

Spawn - In the girls bedroom	3
Puzzle 1 - Black room - Entering the dream (Tutorial level)	3
In Hub World - Press debris blocks	3
Tiles forms into a platform	3
Tiles form into a bridge	4
Puzzle 2 - In Hub World - 6 statues	4
Before the puzzle	4
To solve the puzzle	5
Incorrect solution	5
What can be done to the puzzle	6
What can't be done to the puzzle	6
Puzzle 3 - In Void World 1 - Time Puzzle	6
3 challenges in 1 the void world.	6
Houses	7
Summary	7
Before the puzzle	7
Goal	8
To solve the puzzle	8
Bridge builder	9
Summary	9
Before the puzzle	9
Goal	10
To solve the puzzle	10
Incorrect solution	11
Diamond	11
Before the puzzle	11
Goal	11
To solve the puzzle	12
Incorrect solution	12
What can be done to the puzzle	12
What can't be done to the puzzle	12
Puzzle 4 - In Void World 2 - Darkness puzzle	13
Summary	13
Before the puzzle	13
What is inside the room	14
To solve the puzzle	14
Incorrect solution	15
Brainstorming Notes	15
Summary	15

Spawn - In the girls bedroom

Player spawns in the Girls room. The players spawn towards the girl where all focus is directed towards. If the player interacts with the girl a dialogue box pops up, where it says: *"I need to find out more before entering her dream"*

The player has to interact with her diary before entering, the diary is in the room.

When the player has interacted with the diary it can now click on the girl the response is now different. A door/portal will appear, the main character says "Time to get to work", before entering the portal.

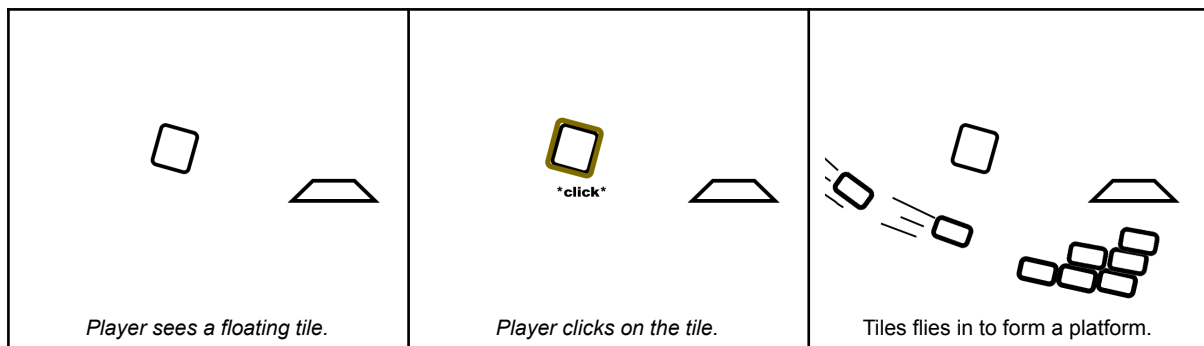
Puzzle 1 - Black room - Entering the dream (Tutorial level)

- In the black room the camera is locked in a fixed angle behind the player. The player will be able to see a door in front of him.
- Bubbles/Circles will start appearing on the screen, everytime the player clicks a circle it will take a step closer to the door (entrance to the dream).
 - The circles appear faster over time.
- A UI text might pop up in the beginning of the level with a short explanation of how the clicking works.

In Hub World - Press debris blocks

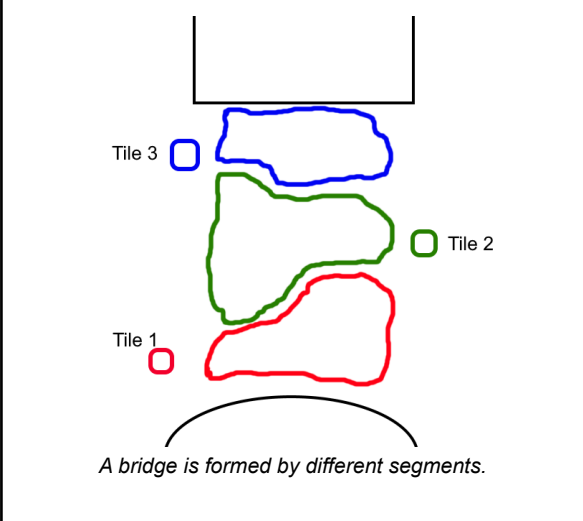
You spawn on a platform in front of pieces of ground in the air, that is misplaced. You click it to make it form a bridge. You use this to travel to the center of the hub world, where the Girl is resting.

Tiles forms into a platform



When the player "spawns" into the hub world, they will see 3 floating tiles. By pressing on one of the tiles, tiles that floated around the player flies in to form a walkable platform segment.

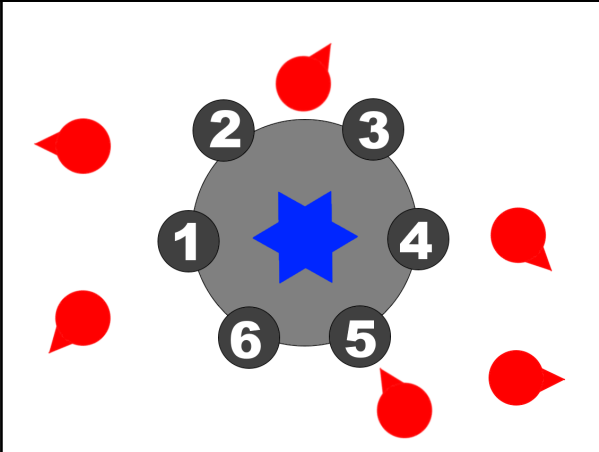
Tiles form into a bridge

 <p>A bridge is formed by different segments.</p>	<p>There are 3 individual tiles that the player can click/press on. Each tile creates a segment that the player can walk on.</p> <p>Loose tiles are floating around. When a clickable tile is clicked, a platform segment is formed.</p> <p>Note: The walkable segment is in reality a solid piece that can already be walked on. The goal is that the segment is spread apart at the start & when a clickable tile has been clicked, forms into a walkable surface with the help of Unity Animation.</p>
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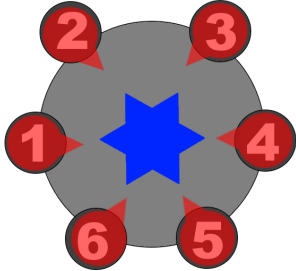
After this you travel to the first island with Puzzle 2.

