

The Device

Summary

The player starts in a descending elevator, and looking out the window reveals a radio tower in the distance. The player exits the lift and finds a locked doorway. After opening the doorway and avoiding facility security, players acquire a mysterious device. The player uses this device to aid their mobility and ascend towards the tower's base. Once they reach the base, the player interacts with a scientist. The player then retrieves an item and escapes the facility through an unmarked door.

Progression

Step	Action	Timing (Seconds)
1	Player exits intro elevator	6
2	Player interacts with informant	10
3	Player throws item into generator, opens door	4
4	Player enters rooms, picks up brick	3
5	Player waits for enemy, throws brick into new generator	8
6	Player waits for second enemy, throws brick into new generator	4
7	Player throws items at cameras	5
8	Player throws items at lab door generator and enters	2
9	Player equips prototype, gains access to movement ability	5
10	Player experiments, then leaps over courtyard wall with movement	5

11	Player platforms across rooftops with movement ability	10
12	Player uses mobility twice in a row to boost height and enters new building	4
13	Player picks up scattered brick within building and progresses	3
14	Player opens gateway by throwing brick	3
15	Player throws brick midair to catch them mid-fall	5
15	Player chains movement together to round a corner, throws brick to catch them with a platform	6
16	Player chains movement together to round another corner, throws brick to catch them with a platform	6
17	Player throws brick at generator to enter lab	3
18	Player speaks to depressed lab technician	8
19	Player interacts with device	2
20	Player leaves the lab through a back tunnel	3
-	Level Ends	105

Overview

General Gameplay

Players start in a descending elevator, facing a research station. Upon exit, players enter the alley. The player's Informant waits near the elevator's entrance. When approached, the Informant details the player's mission.

A few bricks lie on nearby crates. The player interacts with the pile, picking up a brick. The player notices a generator above the door. The player throws the brick at the generator. After a quick 'zap' sound plays and the door opens.

Players enter the landing bay onto a catwalk. An armed guard patrols the room. The player spots another generator on the room's northern wall. Wires connect the generator to doors on the east and west portions of the room. Brick debris lies on the catwalk. The player collects the debris. The player waits for the guard to patrol through the open door. Upon contact with the generator, the door shuts. Muffled sounds of protest emanate from the sealed door. The player proceeds through the newly opened door on the east wall.

Upon entering the checkpoint, players encounter a similar obstacle. A lone guard patrols back and forth. Once again, players seal the guard away with a well-timed throw. Hitting the generator opens a door along the western wall.

The player passes through the western door and notices cameras lining the walls. The cameras slowly rotate, scanning the environment. The cameras match the color of the generators. The player connects the two and proceeds to rapidly hit each camera with debris. The player exploits the opportunity and opens the door at the end of the hall.

After a brief decent, the player enters a courtyard. Scattered notes and miscellaneous devices frame a glowing piece of technology in the courtyard's center. The player obtains the device. The player discovers the ability to place orientable rings. As the player walks through the ring launches them. Spotting a gap in the gate surrounding the courtyard, the player uses their new ability. The player launches themselves over the wall.

The player spots the research station in the distance. Scattered rooftops and long falls impede progress. The player utilizes their movement ability, platforming across the rooftops. After reaching the final rooftop, the player faces a massive wall. The player uses their ring ability twice, and scales the wall. The player proceeds into a cramped industrial room.

After entering, the player spots another brick pile. The player collects a brick and presses on.

Stepping onto a catwalk, the player notices a generator across. The player leaps off the broken catwalk and throws their brick midair. A platform juts out and catches the player. The player climbs onto the broken catwalk and proceeds around the structure.

A massive metallic structure partially blocks the player's view. A generator appears on the other side, visible through its frame. The player jumps from the catwalk. The player uses their rings to navigate around the metallic structure. Midair, the player throws debris at the generator. When hit, a platform shoots out from the wall just below the player.

The player continues from the platform. Another brick sits on the catwalk. Another metallic structure blocks the player's path. The player navigates around it.

As the player approaches, the door at the catwalk's end opens. The player enters the lab. A depressed lab technician sits in the lab's center. The player approaches and the technician asks for cooperation. The player interacts with a strange device. The player receives thanks from the lab technician, retrieves their price, and exits out of a back door to end the level.

Key Mechanics

Movement Ring

Upon accessing the artifact within the courtyard, players gain an ability. This ability allows the player to place a ring within the environment, up to a maximum of two. Entering the ring forcefully pushes the player 800 UU towards the ring's specified direction.

