

Octopus Corridor Level Design

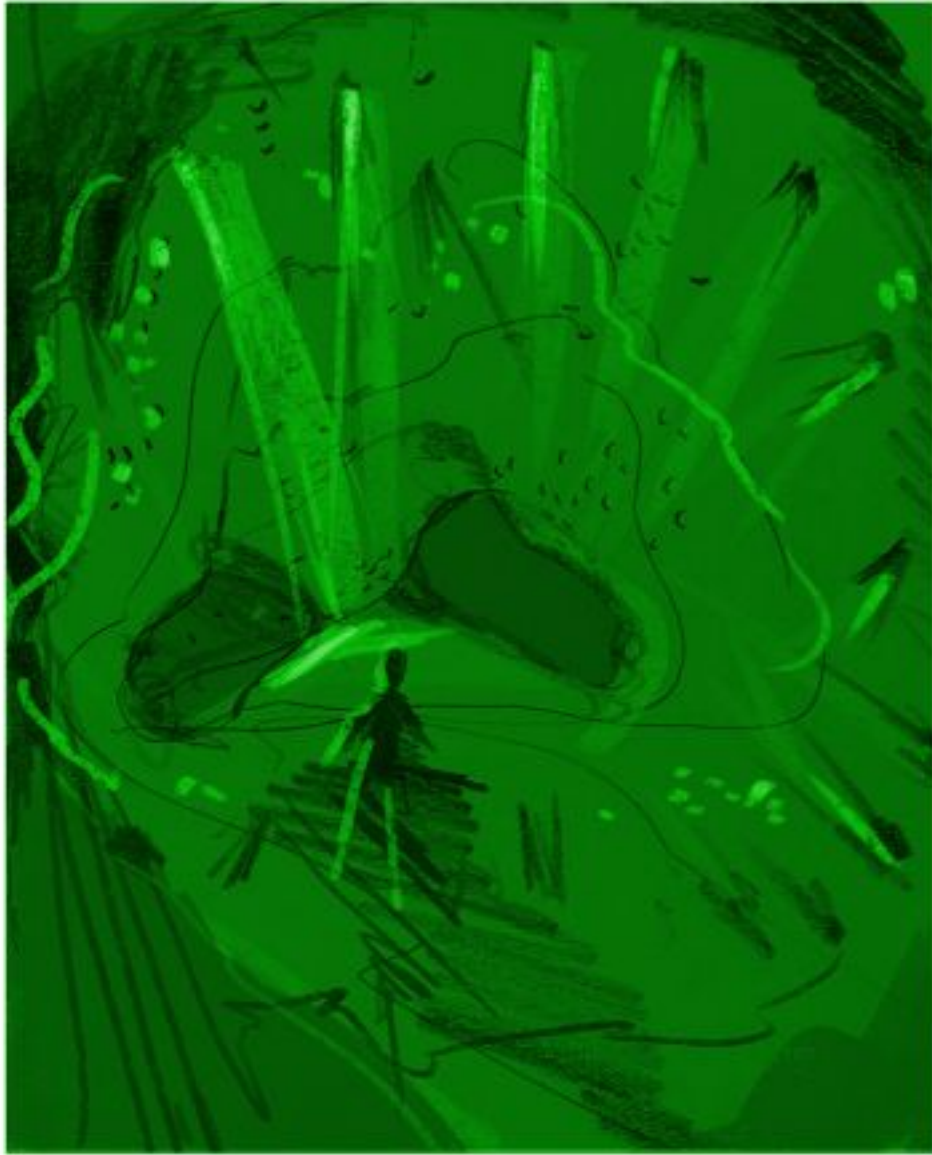


Figure 1: Octopus Entrance

1. The entrance to the octopus corridor is rocky. Lights pour in through the holes. The player needs to push through a curtain of kelp (the dark purple) to enter the next room (Figure 2) with brighter light.

