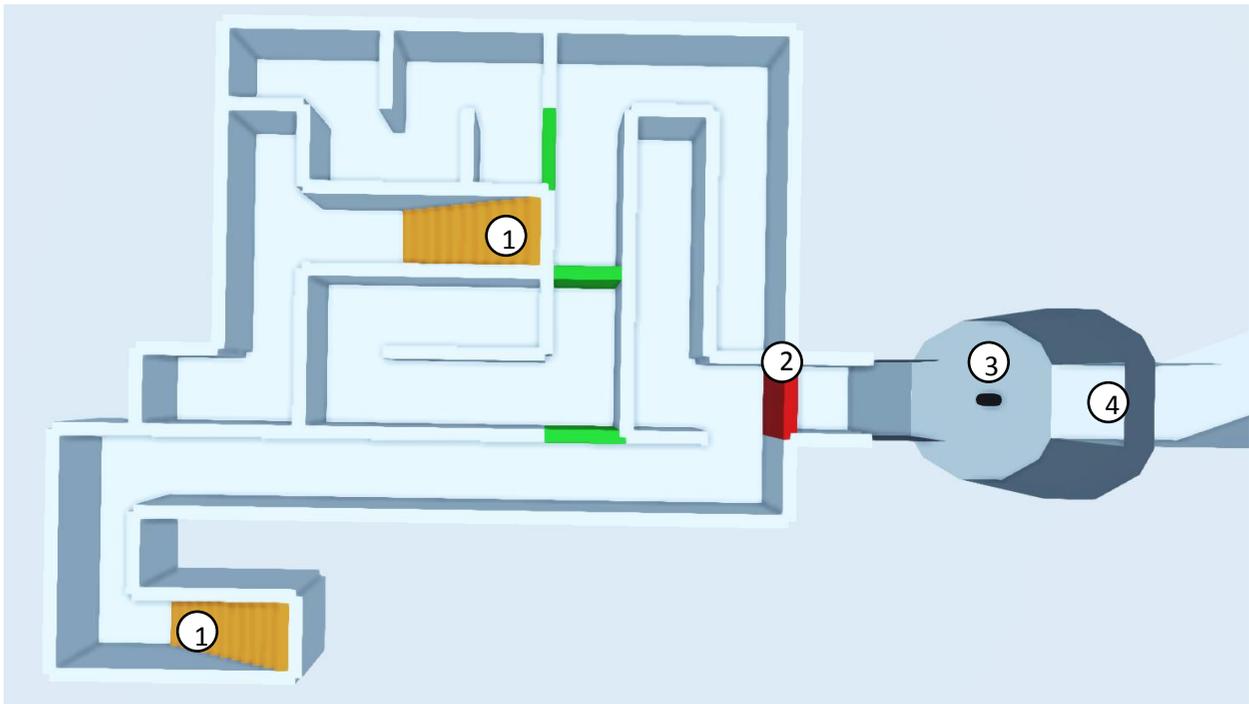


Correct answer before image – Once microphones are placed. The player will pull the lever.



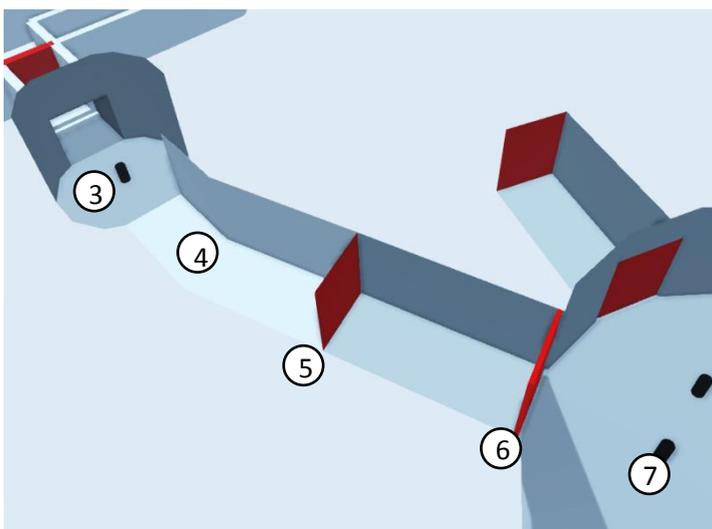
Correct answer after image – Once player has pulled the lever, the platforms will raise up.

Floor -2 Maze and Flower Room



1. The player can enter this area via either of these stairs, or by dropping down from the floor above, through the areas of flooring with no collision.
2. The player can exit through this door once all three puzzle rooms have been completed. This door will only open once all three have been completed.
3. The red flower can be picked up from the pedestal on this room.
4. The player can then exit here in order to return to the HUB.

Red Flower Room



5. This barrier will only open once the flower has been collected; this is to prevent the player returning to the HUB empty handed.
6. The red HUB door will be open ready for the player to enter the HUB and will close behind them.
7. The player will then place the flower on the pedestal in the HUB, if they choose to.

The player can choose to enter any levels they have already completed; this allows them to see the colour changes that have taken place.

