

Gameplay and Mechanics

Gameplay

The player plays the game from a first person perspective as the character Sarah Williams. Sarah is a young girl who is carrying a lantern in her right hand. Using this special lantern, the player must make her way through the maze to reach her younger brother Toby hidden deep within the Goblin King Jareth's Labyrinth. Unfortunately for Sarah, her lantern can run out of oil and go dark. Along the way, the player must seek out vases that contain oil that can be used to refill her oil supply. The player will then encounter two other types of oil that change the color of the light the lantern shines. All three types of light reveal different things in the environment to the player.

Character Controller

The player by default walks at a semi quick pace. The player may also sprint for a brief amount of time by pressing and holding the sprint button. Once the player has stopped sprinting or has sprinted for the allotted amount of time, the player will not be able to sprint for the same amount of time the player sprinted. While walking there is a small camera shake which increases when the player is running.

The player has a small reticule in the center of the screen that indicates what the player is looking at. The reticule icon is a simple dot icon. The reticule icon turns into a hand icon when the reticule is hovering over an interactable object.

To refill the oil supply of an oil type, the player must find an oil vase and interact with the vase of its corresponding oil colour. The animation of this might look something like simply dipping the lantern into the vase while the lantern is turned off.

Labyrinth Structure

The labyrinth is separated into three sections, Section 1: The Mouth of the Labyrinth, Section 2: Into the Depths of Darkness, and Section 3: Belly of the Beast. There are a total of three doorways called "doorKnockers" that require a special task to be completed or trick to be solved before they open. There is a doorKnocker between Section 1 and 2, Section 2 and 3, and one last DoorKnocker between the player and the end of the game. Between these doorKnockers, the Labyrinth will offer a series of puzzles and mind games to challenge the players resolve.

The player will encounter a monster in Section 2 of the Labyrinth. At this point in the game the monster will begin roaming Section 1 and section 2. The monster does not know you exist; it's simply moving around. If the monster sees that player, it will kill the player almost instantly. When the player reaches Section 3, the monster will begin actively searching for the player. Therefore, the number of encounters with the monster will increase. At this point, the monster will follow this behavior through all three sections of the game.

Mission/challenge Structure

Lantern

Once acquired, this oil lantern is a tool held by the player throughout the course of the game. The lantern has three types of oils that change the lanterns light color. Each light type causes objects in the environment to behave differently. While some objects may only be effected by one type of light, other objects may be effected by a combination of the lights. The player has the ability to turn the lantern off or on as needed. This ability comes in handy because all oils burn away while the lantern is in use. (Oil burn rate different between each oil type?)

The oil types and their color:

1. **Light Seeker Oil** - When burned, this oil shines brighter than all of the other oils and is the first type of oil the player finds in the game. The light from this oil shines a bright white/yellow color.
2. **Veiled Truth Oil** - This light can be used to reveal hidden secrets throughout the labyrinth. Shining the light on a surface will cause hints and suggestions to appear that help the player navigate through the labyrinth. Lighting certain objects with flame from this oil will cause hidden objects to appear within the labyrinth. The light from this oil glows with a shallow blue color. [Light from flame burning the Veiled Truth Oil allows the player to see through illusions, such as hidden doors, pits and other things. It may also be used to ascertain the contents of a chest before opening it, thus allowing Sarah to avoid a trap.]
3. **Evil's Candor Oil** - This oil is used to dissipate the evil around objects in the maze. While evil comes in many forms, any object with its mark cannot hide from the light of Evil's Candor. Shining light on evil objects will cause something good to happen, such as, revealing a chest or a hidden passage. The light from this oil shines a dim green color.

Monster Behaviour

The monster is a horrible creature named Ludo who guards the labyrinth for the evil Goblin King Jareth. Sleeping within the inner depths of the labyrinth, Ludo only moves out of its lair at night for it hates the brightness of light. This beast seeks out sources of light and then in a rage, extinguishes it along with whatever or whoever is causing the light to shine. Of the three light types, the flame from Light Seeker Oil takes the longest to extinguish.

If the player enters the monsters line of sight, the monster will run at the player. This flips a switch that enrages the monster causing it to attack the player. The player will only be captured if the monster is facing the player within a certain proximity while the monster is enraged.

The only way to escape from being killed by the monster while it is enraged and chasing the player is to not be seen by the monster for a short amount of time. If the monster is chasing the player and the player disappears in darkness, the monster will search the area it last saw the player before returning to its routine trek through the labyrinth.

At the beginning of the third section, the monster will have discovered a way to track the player and will begin actively following the player. This means the player will be encountering the monster far more often. To achieve this, we may have the monster reset its path of wandering in an area close to where player is currently located.

DoorKnockers

WIP

Junk Lady's Closets (Checkpoints)

Used by the Junk Lady to move about the labyrinth, these closets act as a checkpoint site for the player. The Junk Lady's closets are located throughout the game and act as a safe zone from the monster and any other horror hidden within the labyrinth. There is a specific object in each closet that interacts with the player and serves as a catalyst that allows the player to save the game. It also acts as the point where a player can respawn should failure be around the corner. The Junk Lady's closet also includes a Map of the Labyrinth and vases that contain each different type of oil that the player can interact with to re-fill any depleted oil from the oil supply.

