

Dr. Hinks' Tiny World

Section 2: Inside The Walls Campaign Pre-production Document

Advanced Mission Design
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Created by:
W9215408 - Ivo Capelo

Section 2: Inside the Walls

Setting: Walls Insulation, Air Vents.

Mission Styles - Exploration, Combat, Avoid Timed Hazards, Boss Puzzle

Win Condition - Find and feat the Giant Rat boss to escape from Inside the Walls

Lose Condition - Death from Enemies or Hazards

Mission Specification

Upon leaving the first area of his homestead, Dr Hinks is now in the cavernous depths of his home's walls, trying to find the origin of the ant enemies. Getting lost travelling on the endless corridors he almost gets shocked by some wires that were nibbled on, and soon learns that shooting at this electrical hazard is effective against the ants.

Soon he finds himself in the vents of his home, where he can spot the entrance these ants have been using. Unfortunately, the strong fan wind pushes him backwards and upwards and makes moving difficult, to escape he will need to disable these machines.

As he gets closer to the power source to disable the vents he is forced to battle with a gigantic rat that has been feasting on the ants. The mammal seems immune to his insecticide and requires a serious dose of voltage to be put asleep. Luckily that also fried the machine's engines and the exit is now in sight.

As the doctor jumps to a watery pipe, he slides downwards, ever closer to his garden from where these ants seem to originate from.'

This section of the campaign consists of four sections of two alternating themes - cavernous walls and large sterile vents. The walls are tight, dark and have electrical hazards, while the vents have large open spaces but wind currents that throw the player flying as well as a climactic boss battle for the area.

At this point, the player should already be accustomed to his gun and to fighting the ants in an open space so the tight corridors of the cavernous walls should make dodging difficult, and the electrical hazards that can zap the player should make combat against a single ant an intense moment. By using the hazard to their advantage, players can guide the enemy to a quick death, with the risk that they don't get shocked themselves.

As the darkness fades in the vents, the player is introduced to a fun moment of literal levity as they can learn to use the vents to dodge ants and attack them from above. At the end of the vents, however, a giant rat is lying in wait, this monster is immune to the player's gun and they will need to use what they learned about zapping enemies to defeat it.

Having stopped the giant monster and the vents, the player can now exit to the next section by sliding down the inside of a drainage pipe, reaching the garden.

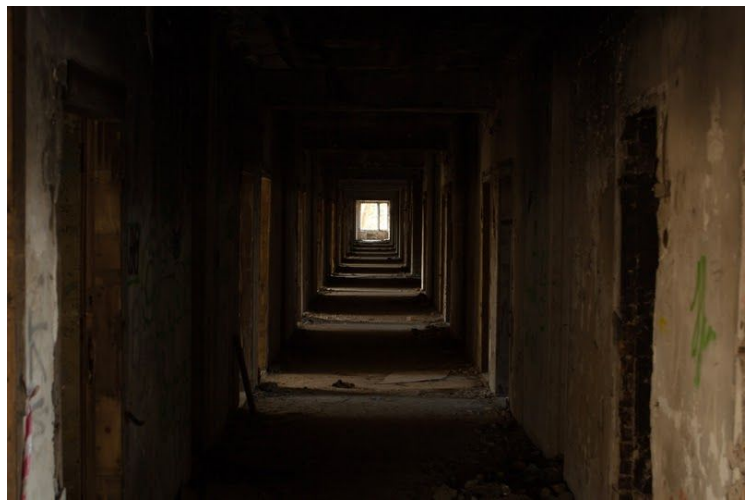
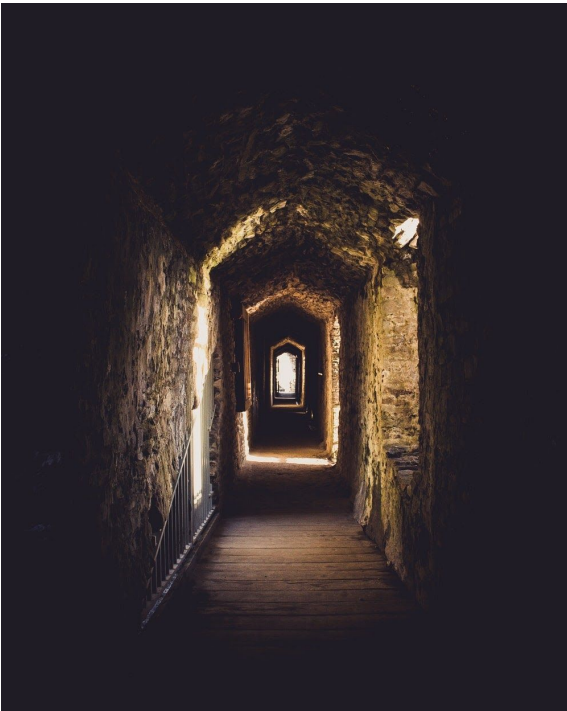
Mission Goals

- Give the sense of feeling lost in a labyrinth.
- Introduce a new type hazard that can also be used against enemies - Faulty Wires
- Let the player have fun with the upsides of being small by letting fans throw them high into the air.
- Provide a cinematic battle were shooting at the enemy isn't enough and they need to use what they have learned to defeat the enemy.