Orange Level

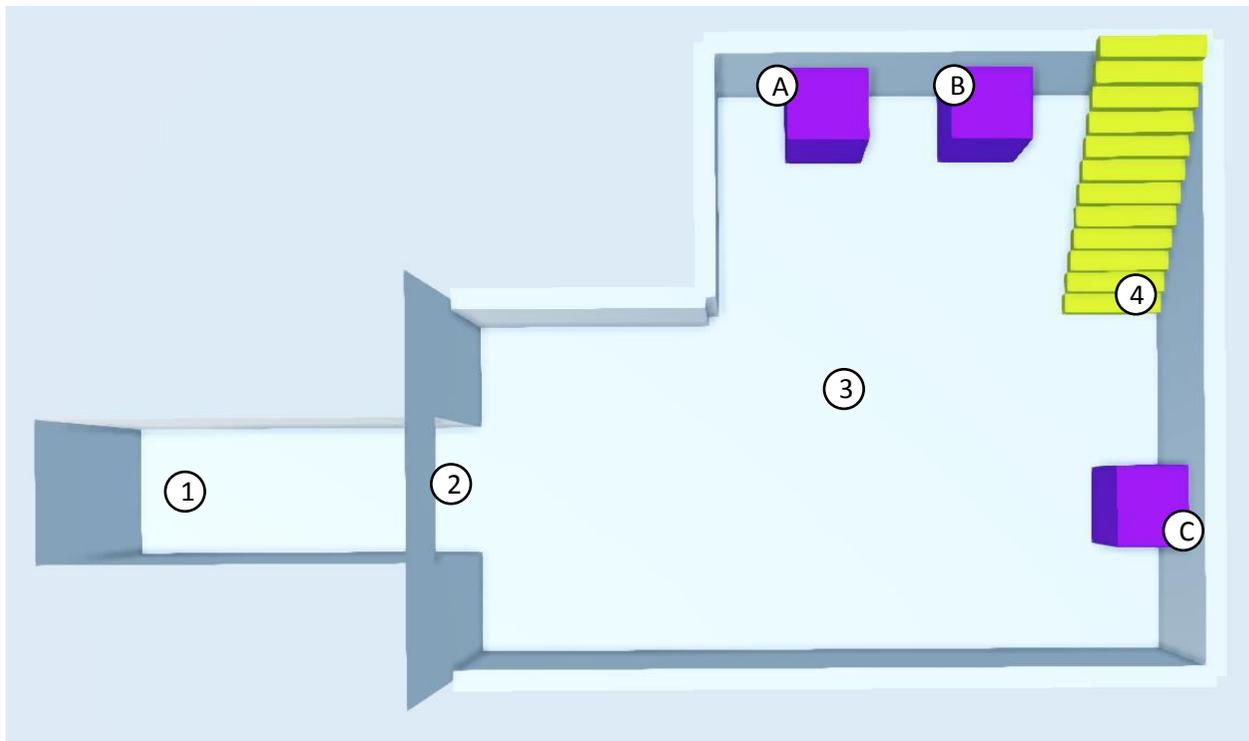
This level consists of five floors, each containing a puzzle that will test the players hearing. Through the five floors, there will be two types of puzzles, with each getting progressively more difficult for the player to solve.

Puzzle aim 1: To identify the sound, and activate the switch next to the object that would make that sound.

Puzzle aim 2: To move each of the items into the vicinity of the sound that that particular item would make. This is done with a push/pull movement of the item in question. Each sound can only be heard when the player enters the vicinity of the sound.

If the player gets the answer right, the stairs will move into place, allowing them to proceed. If the player gets the answer wrong, the items will all sink into the floor or walls, and new items will appear in their place, which will reset the puzzle with new sounds.

Room 1



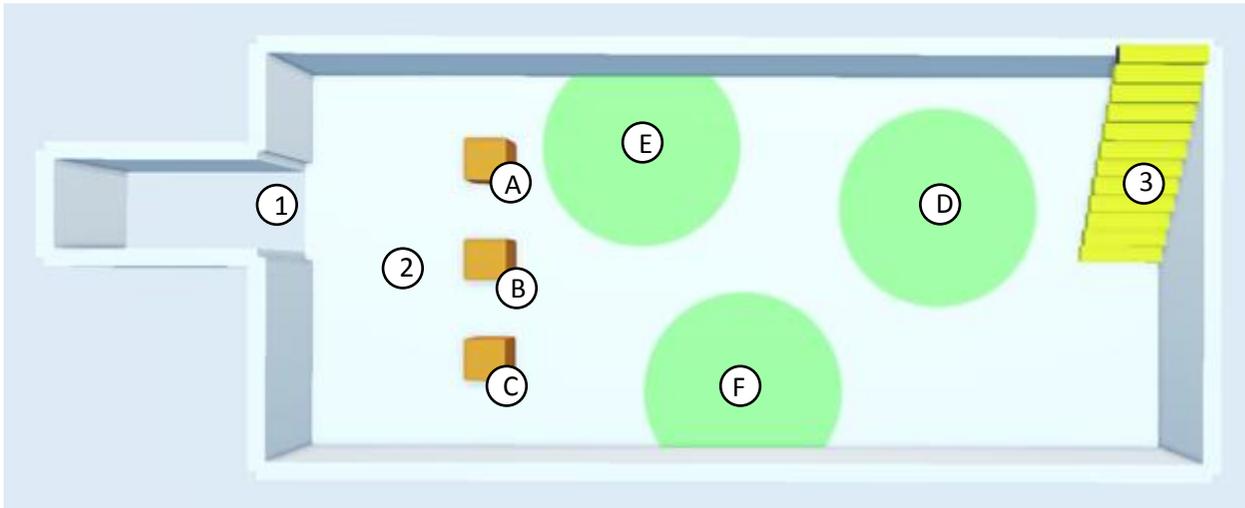
1. The player will spawn here, after entering the orange door from the HUB.
2. The player enters the room here. This is where the sound will be triggered on loop.
3. (Puzzle 1) The player will identify the sound, and activate one of the three switches.
4. These stairs will move out of the wall when the puzzle is completed correctly, notifying the player, and allowing them to proceed.

Example puzzle 1 – Possible sounds and items to use

The sounds here are heard across the whole floor.

- A. Band Saw Switch
- B. Speed Boat Engine Switch
- C. Motorbike engine Switch

Room 2



1. Player will enter here from the stairs that lead from the previous room.
2. (Puzzle 2) The player will then move the items into the vicinity of the corresponding sound.
3. The stairs will move into place when the player has completed the puzzle correctly.