Puzzle 2 - In Hub World - 6 statues

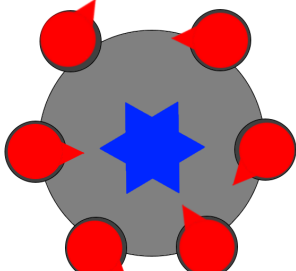
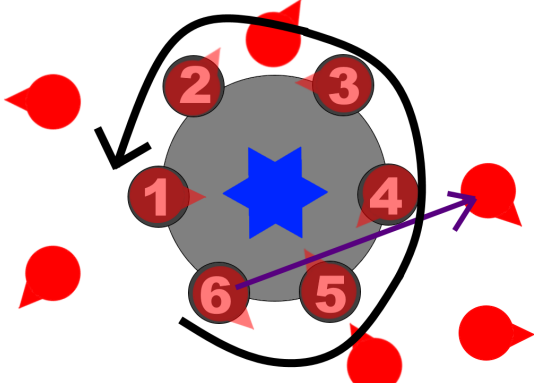
Before the puzzle

	<p>When the player first encounters the puzzle, they will see 6 statues looking in different directions close to a nearby platform.</p>
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To solve the puzzle

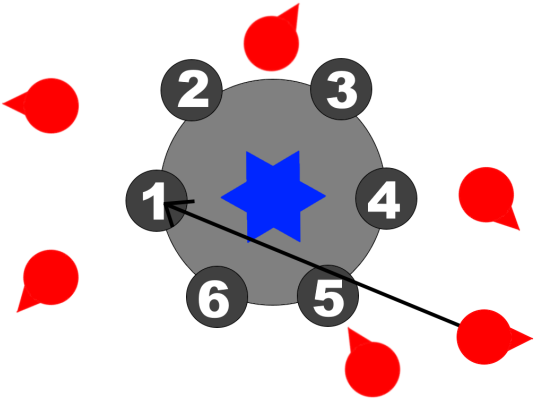
 <p data-bbox="316 696 667 719"><i>Statues are in their correct positions.</i></p>	<p data-bbox="802 264 1380 376">The player needs to pick/touch statues in order to make them look into the middle of a platform.</p>
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Incorrect solution

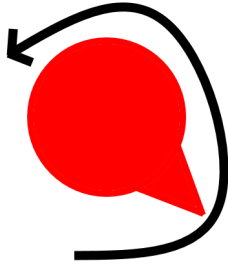
 <p data-bbox="355 1285 635 1308"><i>Statues in incorrect positions</i></p>	 <p data-bbox="810 1285 1385 1330"><i>In order of highest to lowest: player needs to "move" statues back in order.</i></p>
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The player will have the incorrect solution if any statue isn't looking towards the middle of the platform. At this point, the player needs to "reset" the puzzle. To reset the puzzle, the player needs to "touch" the statue that was most recently placed/is in the highest position value.

What can be done to the puzzle

 <p><i>"Touching" a statue will move it to the lowest value first.</i></p>	<p>The player can "move" the statues by "touching" them (by an UI prompt), the statue will then move by itself to a position on the platform that has the lowest value first (ex: from 1 to 6).</p> <p>If a value is "occupied" (ex: value 1 is occupied), the next statue that the player touches, the statue will move to the 2nd position & the next statue after that will move to the position after that & until all positions are occupied.</p>
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What can't be done to the puzzle

<p>Statues can't be rotated</p>  <p><i>Statues can't be rotated at all.</i></p>	<p>The statues have their rotation locked in a certain direction & can't be rotated. Statues can <i>only</i> be "moved".</p>
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Puzzle 3 - In Void World 1 - Time Puzzle

3 challenges in 1 the void world.

Enter the "space"/island

It's empty only thing that can be seen in the surrounding are large buildings

- Starts as an empty area that is surrounded with multiple large buildings.
- One room with different puzzles.
 - Puzzles have varied difficulties.
- All of the puzzles in this room are based on time.
 - If the player doesn't solve the puzzles IN time, the player restarts at the beginning of the room.

Houses

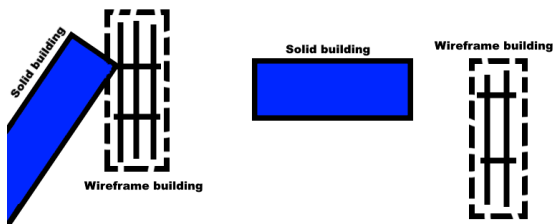
Summary



[Example from Counter Strike](#)

- You can see large buildings in the background, further away from you.
 - They are incorrectly colored/broken.
 - You press them with your mouse to repair them and bring them back to normal color.
- When all the objects have been repaired, three new islands float up and you can travel to it.
- The houses that are the incorrect color would be cool as wireframes.
 - Some sort of shader, which would emphasize the cool art work in the simpler environment the void.