A single input creates a preview for the player. Players may orient the preview ring with their mouse. A second input confirms the ring's location and spawns it in the environment. Rings last five seconds before dissipating. Rings must dissipate before re-use.

Entering a second ring while under the effects of the first increases the launch distance by 300 UU.

Players must pass through the ring before gaining movement. The player cannot place a ring further than 600 UU away in any direction.

Generators

Generators appear throughout the level. Contacting generators with thrown debris activates them. Generators activate once. When activated, generators do one of the following:

- Unlock the nearest locked door.
- Extend the nearest extendable platform.

Proximity to locked doors and/or platforms changes the effect.

Cameras

Cameras appear within the Gate section. If the player enters the camera's radius, a warning sound plays. A player who stays in the radius too long fails the level. Contacting any camera with debris deactivates it for five seconds.

Throwing

Debris appear at various points within the level. Players gather debris with a single input. Players only gather one debris at a time. Holding the throw button 'winds' the throw and displays a crosshair. Upon the button's release, the player launches debris towards the crosshair.

Gathered debris reappear after six seconds. Thrown debris dissipate upon contact.

Dialogue

Informant

Scenario	Dialogue
Initial Collision	"You're the hire?"
Line 1A	" ... "
Line 2A	"Some standard."
Line 3A	"Anyways, area's clear. Head inside, grab the pulse."

Guards

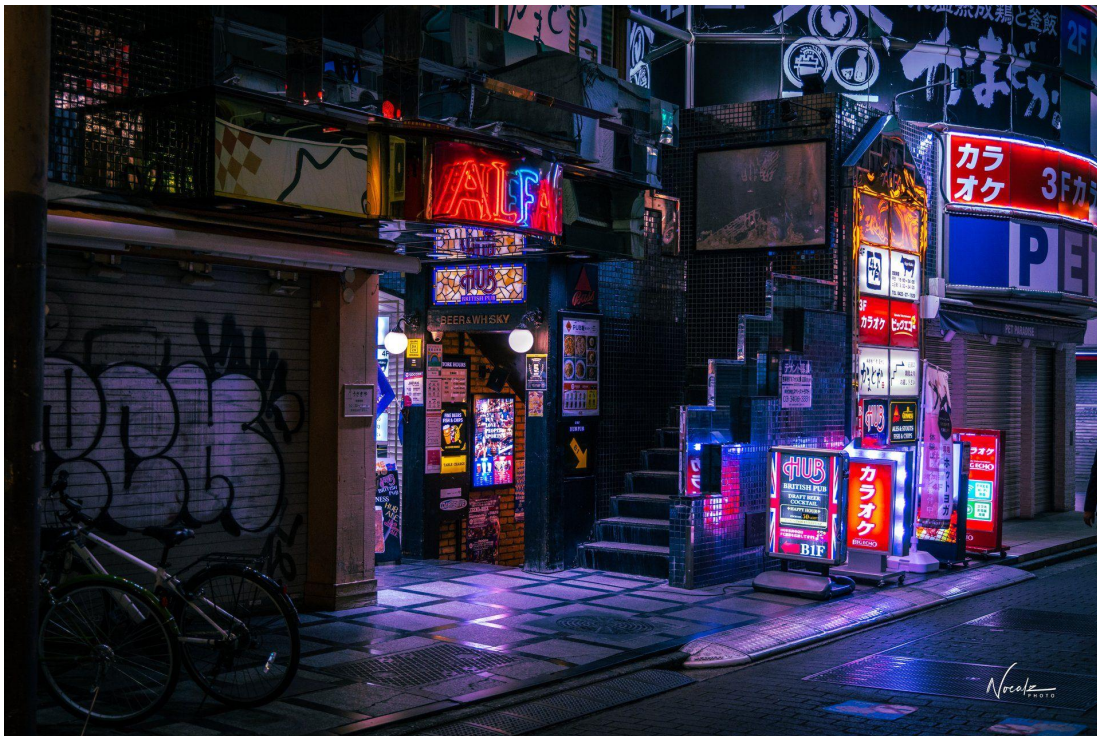
Scenario	Dialogue
Patrolling	"65 bottles of beer on the wall..."
Patrolling	"Why do I gotta work weekends? Couldn't they have used bots instead..."
Spots Player	"Theif!"
Spots Player	"Gotcha!"
Spots Player	"Freeze!"
Trapped	"Stupid thing broke again..."
Trapped	"Hey! Let me out Jerry. Come on, it's not that funny."