Example puzzle 2 – Possible sounds and items to use

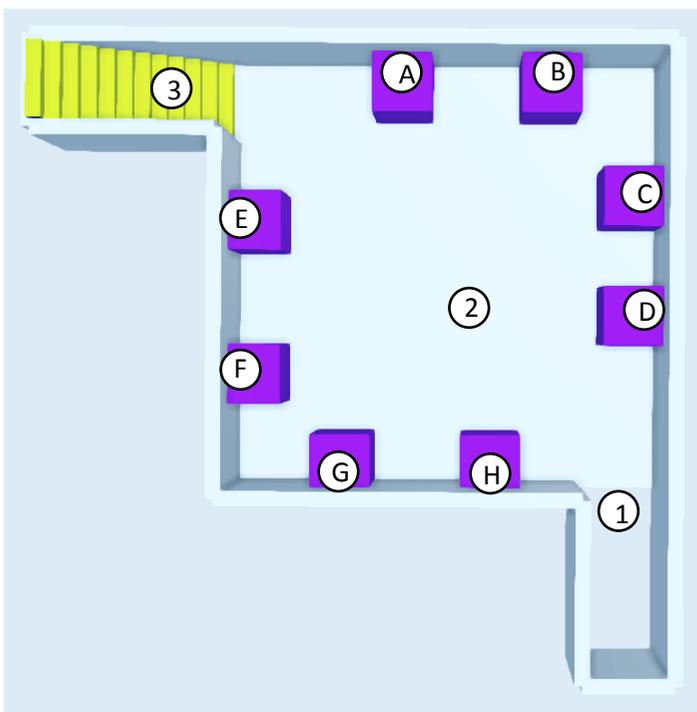
Push/Pull Items

- A. Fire Engine
- B. Ambulance
- C. Police Car

Sounds

- D. Fire Engine
- E. Ambulance
- F. Police Car

Room 3

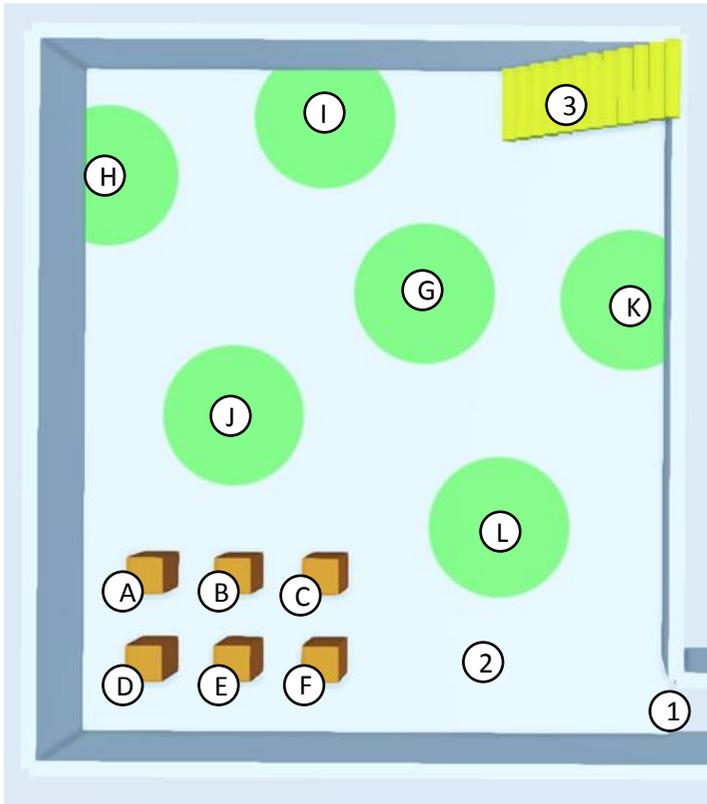


1. The player enters the room here from the stairs.
2. (Puzzle 1) The player will hear a sound, and will then need to activate the correct object. This will happen twice, in order to increase the difficulty.
3. The stairs will appear once the puzzle is answered

Example puzzle 3 – Possible sounds and items to use

- A. Knocking
- B. Hammering
- C. Dripping tap
- D. High Heels
- E. Drum Roll
- F. Filing Cabinet
- G. Thunder
- H. Car engine

Room 4

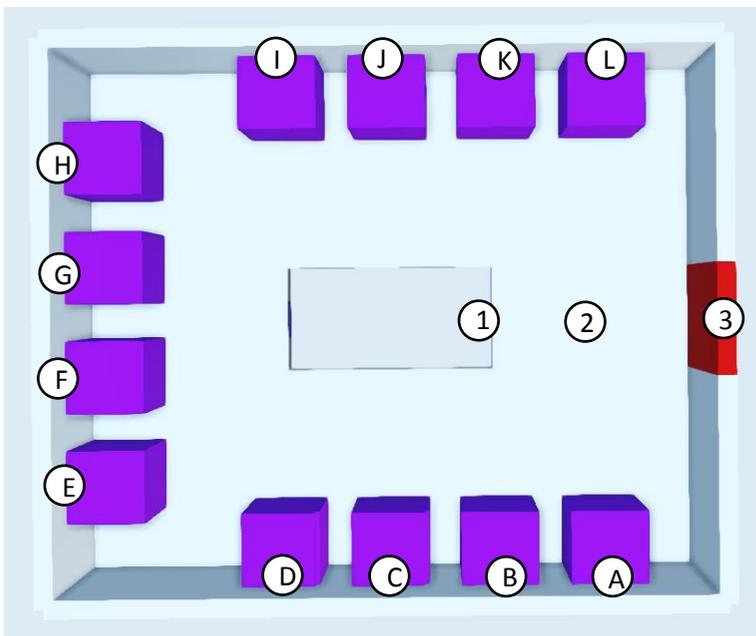


- A. The player will enter here from the previous room
- B. (Puzzle 2) The player must move the items into the correct sound.
- C. The stairs will appear once the puzzle has been solved.