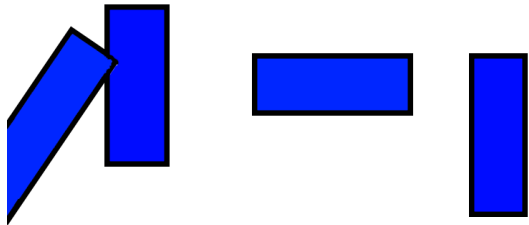
Before the puzzle



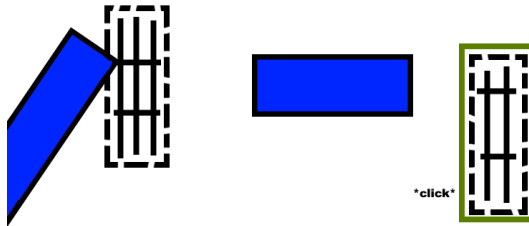
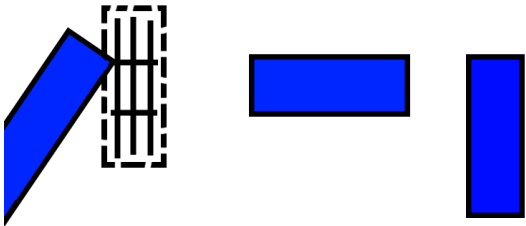
Upon entering the "room", the player will see X number of buildings.

When the player enters the room, the room is mostly "empty" with the exception of several of buildings that are either in a solid texture or in a wireframe.

Goal

 <p data-bbox="325 689 660 719"><i>Wire frame buildings become solid.</i></p>	<p data-bbox="807 259 1378 421">The player's goal is to turn all buildings that are wireframe into solid buildings. By solid, it means that the buildings have textures that match the buildings that already are solid.</p>
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To solve the puzzle

 <p data-bbox="619 1039 660 1059"><i>*click*</i></p> <p data-bbox="316 1279 671 1308"><i>Player clicks on a wireframe building.</i></p>	 <p data-bbox="927 1279 1267 1308"><i>The clicked building becomes solid.</i></p>
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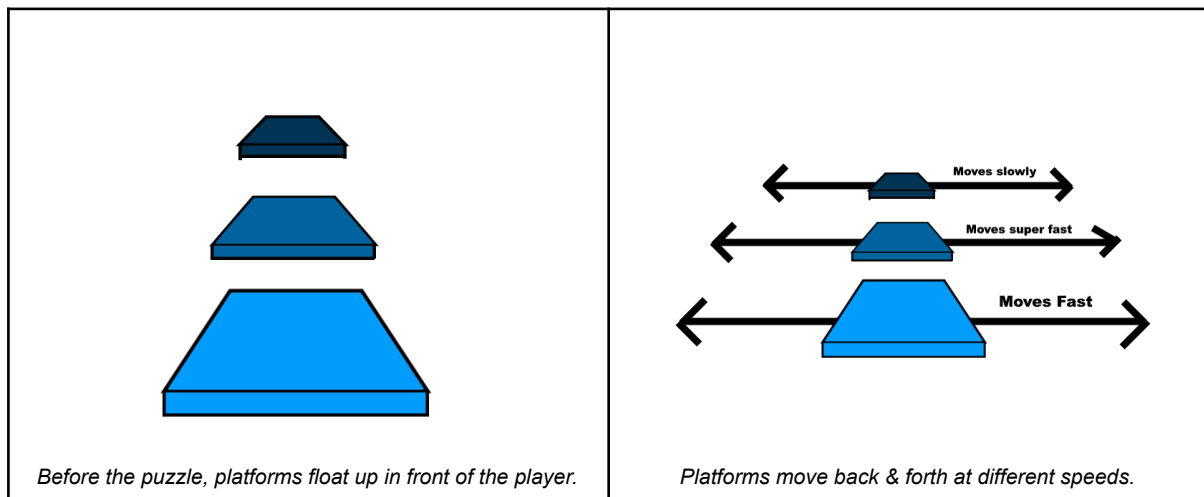
To solve the puzzle, the player needs to click on all buildings that are in wireframe so that they turn into a "solid" *color*. Color in this case would preferably go from wireframe to the solid texture with the help of a shader(?). When all buildings have become solid, the "[Bridge Builder](#)" puzzle activates.

Bridge builder

Summary

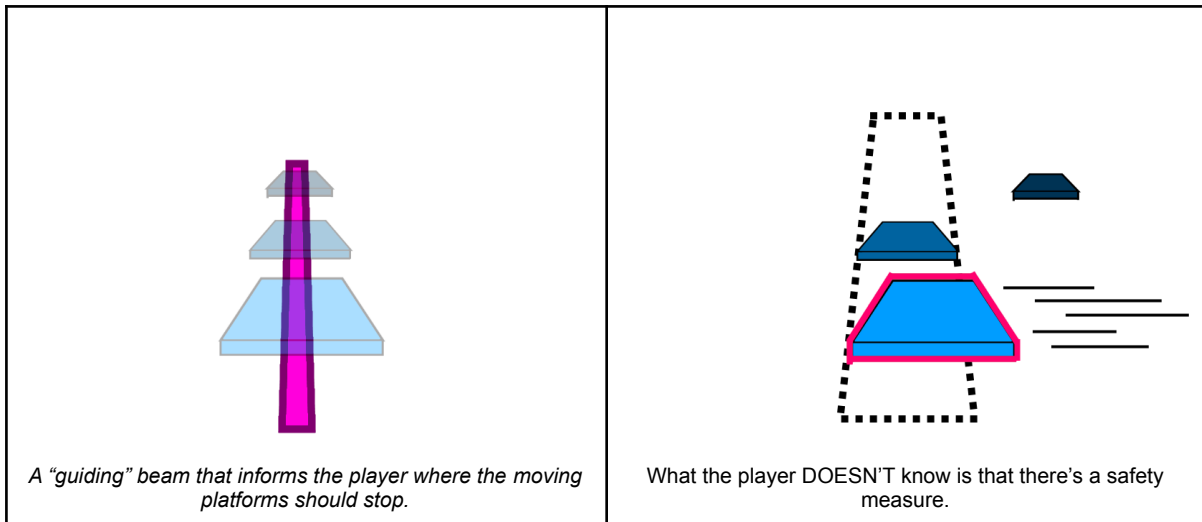
- There are 3 islands floating in front of you.
 - Going back and forth from left to right, or right to left.
 - All of them use different speeds and travel in different directions.
- When you press one of the islands with the mouse they freeze.
- The objective is to freeze all of them in the very center of the layout.
 - When all of them are frozen in place in the very center.
 - They travel closer to each other and become walkable.
- So you can then travel across them to the last island, the Diamond island.

