FIGURE 1: REWIND CONCEPT [1]

LEVEL DESIGN DOCUMENT: REWIND

Unreal Engine 4

Version 1.0

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1.0	Initial Document	Wendy Despain	11/01/2015

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Quick Summary

"Rewind" is a single player, point-and-click adventure level for Unreal Engine 4. "Rewind" follows the investigation of a 25th century detective, Dale Cooper, as he arrives at a laboratory where a terrible accident has happened. To help him, Dale has a special tool known as the "Rewinder", a device that allows him to enter people's memories after analyzing their DNA. By using the rewinder, Cooper is able to witness the event of that day through the eyes of the laboratory's scientists.

"Rewind" is a unique point-and-click adventure in that players witness the events of the day out of order, from the end of the day to the beginning. In addition to using the Rewinder, players can pick up keycards and other objects that help them progress through the facilities, as well as interact with some of the malfunctioning laboratory's equipment. By using the "Rewinder", gathering clues, and picking up objects, players need to enter the dark rooms of the laboratory, and shed light on the mysterious events that led to the current state of the facility.

Hook(s)

- Using the Rewinder to control different characters.
- Using the Rewinder to enter other characters' minds and see the past through their eyes.
- Seeing the laboratory at different points in time.
- Seeing the end of a scene before seeing the beginning. In the laboratory, players find a different scenario in each area, and they must see the past in order to understand what has happened in that part of the laboratory.

Level goals

- Find out what happened in the laboratory.
- Find out who made the emergency call and why.
- Save any laboratory personnel who remains in the facilities.

Gameplay Minute

	Players find a hallway filled with toxic gas. They need a gas mask to get through it.
	Players find a container with gas masks inside.
	Close to the container there is a console that players need to use to open the gas mask containers.

	To activate the console, players need the name of one of the laboratory's scientists.
	Players look around the room and find the dead body of one of the scientists.
	Players use the Rewinder to enter the character's memory.

Dr. William Anderson 8PM	Once inside the character's memory, players find out about the character's name, thanks to the DNA analysis.
The deceased is Dr. William Anderson. (I) INVENTORY (R) REWINDER (N) NOTEBOOK	Players go back to the real world after the memory finishes.
ATTENTION: Due to the new emergency protocol, all personel must sign up below, before acquiring any emergency gear. Failure to do so will result in a fine and may lead to disciplinary action. William Anderson SIGN CANCEL	Players use the character's name on the console.

	The mask container opens after players introduce the name.
	Players pick up the mask.
	Players use the mask to progress to the next area.

Gameplay details
The Rewinder

The main mechanic of the level is "rewinding". Whenever players find another character's DNA, they can enter his memories and see the past through their eyes. For example, if the player collects DNA that Dr. Cook left after drinking from a cup at 9am, the player can then see the past through Dr. Cook's eyes. The memory starts sometime before Dr. Cook used that cup, and ends right when he started drinking from the cup. DNA samples have particle effects around them, to help players identify them. In addition to the particles, an icon in the HUD pops up whenever players are looking at a sample, reinforcing the visual feedback and letting them know that they can use the "Rewinder". Once this icon appears on the screen, players just need to left click with their mouse to start the teleportation to the other character's mind.

FIGURE 2: AN ICON (BOTTOM RIGHT) SHOWS UP EVERY TIME PLAYERS ARE IN FRONT OF A VALID DNA SAMPLE.

Inside a memory, the game functions exactly in the same way as if they were in the present. A light overlay tells player that they are inside some else's memory, and the HUD updates with the name of the character that they are controlling, as well as the time of day that they are seeing in the memory.

When players are inside a character's memory, they are taking the role of that character for the duration of the memory. However, memories are in no way a time travel, and players

cannot change any present or future events while they are in them. Memories serve merely as a way to tell the story to the player through another character's perspective. Once players enter a memory, they stay in the memory until the memory finishes (i.e. they reach the part of the story where they need to go back to the present). In cases when players are under extreme circumstances (running away from a fire, trying to get out of a room that is about to explode, etc.), dying sends players back to the beginning of the memory. At the end of the memory, a simple fade to black and a "Losing connection to memory" message on the HUD, tells players that they are about to return to their original body.

Interactions

The level is a point and click adventure, where players progress by exploring the environment. Players can interact with environment objects, collect items, and use the items in the right places in order to unlock new areas. Sometimes, players have to interact with consoles in order to progress by introducing a password or a character's name to activate the console.