Depressed Lab Tech

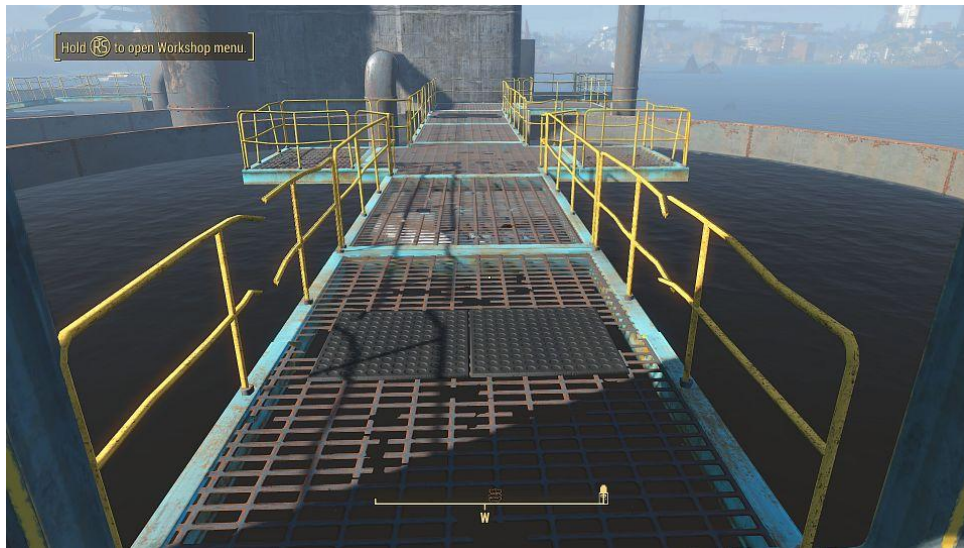
Scenario	Dialogue
Initial Collision	"You came for the device I suppose."
Line 1A	"Might as well take the thing at this point."
Line 2A	"Only a hunk of it's useful, unfortunately it's determined to remain attached to the decisively <i>useless part</i> ."
Line 3A	"My boss is gonna kill me anyways...why don't you try something?"
Device Separated	"Incredible!"
Line 1B	"You want the pulse? Take it."
Line 2B	"Bosses just wanted the metal anyways."
Line 3B	"It's gonna be so addictive in powder form you have no idea!"
Line 4B	"No better way for Wheatley's Wheaties to open Quarter three than a new flavor!"
Line 5B	"Back tunnel should be safe, thanks again!"

Aesthetic Inspiration

Architecturally, the level resembles an urban run-down lab. Rooms brim with miscellaneous technology. High-tech labs contrast low-life slums. Smog and neon color the air. Harsh monitors provide more light than dirty windows. All items carry wear and appear second hand.



(Density of signage within alleyway.)



(Catwalk disrepair/neglect.)



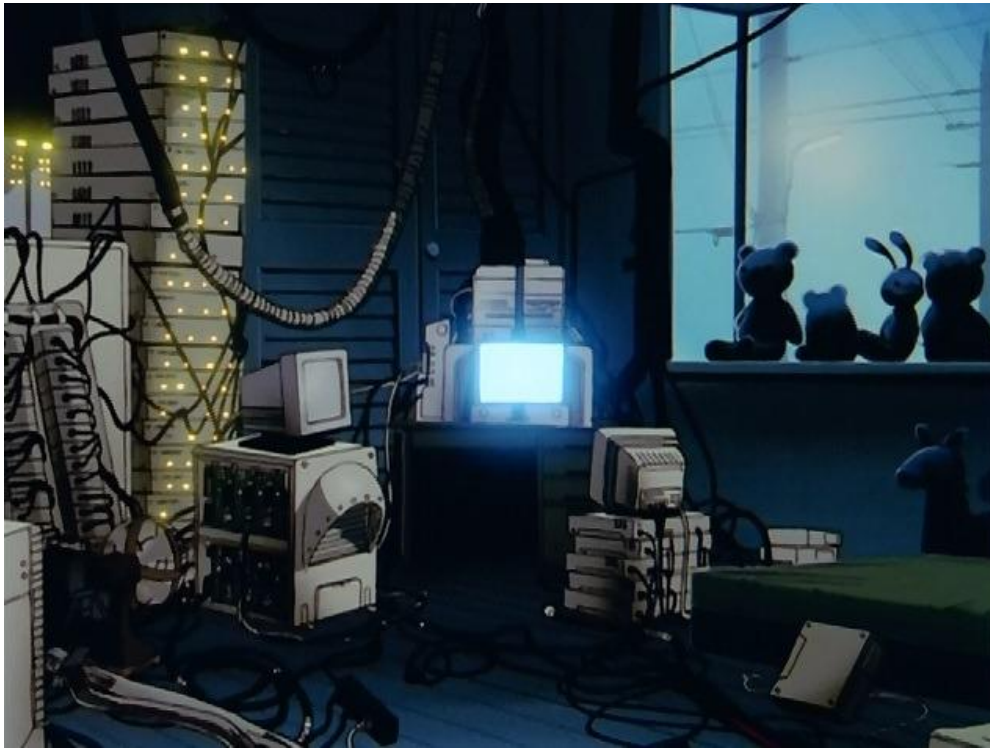
(Crystalline focus of experimental technology.)