Before the puzzle



When the player has solved the previous puzzle, a series of platforms floats up in front of the player.

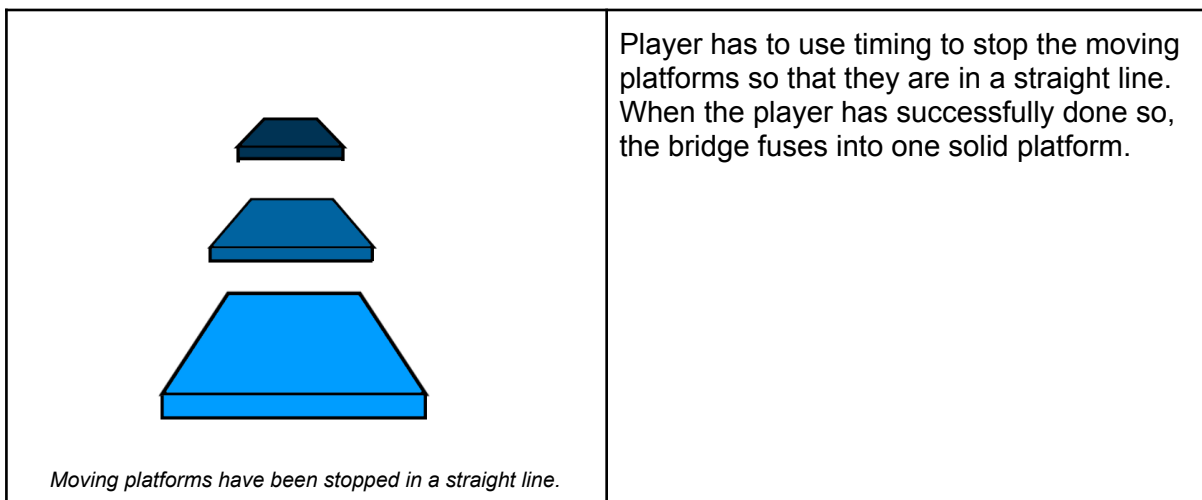
Goal



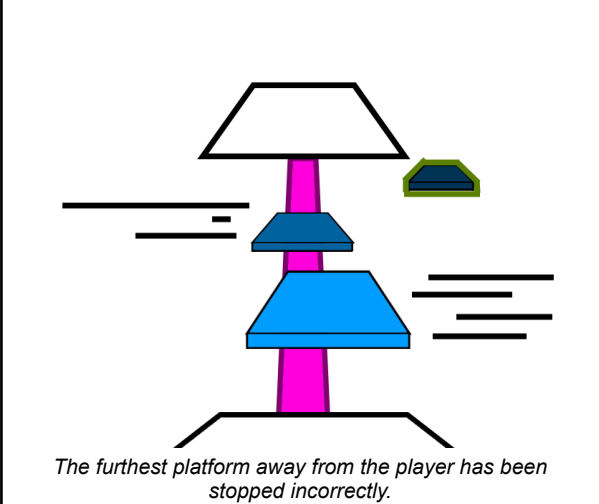
The goal is to stop the platforms that form a straight line. A "guide" beam going from the platform that the player is standing on towards the next platform acts as a guide where the straight line of platforms should be.

As a precaution, a field (that the player can't see at all) that checks if the majority of a moving platform has been stopped within this area, move it correctly in place.

To solve the puzzle

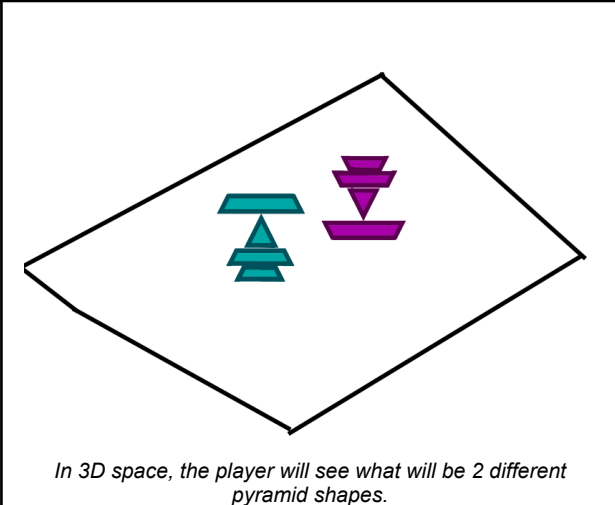


Incorrect solution

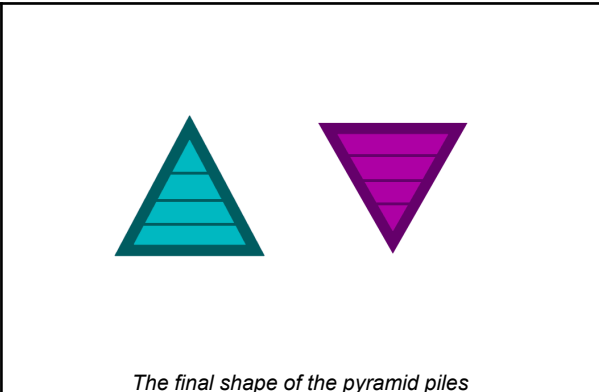
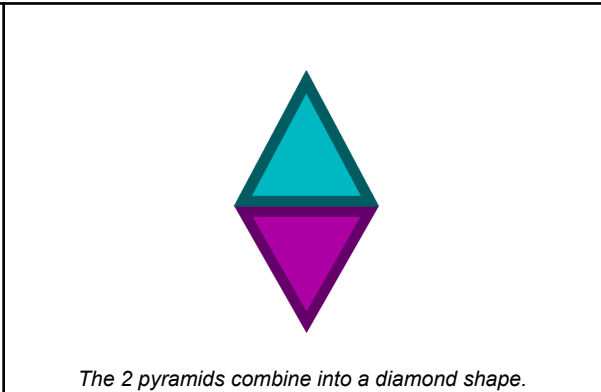
 <p><i>The furthest platform away from the player has been stopped incorrectly.</i></p>	<p>If a platform has been stopped at the incorrect position, the player can press on the platform again to make the platform move again, giving the player another chance to stop the platform at the correct position.</p>
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Diamond