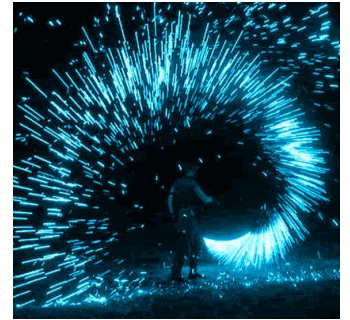
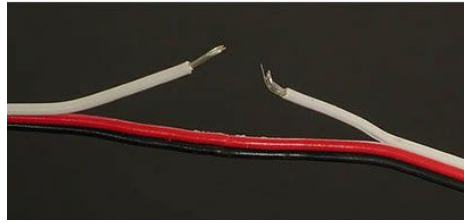
- Connect the homestead and garden sections.

Inspirations / Moodboard

As the player faces the insects, he will start moving into unknown territory. The walls should therefore emanate the opposite feeling like the house, they should feel oppressive, claustrophobic, dark and unexplored. Its main composition should be simple and monotonous, tunnels of insulation, wires, wood planks and brick hide with sharp hard to predict turns that can hide enemy ambushes, as well as chewed holes for them to jump from, almost reminiscent of a tunnel in an abandoned building or castle.



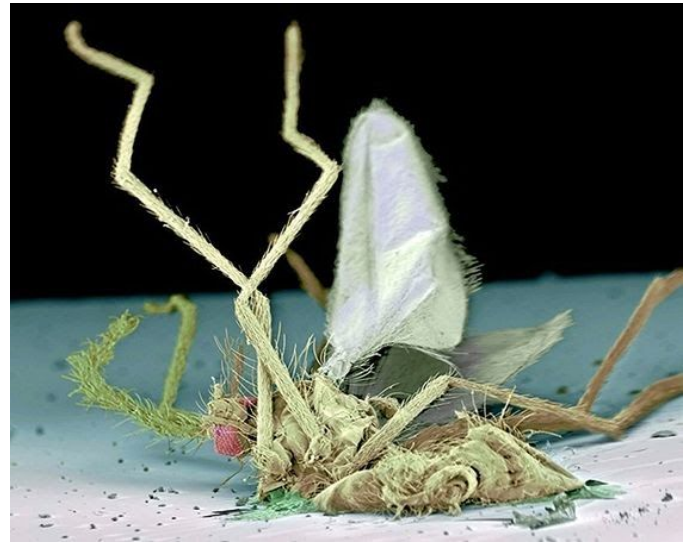
Light sources should be scarce using mainly the rare ray of light and blue electrical spark from chewed wires.



The use of metal vents can also add a different cold, sterile and inorganic feel to the section. The presence of lost objects, bricks, or dirt can be used to populate the paths but should always leave enough empty space to make the player feel small.