Example puzzle 4 – Possible sounds and items to use

<u>Items</u>	<u>Sounds</u>
A. Door bell	G. Door bell
B. Clock chime	H. Clock chime
C. Church bells	I. Church bells
D. Phone ringing	J. Phone ringing
E. Gong	K. Gong
F. Fire alarm	L. Fire alarm

Room 5

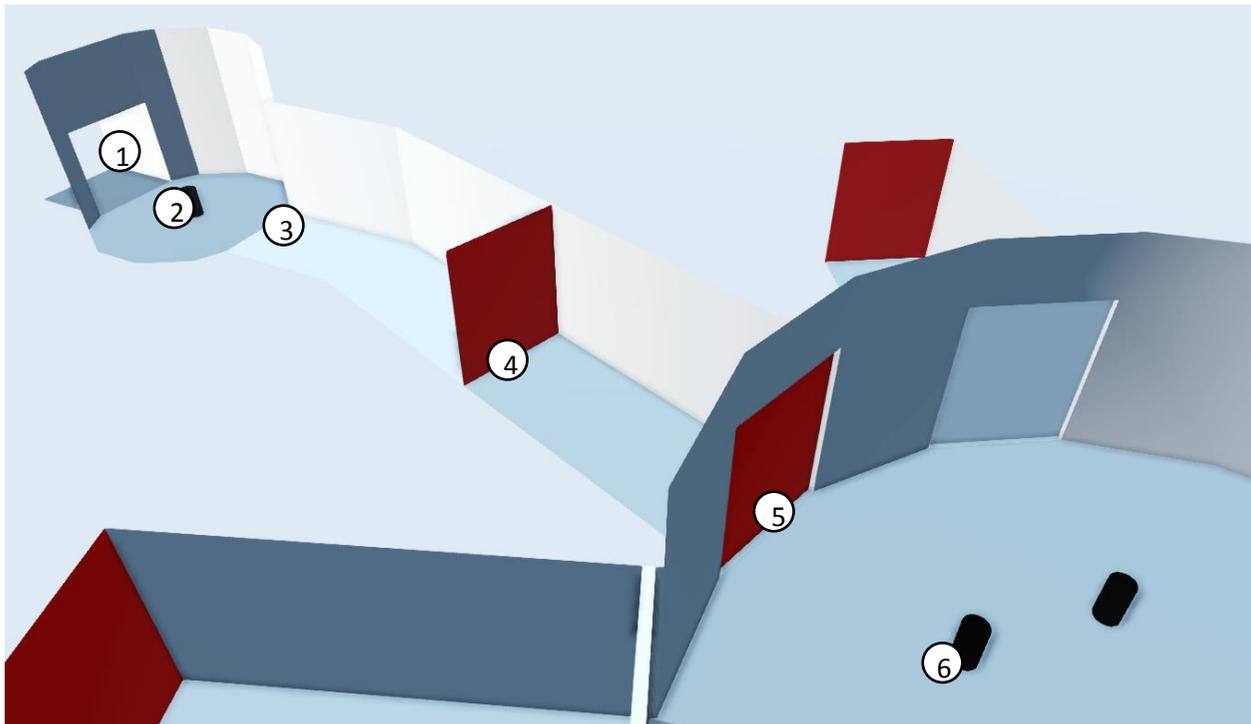


1. The player enters the room here
2. (Puzzle 1) The player will need to activate the correct switch according to the sound that can be heard.
3. The door will open once the puzzle is solved correctly, allowing the player to proceed into the flower room.

Example puzzle 5 – Possible sounds and items to use

A. Tin Foil	E. Leaking Tyre	I. Creaky door
B. Paper Bag	F. Snake	J. Violin
C. Leaves	G. Goose	K. Skidding car
D. Wrappers	H. Bottle opening	L. Firework

Orange Flower room



1. The player will enter the flower room here.
2. The flower will be picked up from here.
3. The player will exit the flower room into the corridor leading back to the HUB.
4. This barrier will only move down once the flower has been collected.
5. The player will re-enter the HUB through this door.
6. The Flower will be placed onto this pedestal to restore the colour orange to the world.

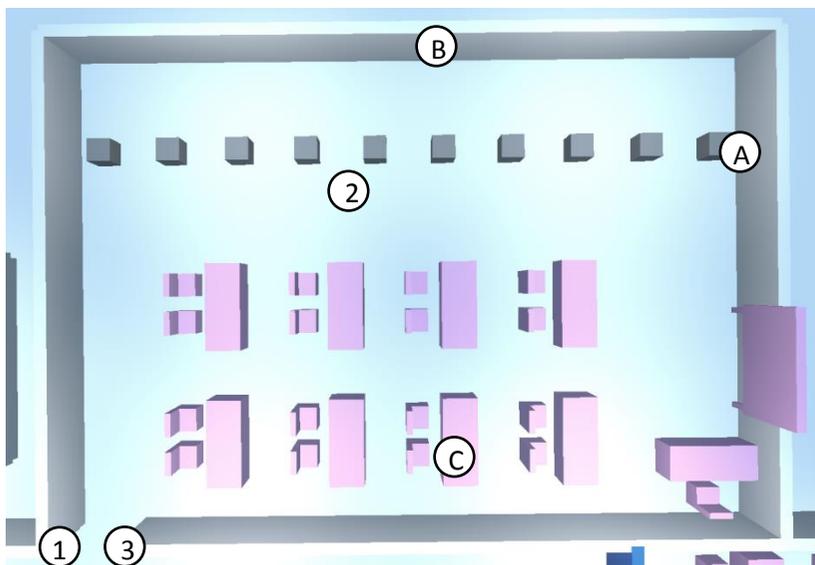
Blue Level

This level is built around the theme of having to learn how to read braille. With the idea of relearning, the environment is a typical learning environment, more specifically a school.

The aim of this level is to complete three puzzles in order to exit the area and collect the blue flower. Each puzzle is found in three different rooms, each formed around a question that will be written in braille. The player would then need to seek out letters/numbers that are hidden around the school in order to answer the questions. The player does not physically collect the letters/numbers; they are only applied as textures. The player would need to memorise the letters, which is an attempt to reflect the relearning that a blind person may encounter.