Before the puzzle

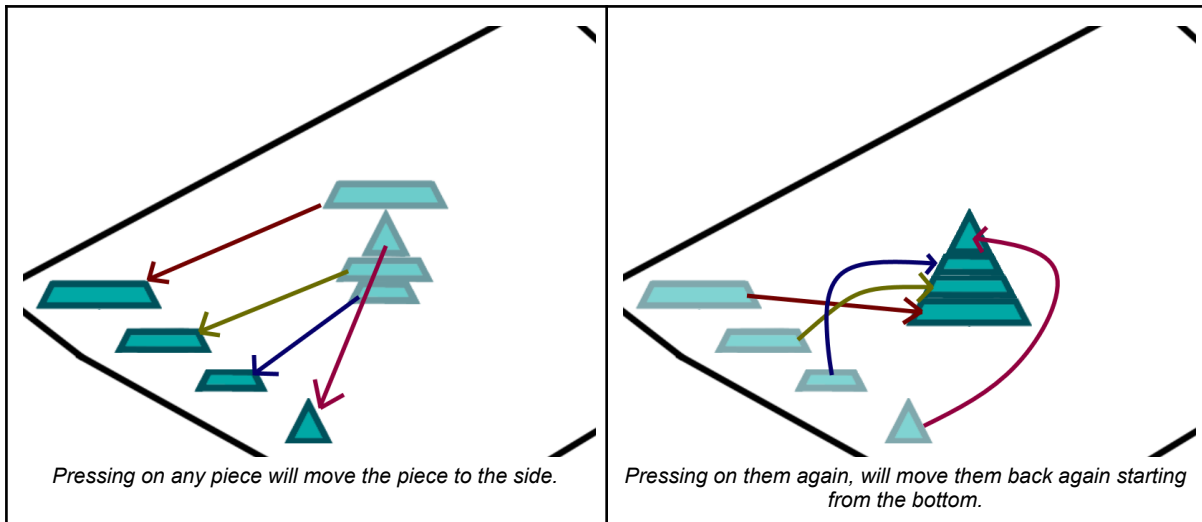
 <p><i>In 3D space, the player will see what will be 2 different pyramid shapes.</i></p>	<p>When the player first encounters the puzzle, the player will see 2 different piles.</p>
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Goal

 <p><i>The final shape of the pyramid piles</i></p>	 <p><i>The 2 pyramids combine into a diamond shape.</i></p>
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Create a diamond shape from 2 unordered pyramids where one pyramid is pointing up & one pointing down.

To solve the puzzle

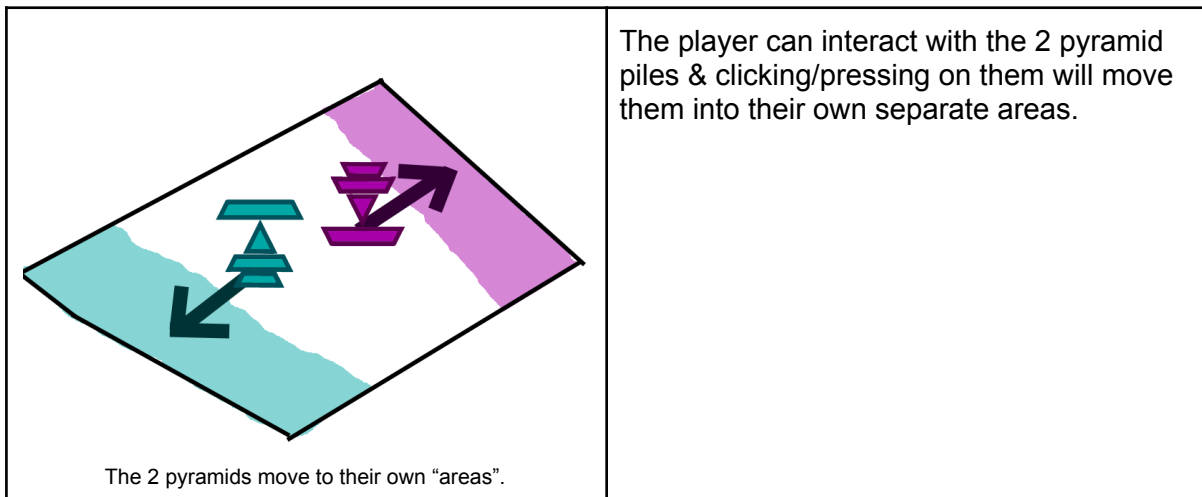


When the player starts with one of the piles, pressing/clicking on one of the pieces will move said piece to the side. This will give the player an overall idea of how big said piece is. When the player has put all of the pyramid pieces to the side they can move them back again. **However**, by pressing on the pieces that are laying on the side again, the piece that was **pressed first will move to the bottom where the player first encountered the pyramid piles**. One of the pyramid piles needs to be right side up & the other has to be upside down in order for this puzzle to be considered to be solved.

Incorrect solution

The player will have the incorrect solution if the pyramid piles aren't in the correct shape.