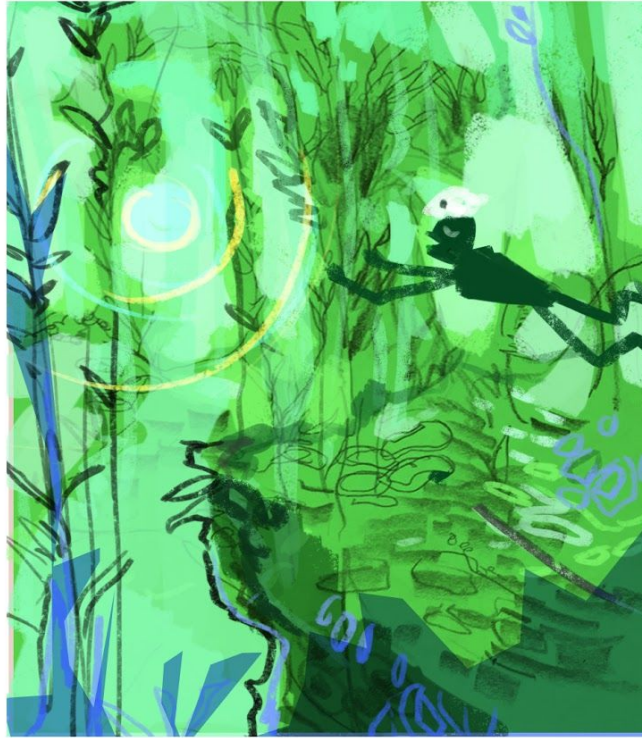


Figure 2: Corridor, passage to cavern

2. The octopus cavern emits light (yellow rays) in the image shown above. In this corridor, the kelp also grows from the floor and hits the ceiling. The kelp strands stop at the ceiling.



Figure 2b: One-eyed squids

- 2b. In order to get through this level, the player must navigate through a maze. But unlike the lobster corridor, the structure of the maze is similar to a peg bar with moving surveillance bots:

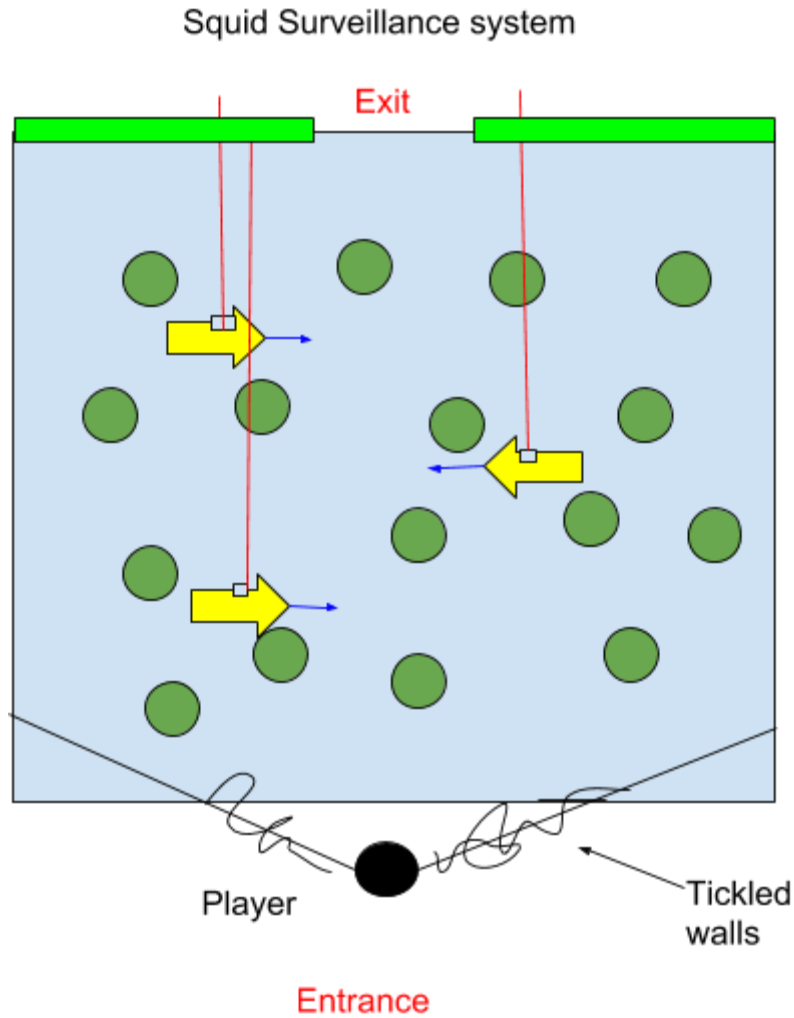


Figure 2c: Octopus maze structure

2c. The following is a unique puzzle. This is a red-light green-light maze, but the eyes of the squids are only facing the side towards the exit of the maze.

The player could only move forward when the eyes of all of the squids facing the player are closed. Otherwise, the door to the exit will close. The player will have to walk back to the entrance of the maze and tickle the walls of the chrysalis to open the exit door again. The door is shaped like a vocal fold.