Game Progression

Tutorial Progression

The player begins the game in an area called Mouth of the Labyrinth where Sarah, the main character, encounters the Junk Lady. The Junk Lady welcomes the player to The Goblin King Jareth's Labyrinth and gives the player initial tasks to learn how to play the game. While the Mouth of the Labyrinth is a large expansive area, this particular area is smaller. The only way to progress through this area is to learn the core mechanics of the game.

Section 1

Entrance POI (Point of Interest)

- Check Point Site x1
- Backside of a doorKnocker
- Junk Lady
- Evil Painting/Object that shortcuts to Section 2?
- Evil Statue Object Thingy x1

Entrance to Section 2 POI

- doorKnocker

The game begins with the player in a slightly open area with a Junk Lady Closet nearby. This is where the player must go first in order to progress through the game. When walking inside this small enclosure, the player will be greeted by a character known as The Junk Lady who will tell the player what this place is and give the player a task. The Junk Lady will offer the player a Lantern in return for a specific piece of junk. This will begin the player's first mission.

The entrance area offers three initial possible paths to take, however one of the paths will be blocked while the other two will lead the player to the junk the Junk Lady desires. Obtaining this junk item and returning it to the Junk Lady will reward Sarah with a lantern.

Sarah can then use her lantern to open a door or path leading to the next area. Here the player will run into a deep chasm in the ground with a drawbridge pulled up. The player must light two torches and make it across the bridge before the torch snuffers fall down and put out the torches (Thus causing the drawbridge to pull back up.) The purpose of this quick puzzle is to teach the player to sprint and exercise the idea that torches can be lit using the lantern.

Once this area is complete, the player will come across a maze of changing walls. The player must solve this puzzle before moving on to the next area. The last area lies a grotto like scene with a doorKnocker blocking passage to Section 2. Solving this doorKnocker's riddle will open the way to Section 2.

Section 2

Entrance POI

- Check Point Site x1
- Backside of a doorKnocker
- Junk Lady

Entrance to Section 3

- doorKnocker
- Deep dark ravine in floor
- Bridge to cross ravine
- Object that can be lit up. When lit with blue light, bridge appears.
- Contains a quick puzzle or lever nearby that opens up another area of Section 3

Upon entering the second section of the Labyrinth. There will be no sign of Ludo. However The Junk Lady will have a closet nearby. If the player enters the closet, the player will find The Junk Lady within. Here the Junk Lady will offer the player another deal. "If you find me a "BLANK" I will give you yet another amazing gift!"

Given two possible directions, the player will be able to light some more torches and open up a door leading to a new area. This new area contains a Jareth Statue that has the junk the player needs to trade with Junk Lady. The player will encounter a short puzzle that must be completed in order to reach the junk piece. Once the player acquires the piece of junk, returning to one of The Junk Lady's closets will reward the player with the Veiled Truth Oil. Equipping this oil sets a blue flame to the lantern. The player can use this light to reveal hidden secrets within the labyrinth. The Junk Lady hints to the player how to use it by suggesting the player shine a blue light on the map within her Closet. With the new ability to equip the Light Seeker Oil and the Veiled Truth Oil at will, the may use it to solve a new puzzle near the Entrance of Section 2 to continue on to the next area.

The next area will contain a series of walls and a short puzzle that the player must use in order to continue to on. [see [Ocarina of Time: Shadow Temple](#)] These walls have a series of candles (or torches) spread throughout that can be lit by the players magic lantern. Once completing this area, the player will fall into a two way trap that can be easily broken out of using the blue lantern. .

When the player is just outside Section 3 entrance POI, a terrifying scream will echo through the labyrinth. When the player walks into view of the Section 3 Entrance POI, the monsters sounds will be almost completely silent. In sight, the player will be able to see the doorKnocker on the other end of a small chasm in the ground with a mysterious looking bridge reaching across it. Near the bridge is an object or Brazier lit with a blue flame. As the player walks a little closer, a short cinematic will start: the monster will jump out of the darkness with a startling scream and put out the blue light on the object. When the blue light goes out, the bridge leading to the Section 3 doorknocker Entrance disappears. The players' lantern will have also gone out (for this particular cinematic as well as any light the player may have already lit within the Labyrinth in Section 2). The monster will then disappear into the dark of the night.

At this point, the player will again be able to move around the POI and the monster will have moved to a different part of the area. In the game, the completion of this cinematic will trigger the monster to begin roaming the Labyrinth. Now the player has a chance of encountering the monster anywhere throughout Sections 1 and 2.