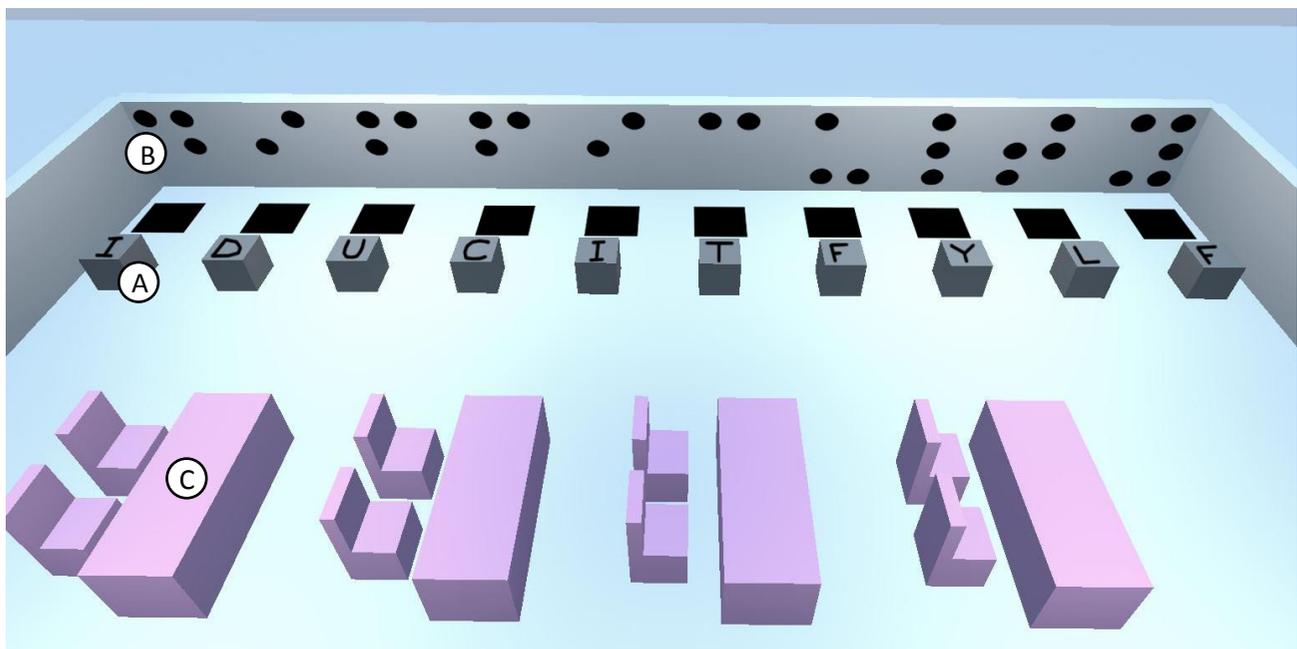
When a player comes to a puzzle, they will find a number of cubes that they will need to arrange in the correct order on the black squares. The order is determined by the question on the wall, which is written in braille. When the player completes the puzzle an audio clip will be triggered. Each clip will be in relation to the puzzle solved, and is triggered to let the player know that the puzzle has been solved correctly.

English Class

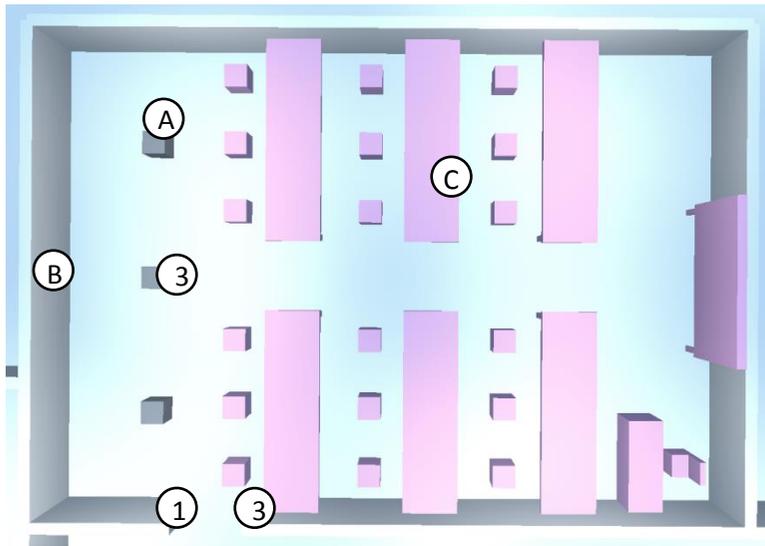


1. The player will enter this room here.
2. The player will arrange each of the letter cubes in the correct order, left to right, to spell to the word DIFFICULTY.
3. When the player has completed the puzzle the audio clip will trigger. The player can then exit the area.

- A. Pick up/place cubes, each with a letter on.
B. Wall with braille letters.
C. Tables and chairs.