What can be done to the puzzle

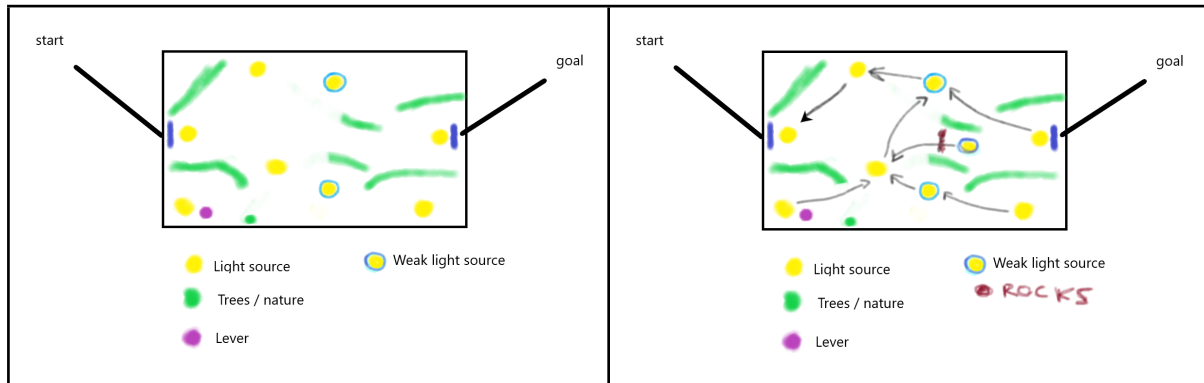


What can't be done to the puzzle

The pyramid pieces can't be rotated.

Puzzle 4 - In Void World 2 - Darkness puzzle

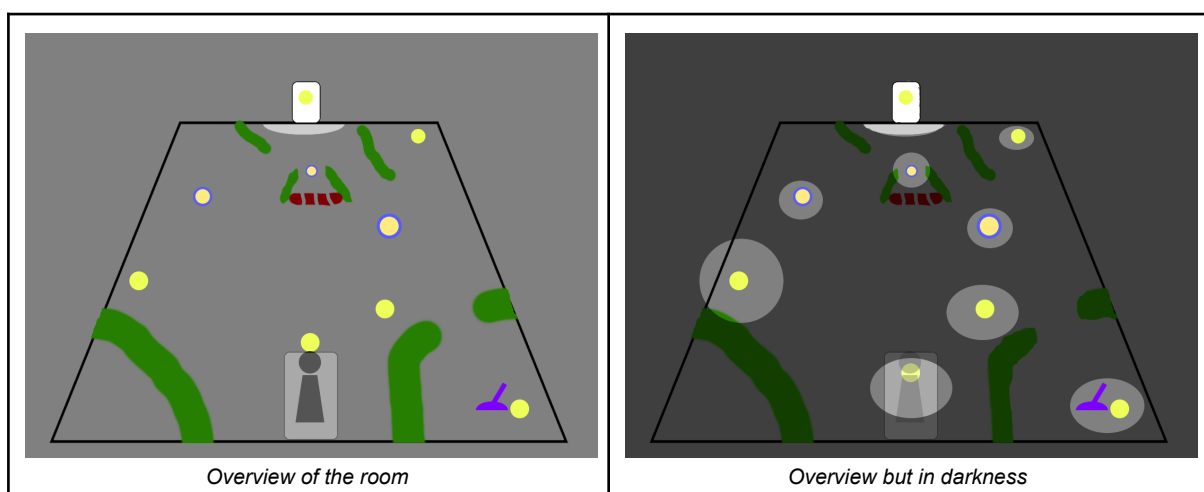
Summary



Alternate level layouts.

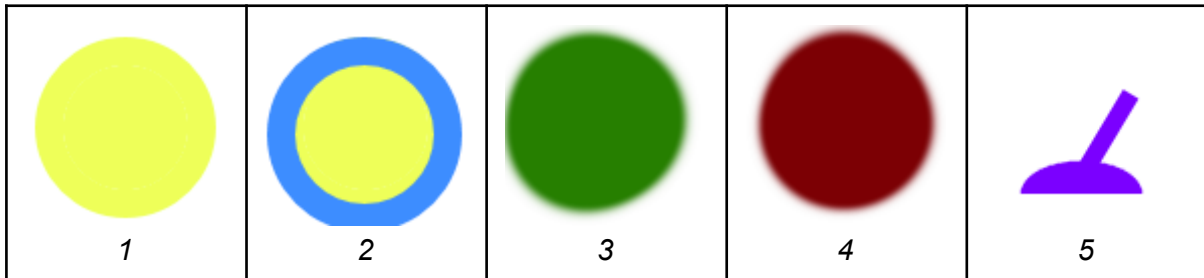
- The player enters the second void door and finds themselves in a dark room.
- The player's attention is drawn to the other side of the room, a cave-like entrance.
 - If the player tries and simply just walks to the other side of the room, navigating through darkness the player will die/resets within seconds.
 - If the player stands in darkness, the player dies/resets.
- Has to click different light sources that travel so set points. Player now has to walk with the light to progress further into the puzzle.
- Two of the light sources are weaker, and don't travel all the way to "pick up" the player.
- The player has to find a lever that gives more energy to the weaker light sources that now functions as the others.
- When the player reaches the goal they will find the last piece to the girls problem.