At the Section Three Entrance POI, the player can light the Special Brazier. Doing so will cause the bridge to appear. However, the light will be put out by the monster before the player can fully make it across the bridge. The player must find a way to stop the monster from doing this in order to safely cross the bridge. To do this, the player must

learn that Ludo hates light, and will run to light sources and extinguish the light. There are two ways the player can learn to do this. The first way, is to notice that every time the player lights up an object, the monster appears and extinguishes it. The other way, is to speak with the Worm character, located in (the junk lady's closet?), who will provide the character with a hint after first failing to cross the bridge. To complete this puzzle, the player must light a series of torches leading away from the Special Brazier using the flame from the Light Seeker Oil. Doing this will cause Ludo to chase after the light and extinguish them. Being quick enough, the player must keep Ludo busy doing that and stay ahead of it long enough

To lead Ludo into the same trap the player fell into before. Once the player has succeeded in doing this, the player will be able to light the Special Brazier with flame from the Veiled Truth Oil and safely cross the bridge. Completing this will allow the player to then interact with the doorknocker and complete its challenge.

Section 3

The final doorKnocker will require the player to solve a task similar to the Pill Mind Game. Except instead of pills, the player must use keys (Or some objects) being guarded by the evil from the Jareth Statue. Upon acquiring the Evil's Candor Oil, the player must seek out the Jareth Statues that the player had already been to while collecting Junk Objects and remove the evil from the object. However, the moment the player exits Section 3 for the first time, a horrible scream and a crash sound will occur. The monster Ludo is now free and in a rage looking for the player. Sarah must return to all the Jareth Statues and use light from the Evil's Candor Oil flame to disperse the evil around the chests the Jareth Statues are guarding and collect the keys. Then return to the doorKnocker and solve the puzzle using all 8 keys.

Puzzle Structure

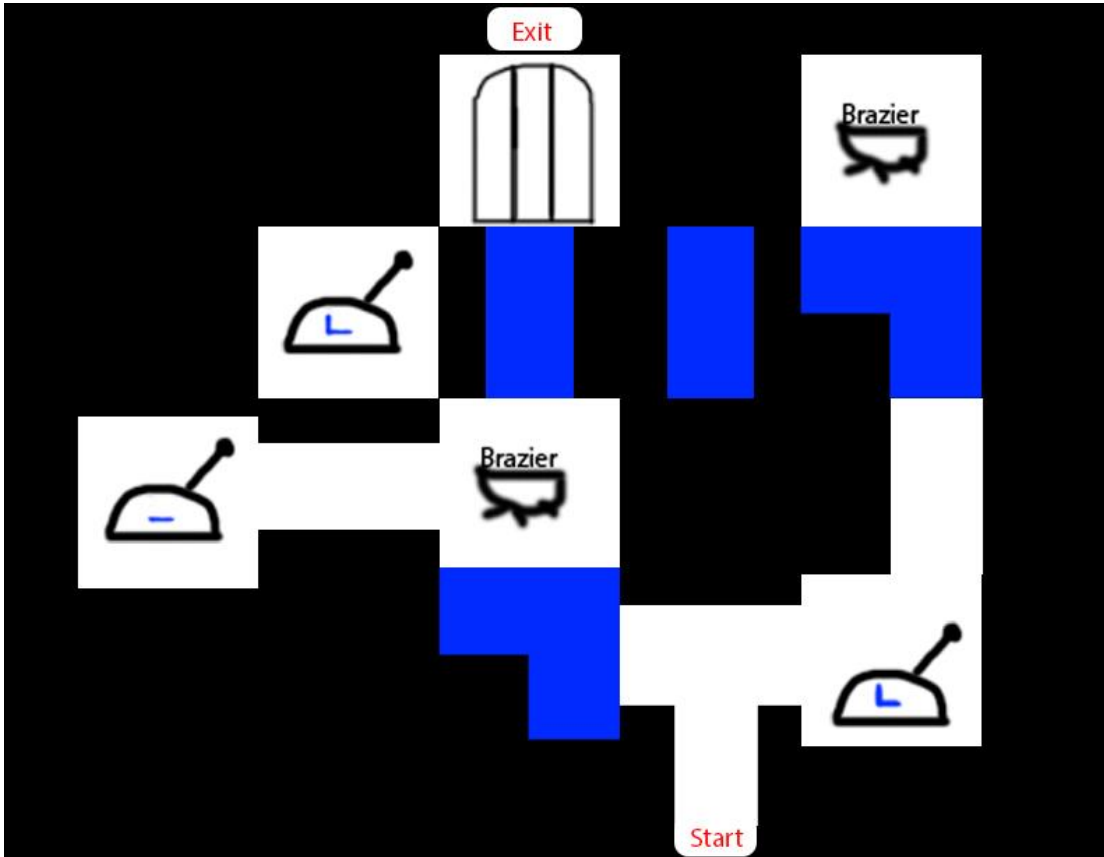
doorKnockers

DoorKnocker Puzzles are designed off of logic mind game riddles. Here is an example: You are given 8 pills that are the same size and look exactly the same. However, one of these pills is poisonous and weighs more than the others. Given a balance scale that you can only use twice, how do you identify the poisonous pill?

Chasm Puzzle

Based within a chasm, there are platforms that move when a lever is pulled. The lever acts as a toggle between two different states of the platform. When the player moves the platform the first time, a short cinematic will occur showing the player what is happening. Each lever has some sort of visual cue on it that indicates what platforms it moves.

Visual Drawing



In Engine Test