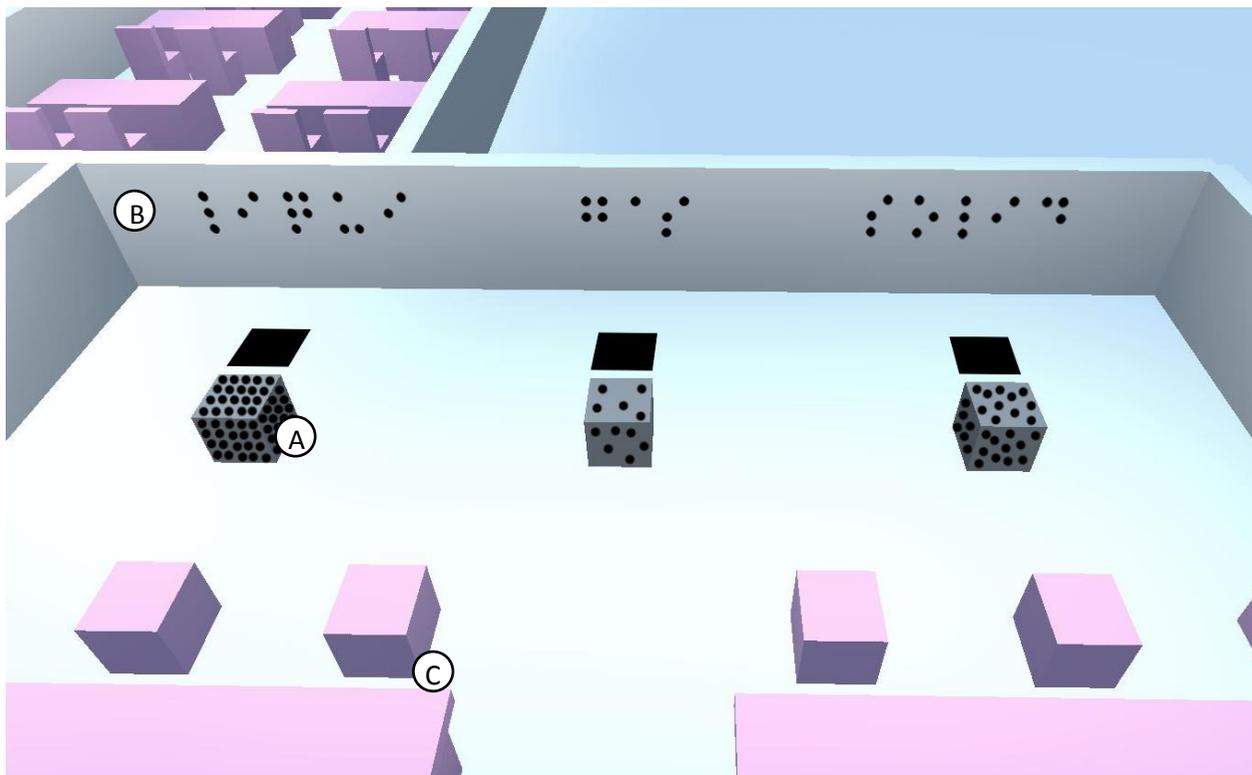


Science Class

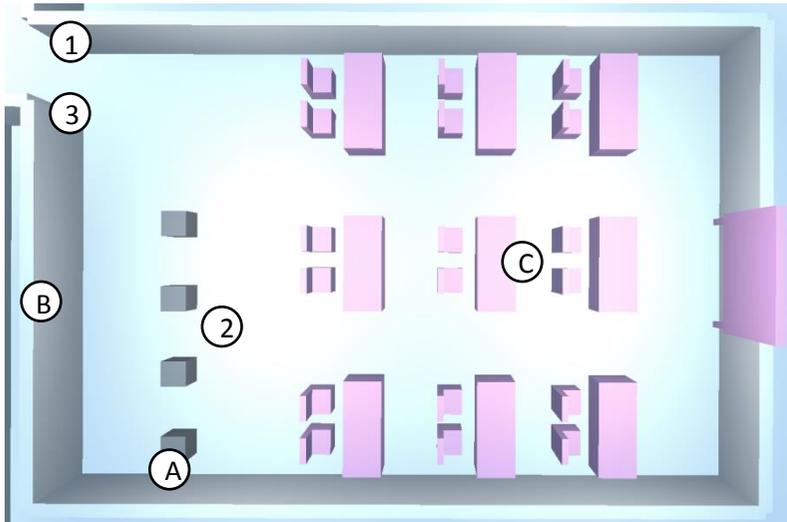


1. The player will enter this room here
2. The player will arrange each of the letter cubes in the correct order. Each cube has the basic structure of either a solid, liquid or gas, and must be placed in front of the correct name.
3. When the player has completed the puzzle the audio clip will trigger. The player can then exit the area.

- A. Pick up/place cubes, each with an atomic structure on.
- B. Wall with braille letters.
- C. Tables and chairs