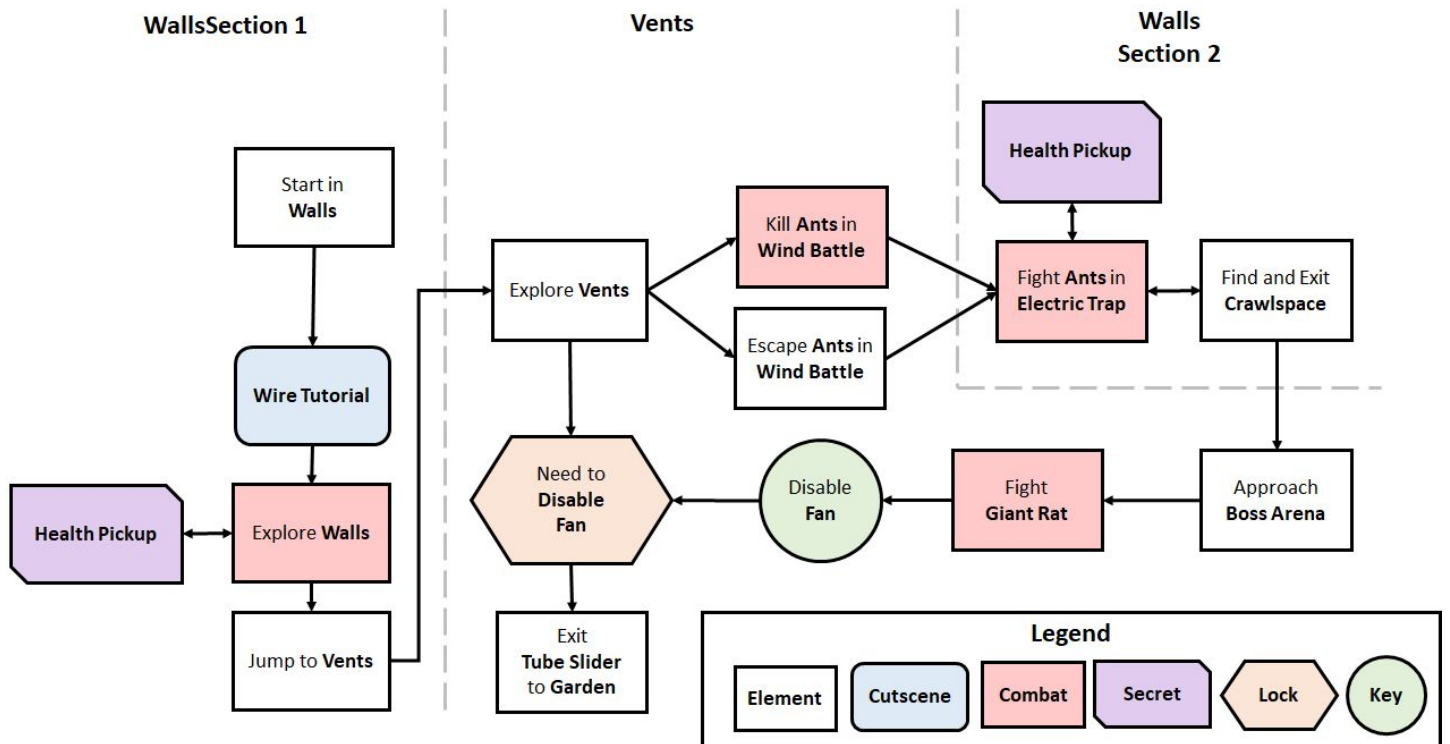


Finally, the presence of squashed insects should foreshadow a mini boss battle against a common rat whose proportions now make it look monstrous, filling a large part of the section.

