

CARNOPHOBIA

Summary:

The player climbs the elevator to reach the next segment of the level, the office. Within the office the player will see the business side of the station. After exploring the office enough they encounter a note that offers instructions on how to get to the escape pod. After pushing the button located near the note the meatman will enter the office. It's the players job to navigate the office in order to sneak past the meat man and enter the engineering area.

Objectives:

1. Find the bosses office.
2. Locate the key to the bosses office.
3. Retrieve any important documents (optional).
4. Reach the door to the engineering area.

Level Layout:

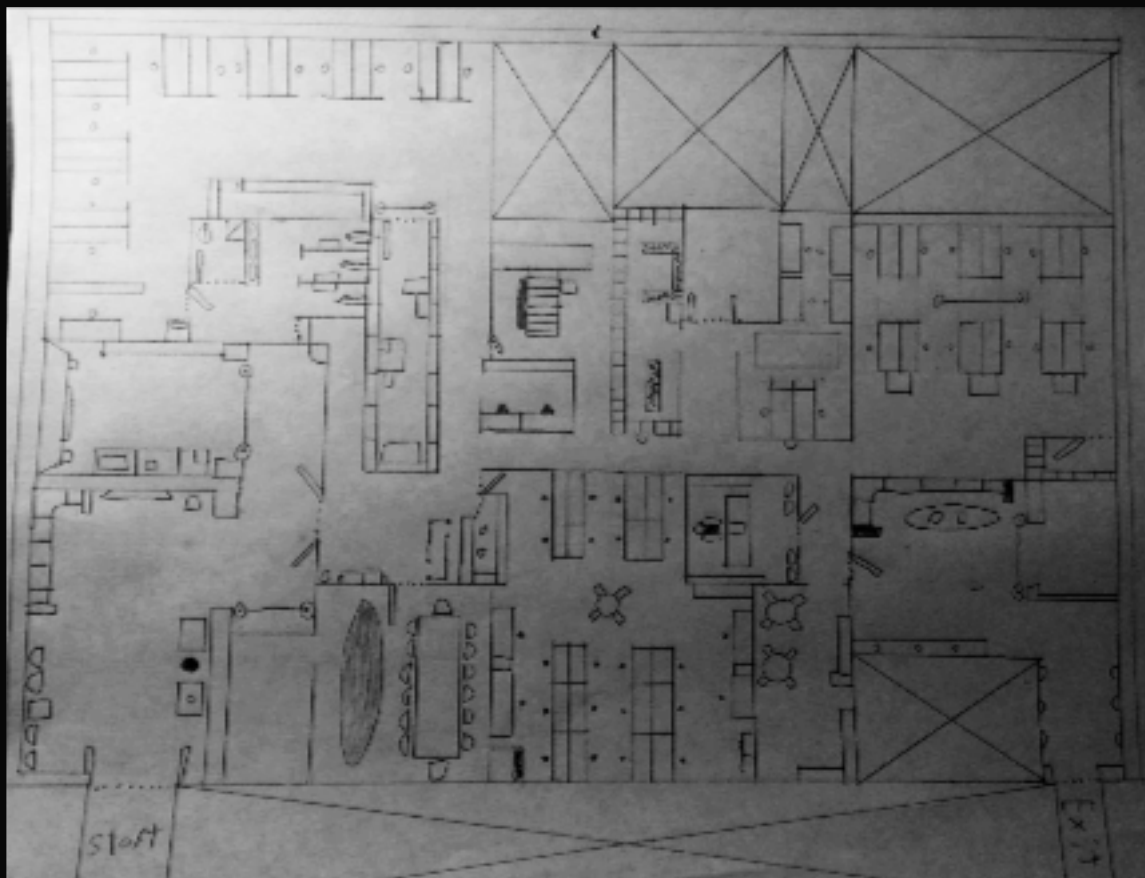
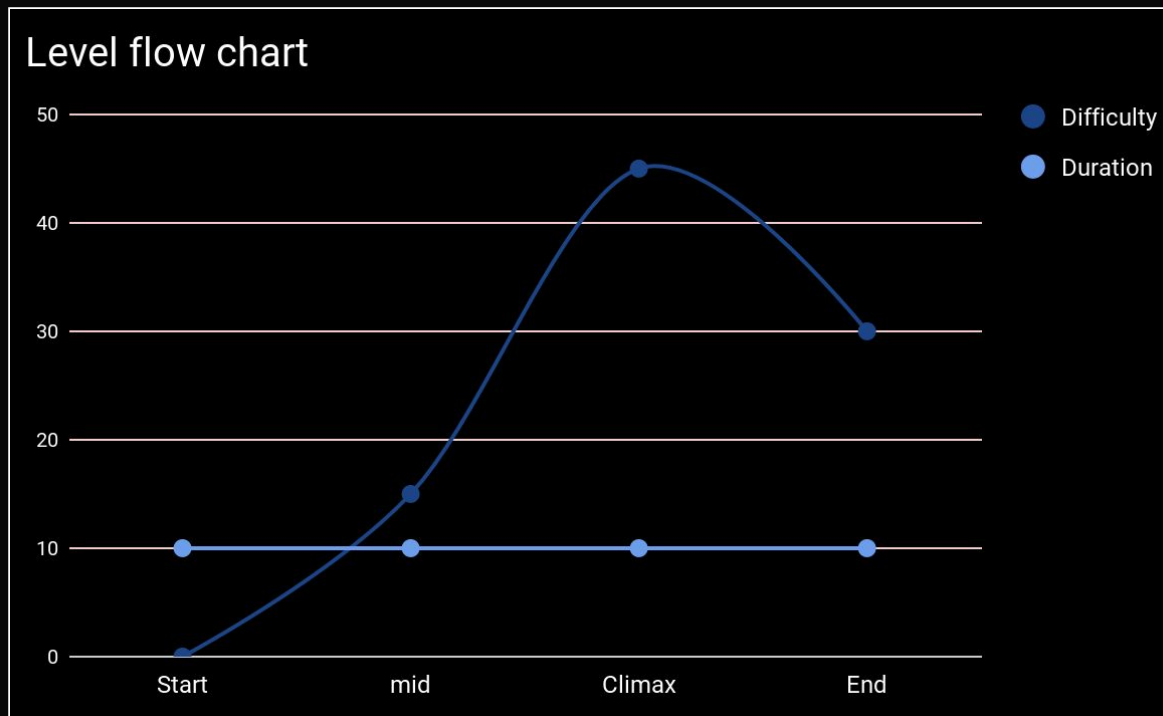