Before the puzzle



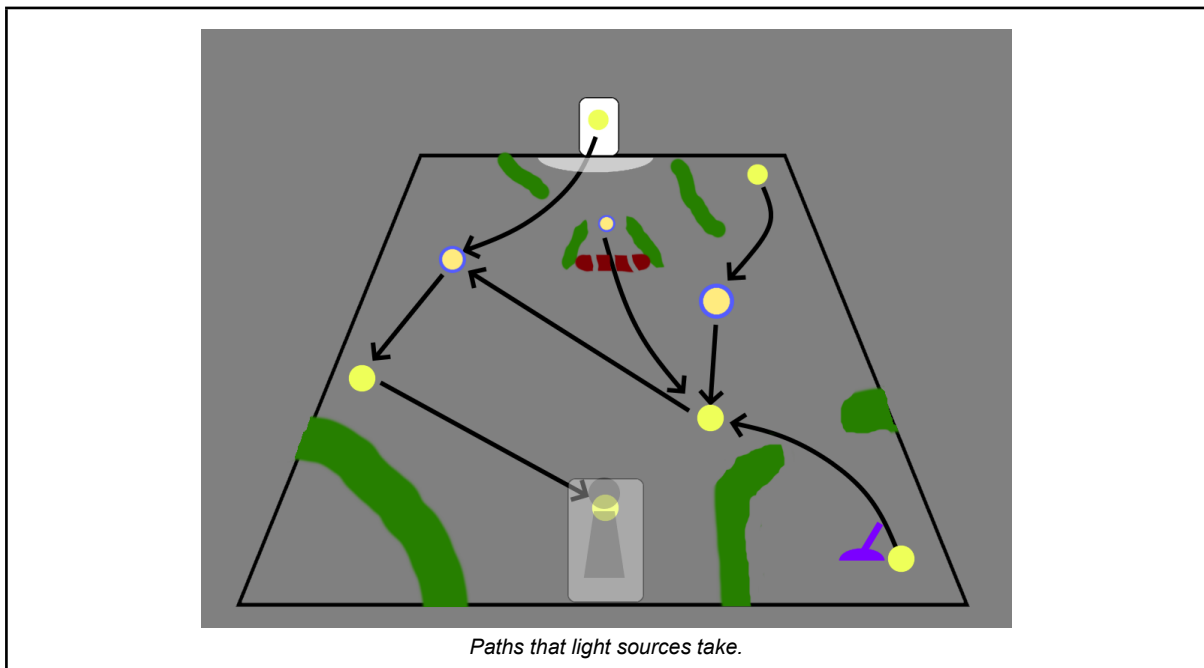
When the player first enters the room, at the opposite end of the room, the player will see the exit which is the goal. The player will see different light sources around in the room & some scenery.

What is inside the room



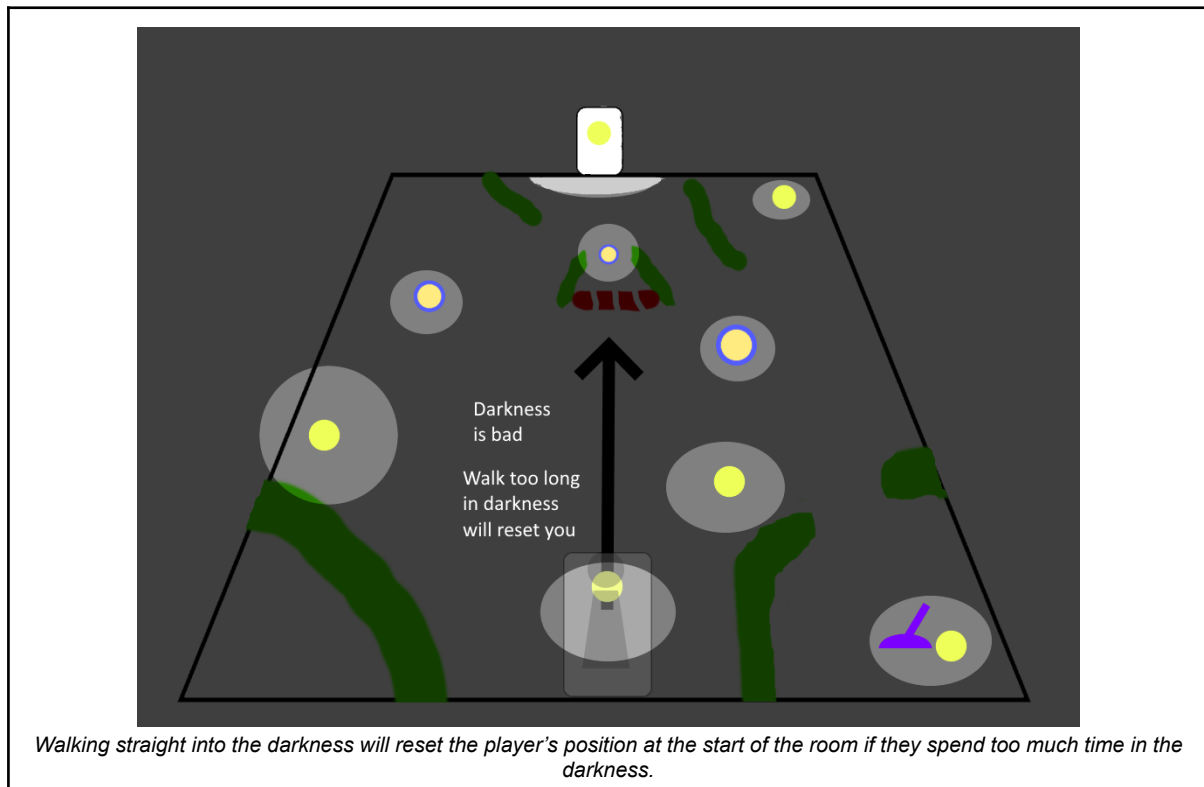
1. Light source: A source of light that the player can click on that guides the player along a set path.
2. Weak source: Same as previous but is weaker & can get disappear early while guiding the player.
3. Trees/Shrubbery: Part of the scenery, blocks the players path
4. Wall: Blocks the player's path, is partly broken apart but player can't walk through it.
5. Lever: a lever that the player needs to activate in order to open the door at the opposite of the room.

To solve the puzzle



To get to the door on the opposite side of the room, the player needs to activate a lever in order for the door to open. The light sources in the room guides the player along a set path that the player needs to follow.

Incorrect solution



The whole room is inside a dark/fog, spending too much time in this "darkness" (or if the player attempts to just walk through it) will reset the player's position at the start of the room, if that happens, the puzzle is reset.

Brainstorming Notes

Summary

This section contains notes & ideas on possible puzzles that can/could be done in the game.

Bridge

Repair bridge with planks/some sort of objects. (You get pieces to repair with from other places in the hub). (Backpack contains items)

Building with locked door (Can't be open before getting necessary component)

Can only be open by solving a puzzle

Find a metal rod

Theres a damage in a rock that can be broken with metal rod

Pick up a piece of the rock

Go back to main island

Dreamwalker "suitcase"

Combine the objects /Crafting the metal rod and piece rock into a hammer.