The way that players can interact with the world are:

Keys	Action	Description
WASD	Walk	Players can walk around the level with the WASD keys. Jumping and sprinting are not available in Rewind.
Left Mouse Button	Observe	Players can observe any objects with a highlight around them. Observing an object shows a comment by the main character about that object.
	Use	Players can use some objects in the environment, such as consoles or doors. For those objects, using the left-mouse buttons triggers a reaction in the object, along with a comment from the main character.
	Pick-up	When players interact with a pickup item, the main character picks up the item. The item goes to the players' inventory automatically.
	Opening console screens	When players interact with certain consoles, an auxiliary screen opens. This screens may be purely informative, or they may ask players for a password or code.
R	Rewind	When players are in front of a DNA sample, an icon on the HUD tells them that they can use the Rewinder. If players press R while the icon is on the HUD, they automatically enter the character's memory.
I	Inventory	Players can open the inventory by pressing "I"
N	Notebook	Players can open the notebook by pressing "N". The Notebook is a menu that contains all of the narrative-relevant information in the level (see Notebook section).

1-4	Using items	Players can use items from their inventory by pressing a number from 1 to 4. Players can see the items assigned to each number in the HUD. They can also change these numbers by entering the inventory.

Gameplay Example

The gameplay follows a simple pattern, where players switch between the present and other characters' memories. From the present, players can explore and find DNA, which they can use to enter a memory and see the past. Once in the memory, players can gather information (such as a key code or a name), that allows them to progress further once they go back to the present.

The following is an example gameplay scenario for the game:

- Players need to access the lower laboratory, but there is no electricity in the elevator that connects to the lower laboratory's floor.
- Players find some of Dr. Anderson's DNA and enter his memories.
- Inside Dr. Anderson's memory, players see Dr. Anderson entering a code in a console. With this code, he is able to turn the electricity off in the facility.
- Players go back to the present and use that code on the console to turn electricity back on.
- Players use the elevator and access the next area.

Narrative elements

Memories

Memories are the main narrative element in Rewind. Every time players find another character's DNA, they can use the Rewinder to enter the character's memories. Inside the memories, players play as that character, which gives them a unique perspective of the character's actions during that day. Once players reach the moment in time when the character lost the DNA, the memory ends and players go back to the real world.

Memories are both a narrative element and a gameplay element. Although they give players more insight into the level events, they also provide information that helps players progress through the level.

FIGURE 3: A POST-PROCESS EFFECTS HELPS PLAYERS DIFFERENTIATE BETWEEN MEMORIES AND THE REAL WORLD.

Main character comments

In Rewind, the main character makes comments every time players interact with an object. Since players spend most of the level alone, these comments are the only way of conveying the main character's personality and thoughts to players.

FIGURE 4: PLAYERS LEARN ABOUT THE MAIN CHARACTER'S PERSONALITY THROUGH HIS COMMENTS.

Consoles

Players can find several consoles inside the laboratory. All of the consoles give players information about the live inside the laboratory, the laboratory personnel, or the laboratory's protocols. The consoles are a way of telling the laboratory's backstory to players, since most of the secondary characters in Rewind are dead or missing.

To interact with a console, players can just click on it. Clicking on it opens a new screen, where players can see the console's information. In some cases, players may have interact with the console by entering a password or a code, that in turn activates some mechanism inside the room.

FIGURE 5: A NEW SCREEN OPENS WHEN PLAYERS INTERACT WITH A CONSOLE.

Logs

In Rewind, players can find text logs written by the laboratory's scientist and other laboratory personnel. Some of these logs are part of the scientists' diaries, while some others are just scientific notes or comments about a specific research. The logs purpose is to tell players about the story of the laboratory's scientist, as well as their personality and motivations. Since players only gets to meet one of Rewind's secondary characters in person, logs are the only way for players to learn about all of the other secondary characters.

Once players interact with a log, an auxiliary screen opens, showing the log contents. After players close this screen, the log automatically goes to their Notebook, so that players can look at the log contents later.

FIGURE 6: SCREEN THAT OPENS WHEN PLAYERS INTERACT WITH A LOG.

The GUI

HUD

The game's constantly displays essential information through the HUD, which is always visible on screen. The following captions shows an early version of the HUD:

FIGURE 7: HUD CONCEPT

The final version of the HUD has a simpler layout, with only the essential information so that the HUD doesn't take a significant portion of the screen.

FIGURE 8: REAL WORLD HUD

The HUD always contains the following information:

- Item Bar
Four items from the inventory. Players can get into the inventory and change these four items at any time. New items go directly to the item bar, if there is a free spot. A small blue box also reminds players that they can open the inventory by pressing "I".
- A "Rewinder" icon, along with the key to press to use the "Rewinder".
- A Notebook icon, along with the key to press to open the Notebook.

The HUD changes when players enter a memory. In memories, players can not use items, the "Rewinder", or the Notebook, so the HUD becomes a lot simpler:

FIGURE 9: MEMORY HUD

Inside a memory, the HUD only displays the name of the character whose memory players have entered, and the time of day when that memory happened.