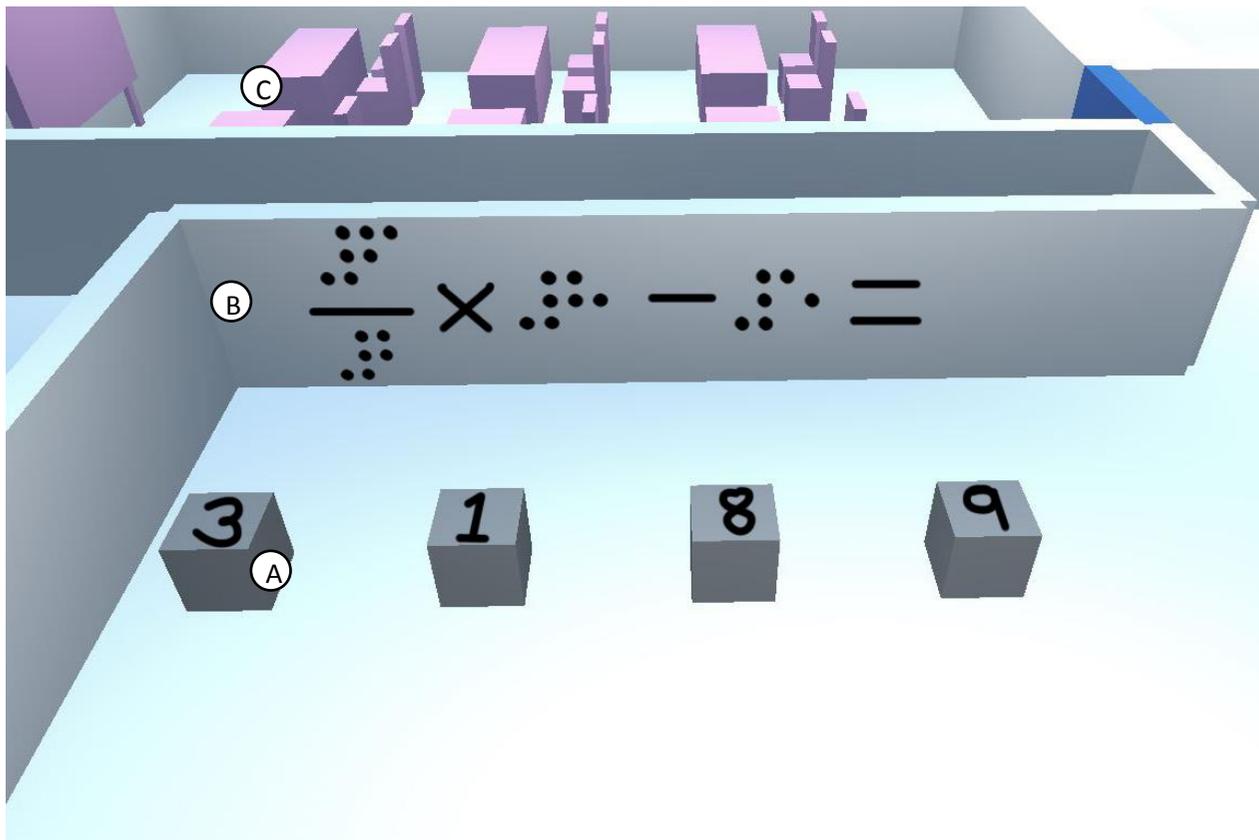


Maths Class



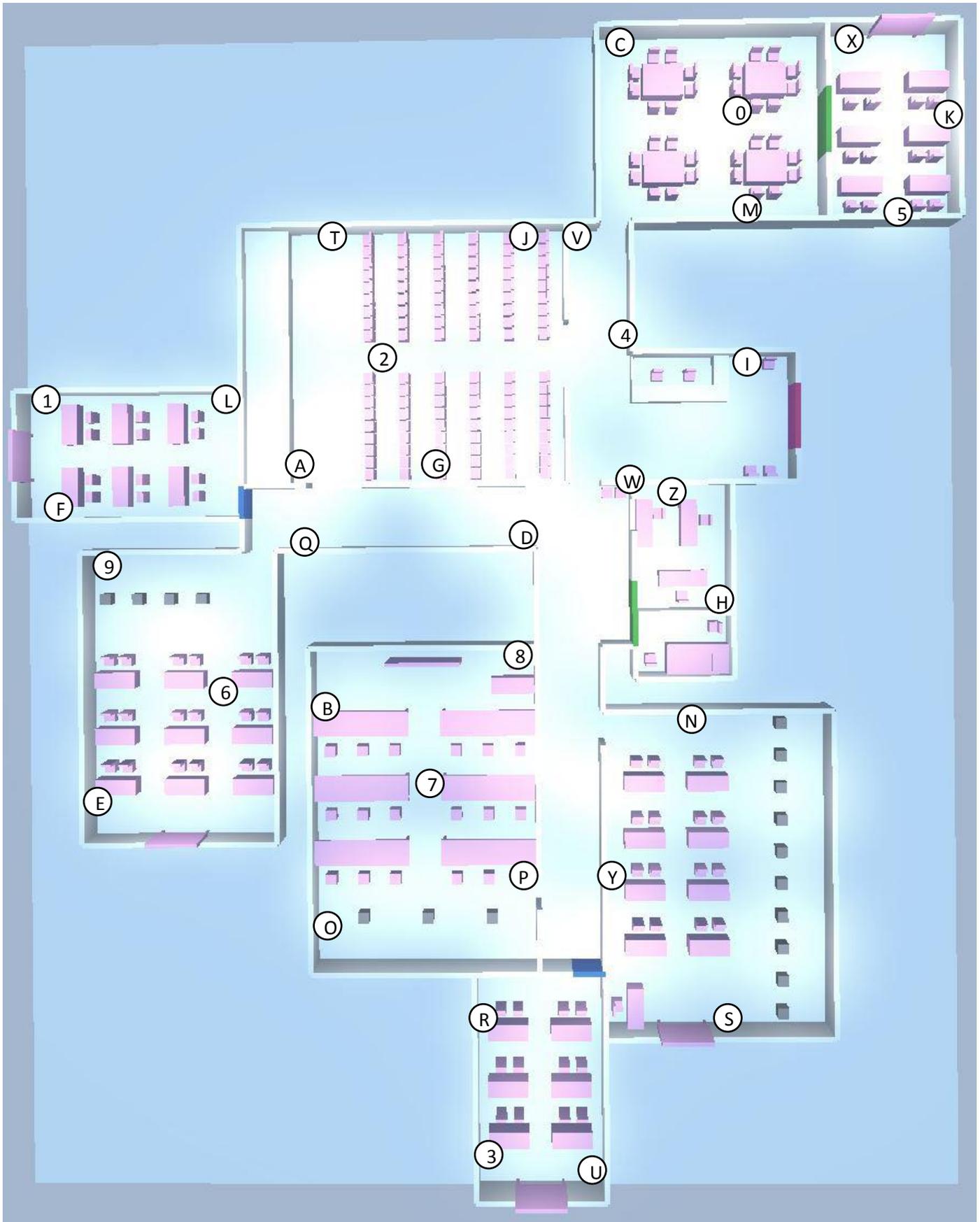
1. The player will enter this room here.
2. The player will arrange each of the letter cubes in the correct order. Each cube has a number on. The player must place the cubes to answer the maths question on the wall.
3. When the player has completed the puzzle the audio clip will trigger. The player can then exit the area.

- A. Pick up/place cubes, each with an atomic structure on.
- B. Wall with braille letters.
- C. Tables and chairs