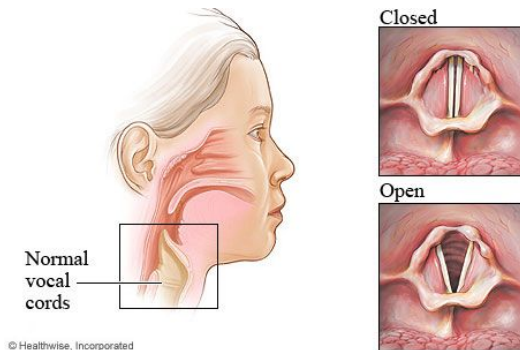




Figure 3: Octopus cavern

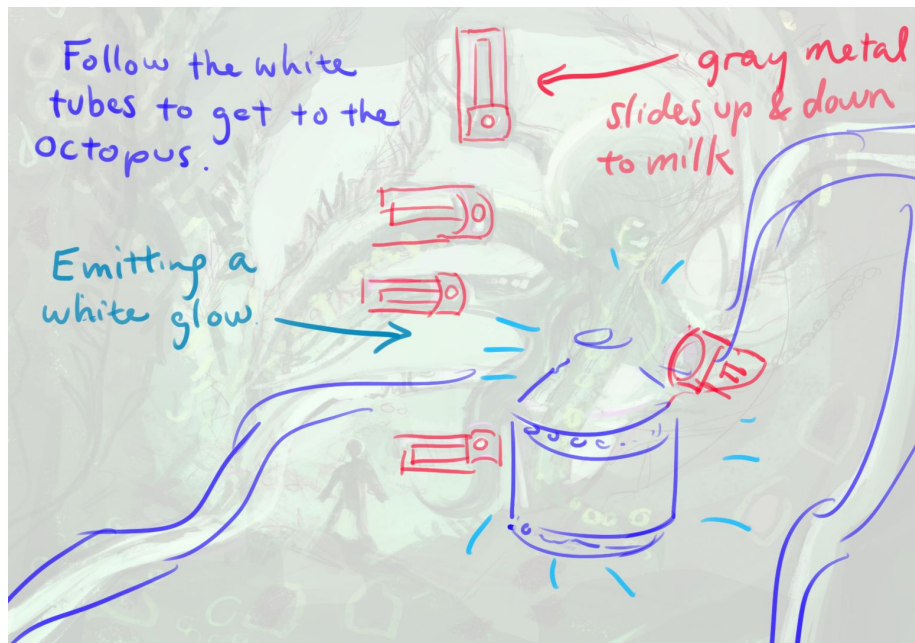


Figure 3a: Octopus cavern anatomy

3. At this stage, the white tubes in Figure 3 serve as a guide/path, leading to the player to the Octopus when the bright light no longer serves as an obvious guide.

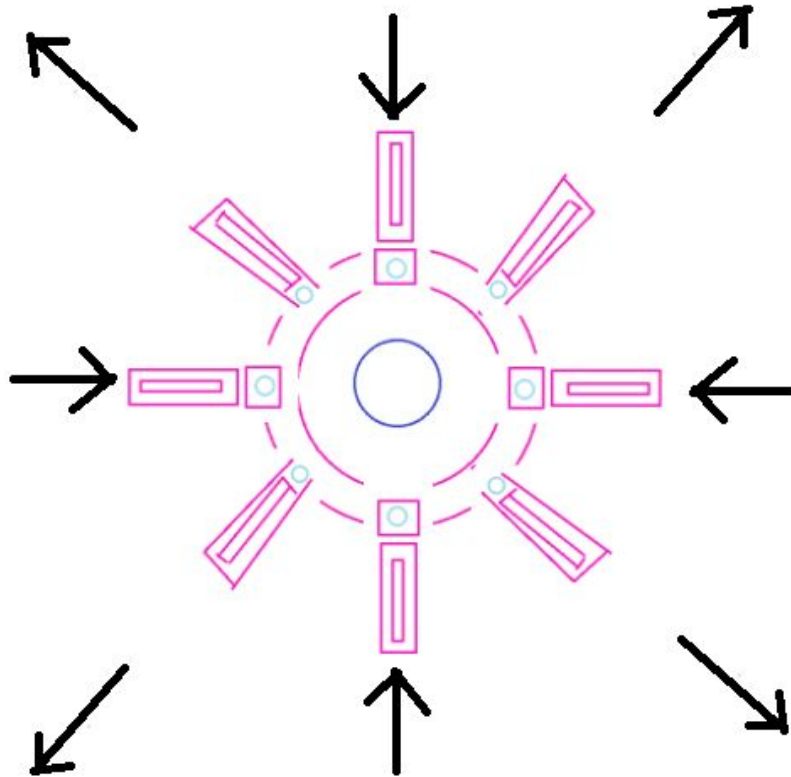


Figure 3b: Arm lock Redesign

3b. The cavern should have a radial alignment of the moving arm locks, a more mechanical/structural alignment. It is most readable this way.