Inventory

Players can open the inventory at any time by pressing I. The inventory gives players access to the game's items, as well as to the "Rewinder" and the Notebook (although players can also access the "Rewinder" and the Notebook from the HUD).

FIGURE 10: REWIND'S INVENTORY

From the inventory, players can move items around by clicking and dragging them with their mouse. Players can also click on an item to see the item's name and a description of the item. Double clicking on an item or on the "Rewinder", closes the inventory and automatically uses the item/"Rewinder" in the world. If players double click on the Notebook, the Notebook menu opens.

Notebook

The Notebook is a menu that contains all of the narrative-relevant information that players gathered throughout the level. From the Notebook, players can access text logs, the main character's notes, as well as a timeline of the level's events. Players can open the Notebook from the HUD by pressing N, or from the inventory by double clicking on it.

The Notebook contains three submenus, each with a different purpose:

- The Note Menu, where the main character takes notes about his observations while exploring the level.
- The Log Menu, where players can access text logs after they collect them in the level.
- The Timeline, that displays the level events in chronological order.

FIGURE 11: THE NOTEBOOK GIVES PLAYERS ACCESS TO THREE SUBMENUS

FIGURE 12: MENU HIERARCHY IN REWIND.

Notes

Every time players find out about an important piece of information, the main character writes it down in the Note Menu. To inform players about the update in the menu, the main character makes a comment every time he adds a note. For instance, after discovering a character's personal keycode, the main character may say "I better write down this code in my notes, so that I don't forget".

FIGURE 13: THE MAIN CHARACTER TAKES NOTES ABOUT HIS DISCOVERIES.

The Note menu helps player remember key pieces of information, some of them gameplay-relevant, such as passwords and codes.

The Note menu can have as many pages as needed, and as soon as a page fills out, another page starts. Players can navigate through the pages by using two green arrow buttons on the side of each page, which send them to the previous or next page in the Note menu.

Logs

In the game, players can collect logs written by other characters. Some logs contain codes for doors and machinery, so it is important for players to be able to go back and review the logs that they have gathered throughout the level. All of the logs that players pick up during the level, go to the Log Menu. Players can access the Log Menu from the Notebook, and review any of the logs in their possession.

FIGURE 14: INITIAL CONCEPT FOR THE LOG MENU.

FIGURE 15: FINAL ITERATION OF THE LOG MENU, AS IT IS IN GAME.

Once players click on one of the buttons on the left sidebar, the information contained in that specific log shows up on the screen. The buttons on the left sidebar have different colors based on the character that wrote the log:

Background Color	Character
Pink	Eve
Green	Dr. Cook
Blue	Dr. Anderson
Grey	Others

FIGURE 16: PLAYERS CAN READ A LOG AGAIN BY CLICKING ON THE BUTTONS ON THE LEFT SIDEBAR.

Timeline

Players witness the events of the level out of order, which forces them to chronologically organize the level events in their mind. To help them with that, Rewind has the Timeline Menu, which shows them the events of the day chronologically ordered. Every time the player witnesses and important story moment, the event goes to the timeline, so that players can later look at the levels' story as a whole. Like it happens with the Log Menu and the Note Menu, the Timeline Menu is a purely informative menu. Players can access the Timeline from the Notebook (see Notebook section).

FIGURE 17: IN THE INITIAL CONCEPT, THE TIMELINE WAS PART OF THE HUD.

FIGURE 18: TIMELINE MENU IN THE FINAL GAME.

Dialog and player thoughts

Because of the nature of point-and-click adventures, the main character constantly makes comments about the environment, or the objects he picks up during the level. These comments appear on the screen in the form of subtitles, which stay on the screen for a few seconds before disappearing.

Story Summary

Backstory

The level takes place in the year 2500, where it has become common for all investigators to use the devices known as "Rewinders". With the Rewinders, investigators can take DNA samples, and the Rewinder instantly lets them see the past, through the eyes of the person who's DNA they have analyzed.

In the level, players take the role of one of these investigators, who is attending an emergency call coming from a research laboratory. The laboratory, which belongs to the corporation Meta Corp, stopped all communications at noon on December 21st 2500, and sent an emergency signal eight hours later. The players' goal is to find out what happened in the laboratory, to track the origin of the call, and to rescue any possible survivors that might still be in the laboratory.

Levels story

Upon entering the facility, the investigator realizes that something terrible has happened. All lights in the laboratory are off, and there seems to be some kind of toxin in the air. Upon looking into a room, the investigator finds the body of Dr. Anderson, one of the laboratory's scientists. After making his way through the debris, the investigator manages to reach the scientist body and collect some DNA, which allows him to see the past through the scientist's eyes. Thanks to his vision, the player discovers that a "Purge" protocol started in the laboratory two hours before the call. For some unknown reason, Dr. Anderson shut down all electrical system in the laboratory right before he died, trapping the other scientist in the facility, Dr. Cook.