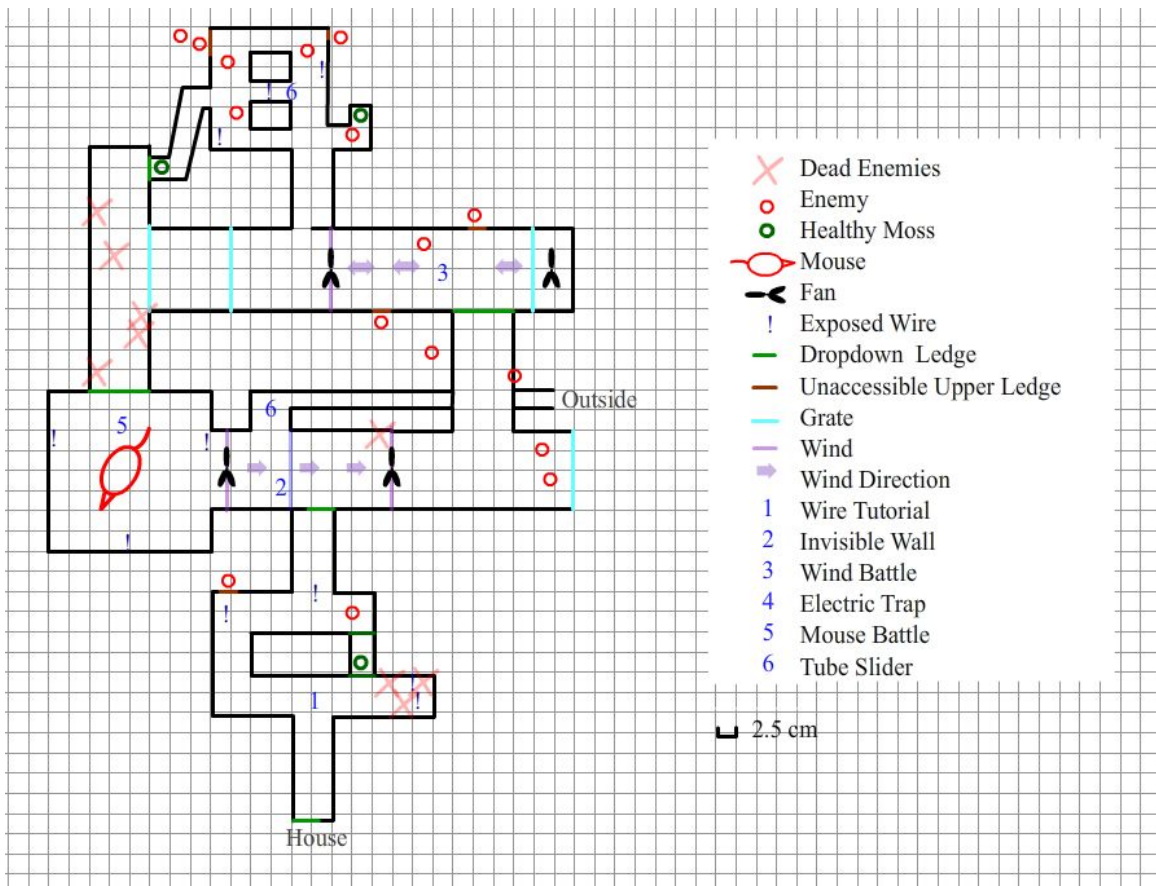


Area Breakdown

1. Level Flow Elements



2. Map Layout:



3. Set Pieces

- 3.1. **Wire Tutorial** - As the player arrives on the hallway, a series of insects run out of view of the player, what follows is an electric zap and a blue light. When the player checks the zone, the insects now lie dead on the floor next to electric cables teaching the player of their potential.
- 3.2. **Invisible Wall** - Upon leaving the first section, the player can spot an exit but is pushed away by an invisible gust of wind, any attempts to reach the exit will only push the player time and time again.
- 3.3. **Wind Battle** - Caught between two fans of wind and with several enemies below, the player must adapt to the conditions of this room as they can use the mechanic to throw themselves from side to side and avoid the ant onslaught from below.
- 3.4. **Electric Trap** - The player arrives at yet another faulty wire only to find others adjacent, all of them alternating at a set pattern, moving across will require timing and concentration.
- 3.5. **Mouse Battle** - Here the player comes across a giant mouse nibbling on wires. Upon trying to use their poison the mouse is unharmed and they will have to find another way to defeat him. Several wires are placed in different sections of this area, luring the mouse there and shooting the wires will shock the monster. When this is done three times, the mouse falls over, the shocks also disable the vent giving the player access to the level's exit. (See **Entity Breakdown** for mechanics).
- 3.6. **Tube Slider** - As the player jumps down the sludge tube, he is pushed by the strong current, like a water slide, and is taken down all the way to the next stage - The Garden.

4. Entity Breakdown

4.1. Enemies

- iii. **Ants:** The default enemy introduced in the previous area. Here the circumstances of the tight corridors and crawl spaces should make them deadlier but otherwise have the same behaviour and statistics.
- iv. **Giant Rat:** A boss introduced at the end of the level and has the following mechanics:
 - **Poison Immunity:** The rat is immune to poison and so can only be damaged by electricity, requiring three zaps to kill.
 - **Slowdown Accumulation:** Despite taking no damage, as the liquid hits the enemy he will become heavier and start to slow down, allowing more time for the player to decide where to go. The slowdown effect should constantly decrease, so long as the player doesn't hit him.

- **Slash Attack:** The Giant rat moves in closer to the player and performs a slashing attack.
- **Charge Attack:** The Giant rat screeches and shakes, throwing out all the accumulated poison. He becomes invulnerable to being slowed down and charges in a straight line, with increased speed, at the direction the player is at until they hit something.

4.2. Pickups

- i. **Healthy Moss:** The default health pickup (See **Gameplay Overview**). It can be used to reward exploration of hard to find places.

4.3. Environmental Mechanics

- i. **Wires:** These seem to have been nibbled by the insects and give off electric sparks, at times they can discharge large quantities of electricity damaging both the player and the ants. They should have the following properties:
 - **Interactable:** Hitting one of the wires with the poison gun should cause it to activate and discharge electricity.
 - **Different patterned activation:** Some of the wires are still while others can be set to have a periodic activation, repeating their pattern over time.
 - **Player tick damage:** If they hit the player, they should do a tick damage on them, applying a constant decrease of health for as long as they are within range of the discharge.
 - **Ant instant kill:** The ants should be very susceptible to electric damage and be instantly killed if they touch the discharge. This should allow the player to consider taking a small amount to lure the ants into taking massive damage.
- ii. **Fans:** These electrical appliances produce gusts of wind that should the player come too close will throw them upwards. Usage of the fans should allow the player to fight the ants from above, dodging their attacks.

They will also be used to block the player from reaching the area's exit and force them to face the boss of the area to disable them.