Chart:



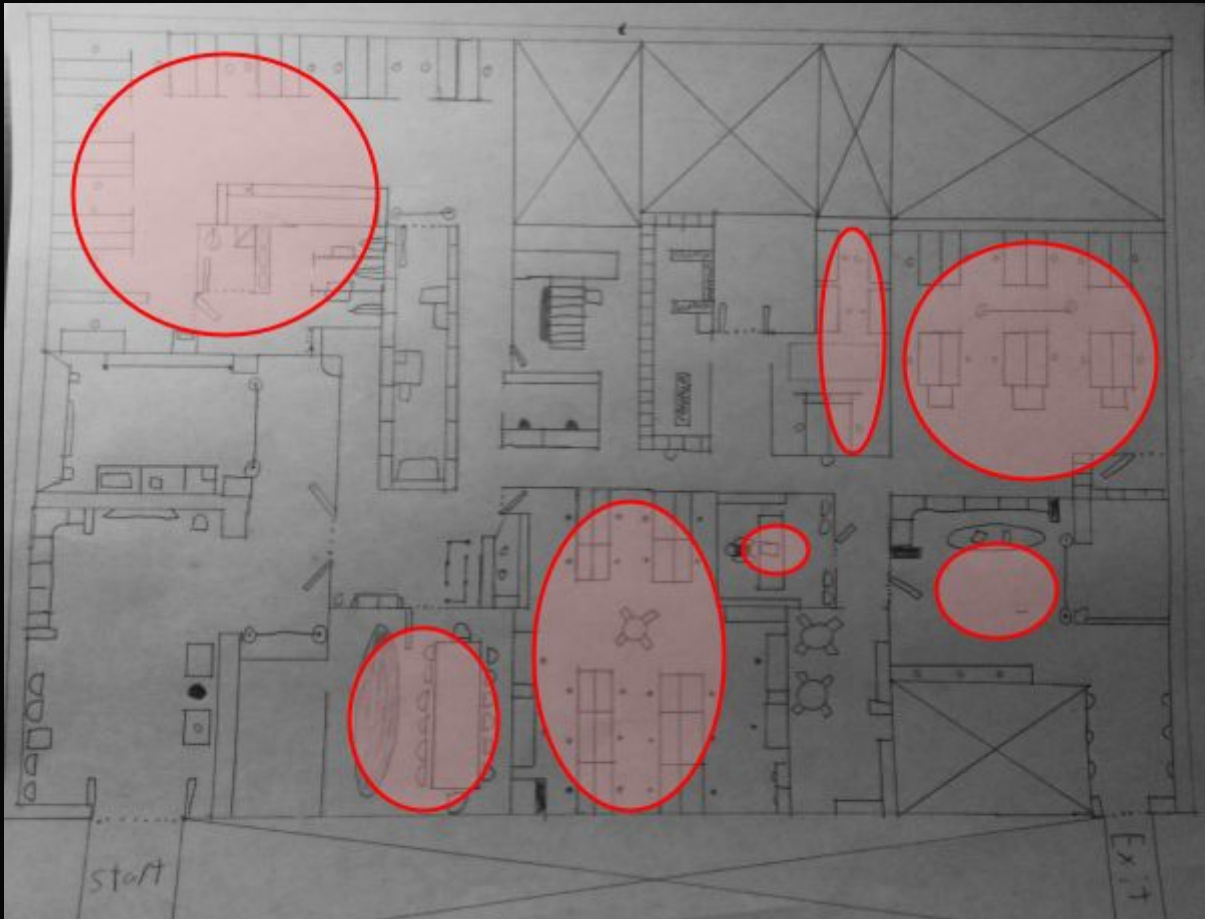
Landmarks;