Visually- Unfortunately, with this plan, the composition of the shot will no longer look dynamic, but it can still work as a cool image. The gray arm locks should have high metallic settings, greater spectral, and smoothness. Should reflect the light so that the armlocks emit more light by reflection than its initial grayness.

Pattern Sample

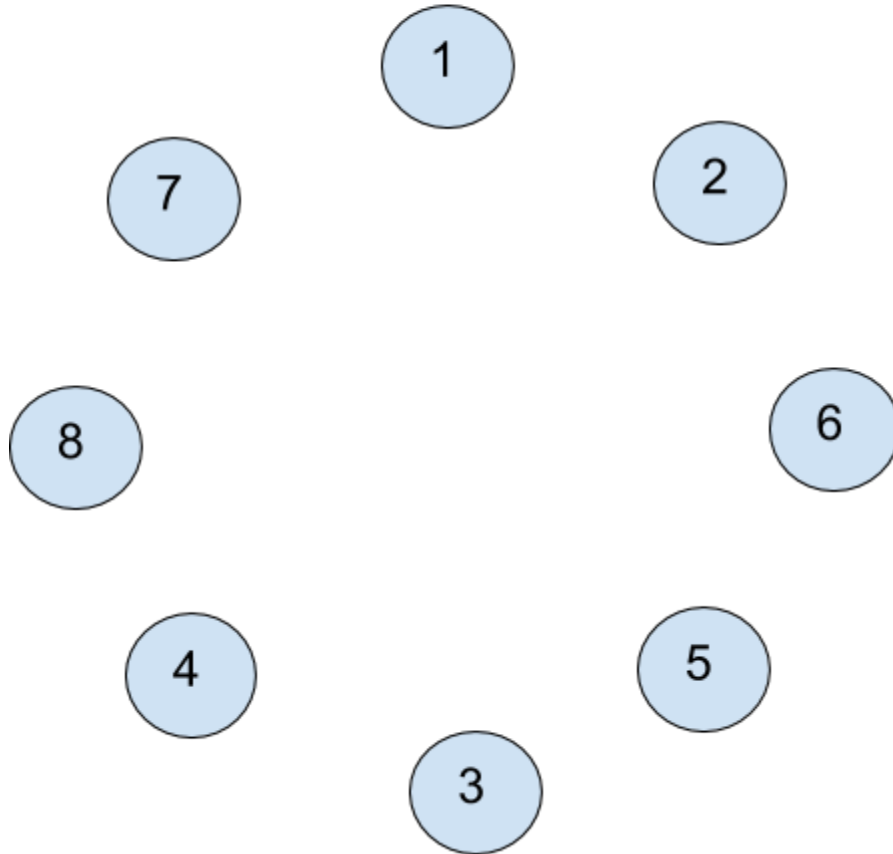


Figure 3c: Arm lock light flash pattern

3c. The key of this level is in the Octopus milk tank that the octopus is sitting on. The arm locks light up in a pattern similar to the above sample. The pattern itself is always 8 lights in length. The arm lock of the last arm lock pressed will loosen and release one arm. Each time an arm lock is released, the octopus becomes more conscious and mutters some juicy secrets. She's quite an eavesdropper. Adam is adding to her fuel, chatting with her as she sleep talks.

- The 8 arm locks light a pattern in blue.
- The 7 arm locks light a pattern in blue two times faster.
- 6 arm locks: like 7, but two lights light up at the same time (blue - the right answer, and red - to distract the player)
 - 5 arm locks: like 6, but twice the speed.
- 4 arm locks: like 5, but three colors light up (blue - the right answer, and red and green to distract the player).
 - 3 arm locks: like 4, but even faster than before.

4. After the 3rd arm lock is loosened, the last two arm locks release. Octopus wakes up and drunkenly falls into the milk tank, which she finds comfortable. The key flies out. The player could pick it up and continue on to the other levels.
5. There is a shorter exit that appears behind the Octopus, which leads the player directly out of the chamber and back into the central lab.