(Metallic structure pattern for spires.)



(Massive structures fading into fog.)



(Scattering of analog technology, abundance of cables.)



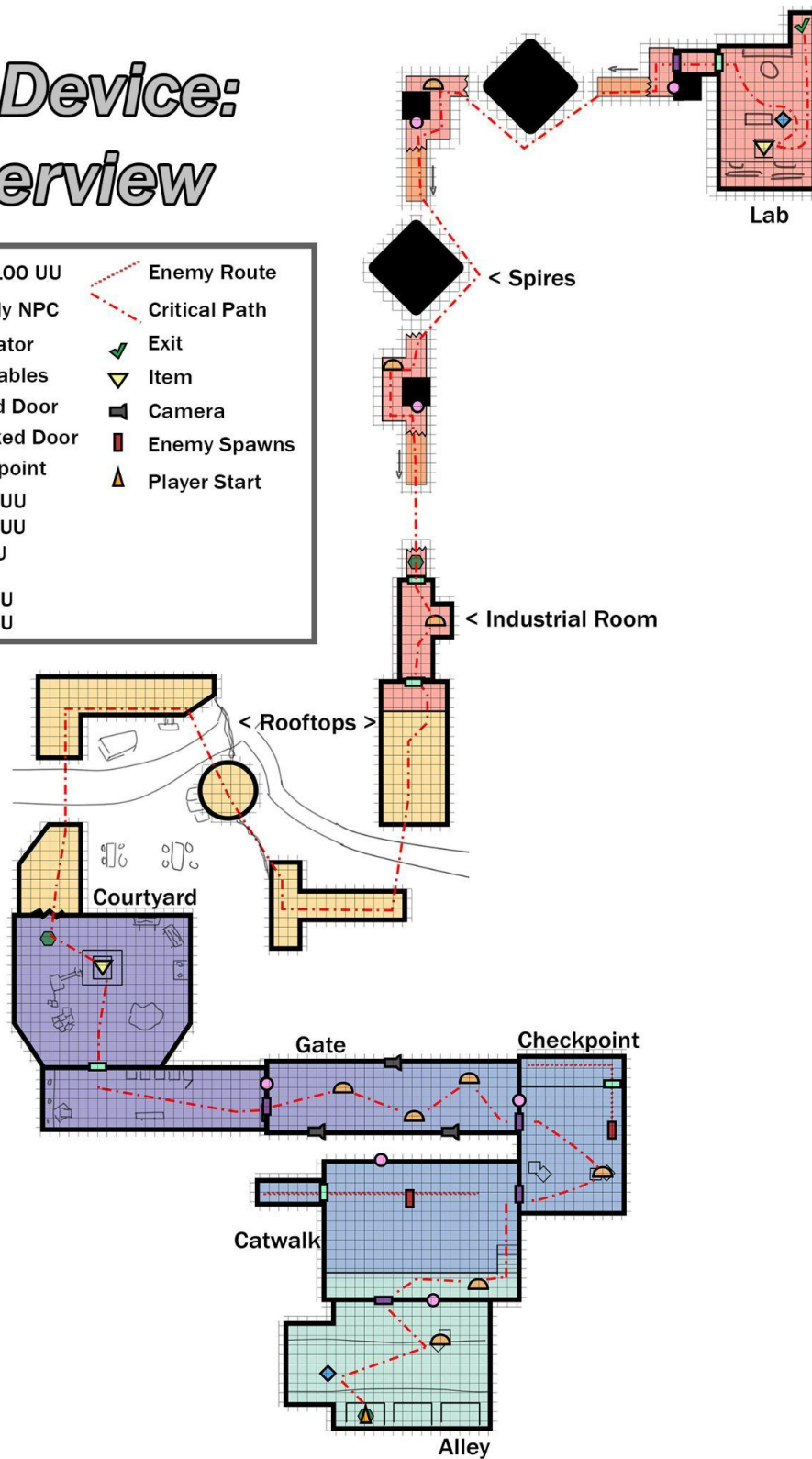
(Relative thickness and particles for ring mobility.)