- Bosses office: The most important room in the office, getting inside will be tougher because you'll need a key to enter.
- Secretary's desk: This will most likely be the first landmark you stumble across when you enter the office. Almost every office has a secretary's desk right by the entrance.
- Break room: A place of comfort for the workers. You will find a mini kitchen for workers to make some of their meals during the day.
- Facility maintenance room: The janitors have labeled these rooms as off limits to workers. It may be possible to enter to find any notes lying around. Or a hiding place from the meatman.

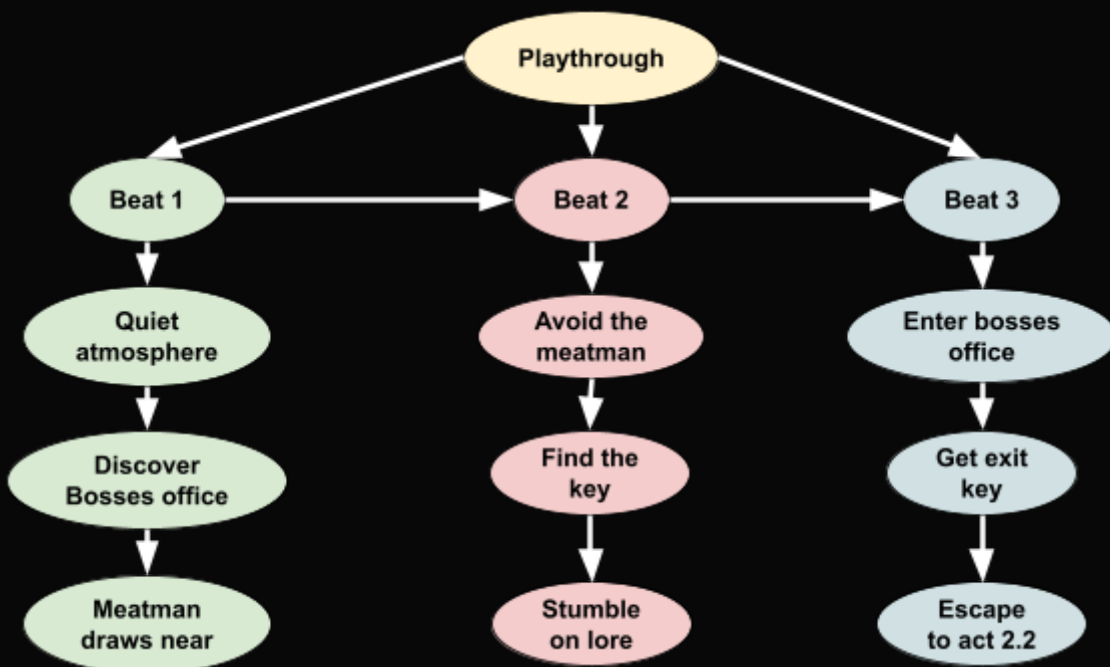
Pillars:

1. Condensed workplace, less room to operate but features more hiding spots to discover.
2. Lots of desks allow a lot of cover to hide from the meatman. Stealth is a part of the level.
3. Wandering AI to trap the player when they least expect it.

Heatmaps:



Bubble Diagram:



Player Direction:

- There will be signs displayed on walls and certain doors.
- Hallways have lines located on the ground which point the player to where each section in the office is located. Additionally, there will be three lines, each having their own color so the player doesn't get confused on which line they want to follow.
- Doors can be opened and closed with a push of a button, leaving doors open helps the player know whether they've already explored that room.

Vision:



The staff must have a decent work environment to get jobs done. This segment of act 2 focuses on what the business side of the facility relies on. The level was inspired by The Offices design for a work environment, how different managements are split from one another. You have your sales staff in the middle because their job is important, accountants have a small spot in the corner because their job doesn't require much attention. And the temps are located in another room to separate them from the top tier workers. Break room and boss's office creates a different atmosphere when you enter.

Story: After escaping act 1 the player enters the business side of the station. You learn what sort of work these people do on the station. You are also isolated with the meatman so it's the player's job to find a way around the threat.

Game: This segment is focusing on stealth, your plan of action is to find a way around the meatman by using the cover provided in each room.

Art: As a sci-fi environment, most of the tech and furniture in each room is more state of the arch than modern day society. However, like alien isolation it doesn't have to look revolutionary to represent a space station.

Experience: You're alone on this journey so it's intentional to feel insecure about what you're doing. The meatman is a looming threat that never disappears until you escape the station.

Magic Moment: There's no surprise that the player will run into the meatman. If they get cornered the suspense will rise from the situation of avoiding the threat.