Go back to the locked door and smash the lock with the hammer.

When you enter the room you are rewarded with a large object in your (backpack)

Rooms that connects to each other

- One room is available in the beginning
 - White void
 - Level in the middle of the room
 - A puzzle in another room has to be solved
- Player needs to go back to Hub world
 - Player solves puzzles in Hub world to get “planks”(?)
 - Player starts building a bridge to gain access to inaccessible “island” with a portal
 - Player can then walk to the new portal island
- In new inaccessible portal island room
 - ?
 - Solve puzzle
- In the white void room with lever
 - Previous level portal room has “unlocked” access to lever
 - Player pulls said lever
 - Dark room puzzle room starts builds around the player

Move certain objects (maybe blue wireframe)

Recolor objects with mouse (golden wireframe)

Rotate objects (purple wireframe)

FIRST OBJECTIVE = GET GRAVITY ABILITY

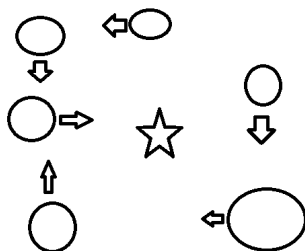
SECOND = ENTER FIRST MAIN PUZZLE1 (REQUIRES GRAVITY ABILITY TO SOLVE)

WHEN COMPLETED = Get 1 of 2 main objects, give to the girl. Girl gets happier

THIRD =

Statues game first, island..

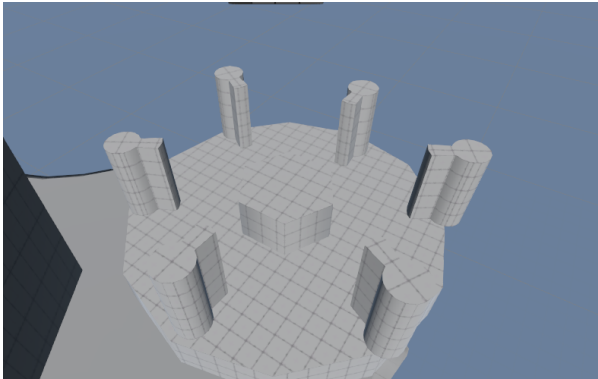
All statues should point at star



Make all statues look at the middle, arrows are where they are facing

6 Statues can be found close to the central “puzzle” platform.

Correct state:

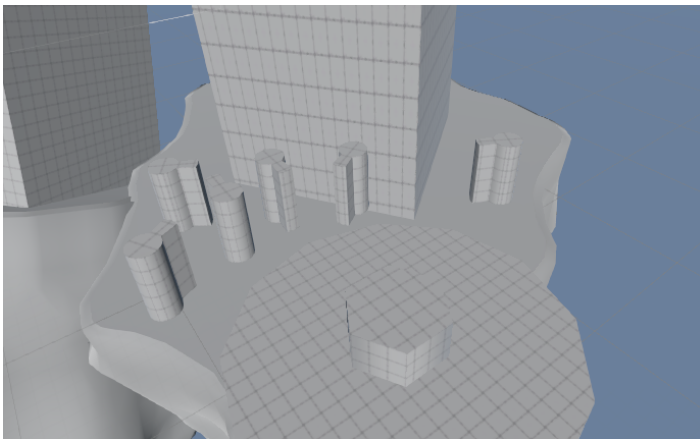


The order you press the statues on matters as they will move to the “first” location”
Ex: if you have a statue that has for example the number 6 and you press it first, it will move to position 1 first

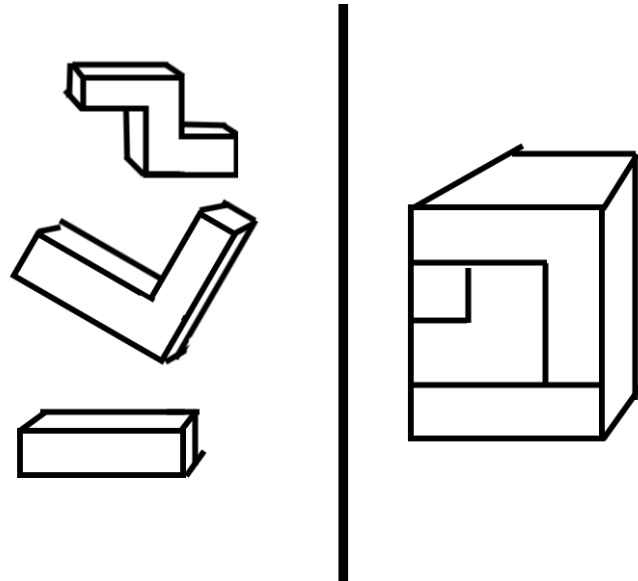
I mitten har tecken, statyer är låsta i en rotation

In the area, the statues are in random positions. All statues have a matching icon/number/roman numeral on said statues & in the puzzle area. By pressing a statue that is (for example) the number 2, it will move to the area where it says for example number 1. To solve the puzzle, you need to press/click on the statue that has a matching value in order. To solve the puzzle, the statues need to look into the middle of the “puzzle” area.

Start state:



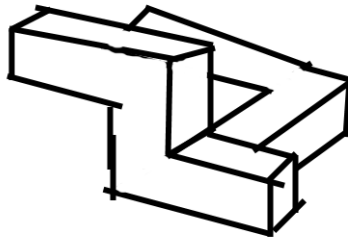
Rubix cube ish puzzle



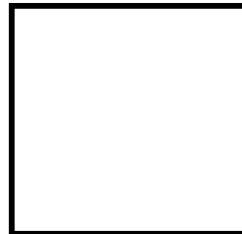
Ignore image

- Player sees an “abstract” floating object floating on top of a pedestal
 - Or objects (maybe)
 - All of these floating objects are cubical

Rotate this abstract shape



So it looks like a cube from an angle



- Player has to rotate the object & use optical illusion in order to get a cube shape