Map

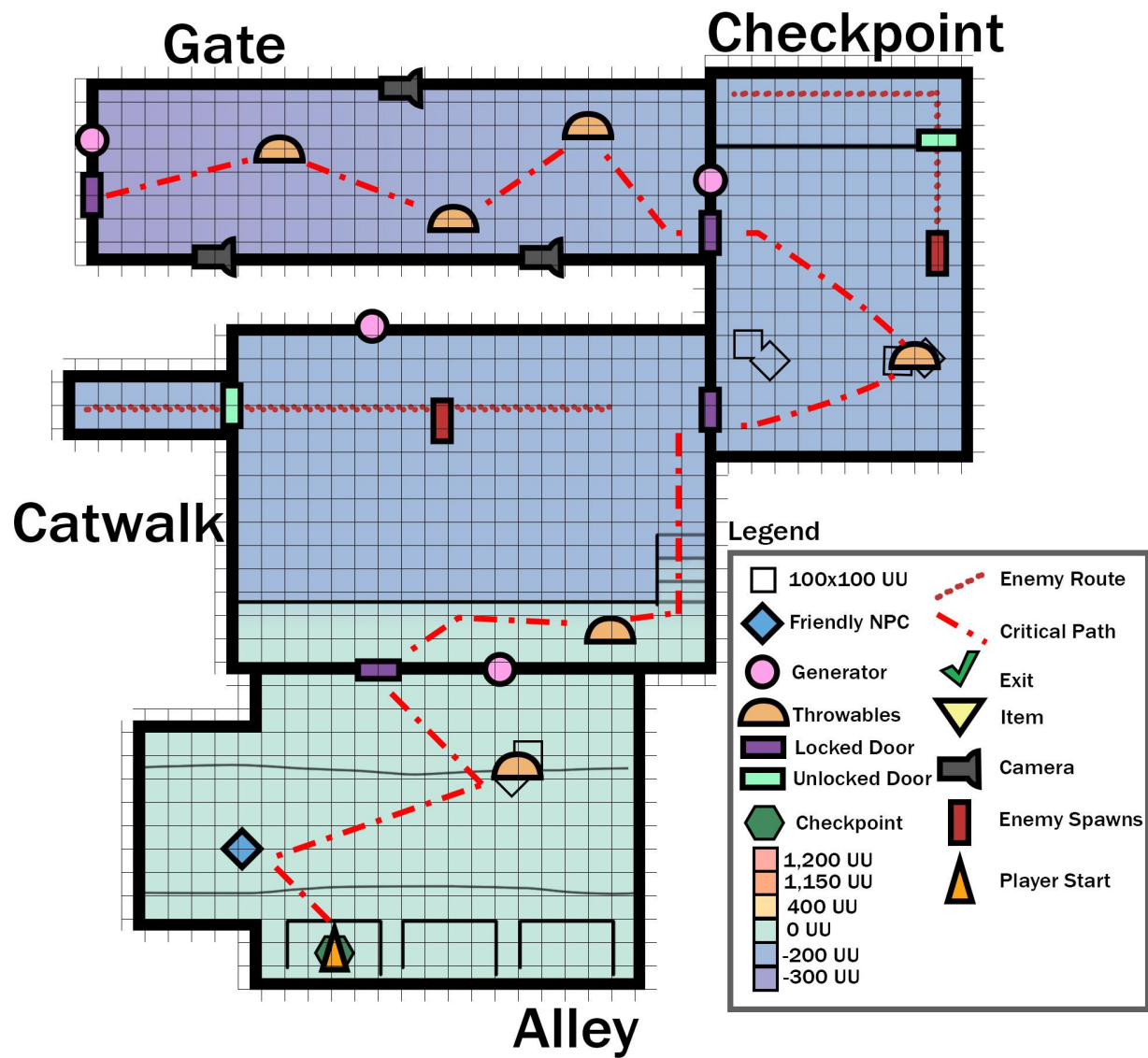
The Device: Overview

Legend

□ 100x100 UU	Enemy Route
◆ Friendly NPC	Critical Path
○ Generator	Exit
⬇ Throwables	Item
⬆ Locked Door	Camera
⬆ Unlocked Door	Enemy Spawns
⬆ Checkpoint	Player Start
1,200 UU	
1,150 UU	
400 UU	
0 UU	
-200 UU	
-300 UU	



The Device: Entrance



The Device: Ascent