Level Overview

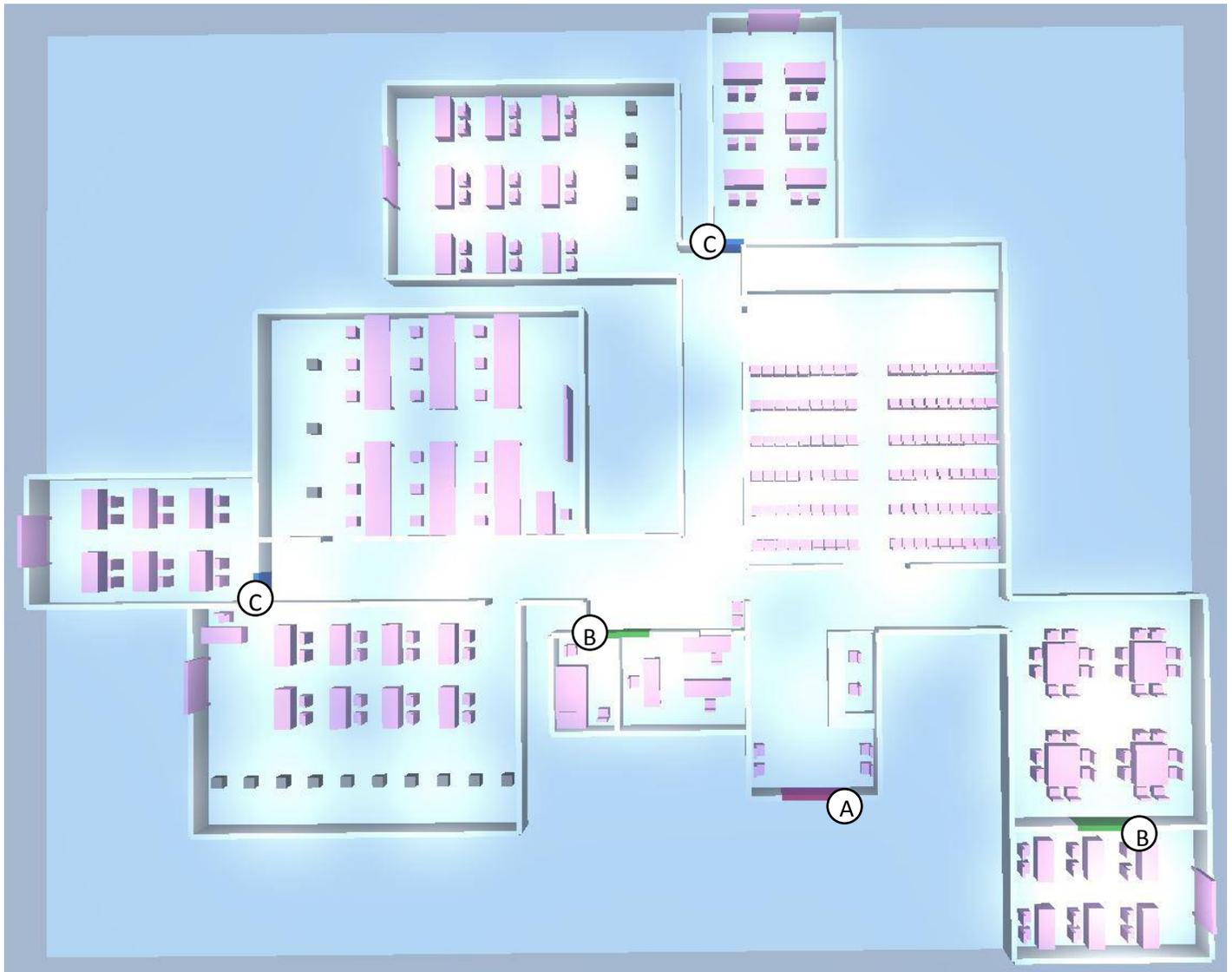
The blue level has multiple letters and numbers hidden around the environment. The image below shows the locations of each.



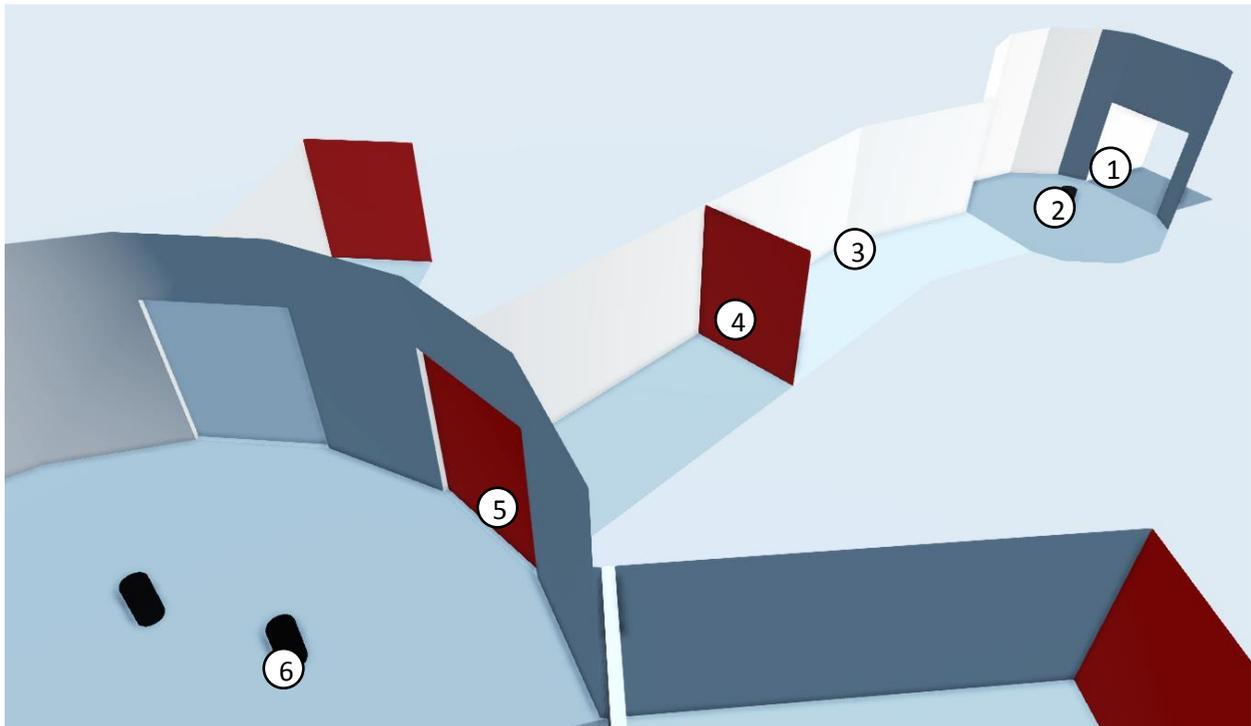
Aspects of overall Level

- A. Doors – These doors will open once all three puzzles have been solved, allowing the player to enter the flower room, and then return to the start area.
- B. Green walls with no collision hide areas that the player can access, but are unaware they can do so, until they collect the colour green.
- C. Blue walls are breakable, allowing the player to access hidden areas.

Not all letters and numbers are needed to solve the puzzles. If the player decides to figure out the solution to the puzzle without finding the letters, this is not classed as cheating. The player will still have to learn the braille on the wall in order to solve to puzzle.



Blue Flower room



1. The player will enter the flower room here.
2. The flower will be picked up from here.
3. The player will exit the flower room into the corridor leading back to the HUB.
4. This barrier will only move down once the flower has been collected.
5. The player will re-enter the HUB through this door.
6. The Flower will be placed onto this pedestal to restore the colour orange to the world.