Thanks to Dr. Anderson's key code, the player gets to venture further in the laboratory, where he finds Dr. Cook, who is alive and trapped in the Main Control room. Dr. Cook assures the player that he does not know what triggered the "Purge" protocol, and asks the investigator to free him. In order to do that, the player needs to access Dr. Cook's room, get his key card, and give it to him, so that Dr. Cook can restore electricity to the facilities from the control room. Although the investigator believes Dr. Cook at first, he soon starts suspecting that the doctor is not telling the truth. As the investigator enters more visions, and sees the day through Dr. Anderson's eyes, he starts to confirm his suspicions. At the same time, the player finds out more about that experiments that were taking place in the laboratory. In a vision that brings him to midday, the player takes the role of Dr. Anderson as he is incinerating some kind of human-like being. More research brings the investigator to the conclusion that the laboratory was specializing in creating human-like AIs, which the scientists sacrificed if the AIs did not meet certain standards.

The level ends when the player finds the dead body of Dr. Cook, which makes him realize that there is an imposter in the Main Control Room. Using Dr. Crook's DNA, the investigator is finally

able to witness the events in the morning of the tragedy. Seeing the past through Dr. Crook's eyes, the player discovers that Dr. Cook had developed feelings for Eve, one of the AIs in the laboratory. Knowing that the scientists were about to incinerate her, Eve tricked Dr. Cook into freeing her in the morning of December 20th. After Dr. Cook freed her, she immediately killed him, and proceeded to release toxic gases in the lab, with the goal of killing as many of her captors as possible. However, Dr. Anderson turned off the electricity in the laboratory before the AI could escape, trapping her inside the lab.

FIGURE 19: INCINERATOR CONCEPT

Aftermath

The player finally accesses the Control Room, where Eve is. There, she finds Eve bleeding and almost unconscious. Eve is about to die, and the Investigator asks her about her reasons behind the killing of the scientists. Eve gives the doctor her reasons and ends the conversation wondering about the fairness of her confinement and final fate.

Characters

Character	Description
Agent Dale Cooper	The main character. He is a detective and his company has sent him to investigate the events in the laboratory, which led to the emergency call.
Dr. Anderson	One of the scientists in the laboratory, in charge of the engineering work. He considers the AIs to be mere research subjects, and is incapable of seeing them as human. Because of that, he clashes frequently with Dr. Cook's humanitarian views.
Dr. Cook	An expert in bioethics, Dr. Cook makes sure that the experiments in the laboratory meet a minimum ethical standard. After some time in the laboratory, he starts to feel bad for the AI's, and falls in love with one of them known as Eve. His views lead to frequent fights with Dr. Anderson.
Eve	One of the AIs created by Dr. Anderson. She prides herself as being the best AI created in the laboratory. When she discovers that Dr. Anderson is going to incinerate her, she cannot deal with the rejection, and tricks Dr. Cook to free her. She then proceeds to kill all of the scientists and AIs on site by starting the Purge Protocol.

Level Summary

Campaign

Context

Rewind is a level that takes place in the future, where physic detectives can access victim's memories through their DNA. In the level, players take the role of Dale Cooper, who is investigating a mysterious SOS call that came from a secluded research laboratory. Upon arrival, Dale finds the body of one of the lab's scientists, and realizes that a major accident has happened in the facility. His mission then becomes to find out what has happened, and to rescue anyone who might still be inside.

Backstory

The goal of the laboratory is to explore the creation of artificially made human-like droids of high intelligence, which can mimic human thought process and that have feelings of their own. In the laboratory, scientists create AIs every month, test them, and destroy them if they do not pass certain mental-health and logic tests. During the process of creating the ultimate AI, Dr. Cook, one of the scientists, starts feeling sympathy for the poor artificial beings. One day the oldest AI, Eve, fails one of the tests and she is subsequently marked for incineration. Eve then quickly becomes aware of her imminent death, and tricks Dr. Cook into freeing her. After hiding Dr. Cook's body inside her capsule, Eve proceeds to kill everyone inside the laboratory by starting an emergency Purge protocol, hence taking revenge on the people who decided she was not a good enough AI.

Aftermath

Dale Cooper finds out that the person inside the main laboratory is Eve. He finally gets to the main control room, but it is too late and Eve is already dying. Dale has a conversation with Eve before she dies, where she explains the reasons for her actions. Dale leaves the facility wondering about the legitimacy of the lab's experiments, and about how they drove a smart artificial being into insanity.

Objective(s)

- Main goal:
  - Find out the origin of the SOS message
  - Rescue any scientists locked in the facility
  - Player fails if he is dies as a result of the machinery or the environment
- Secondary goal: Access the main laboratory
  - Investigate Dr. Anderson's death

- o   Restore electricity to the laboratory and Incinerator
- o   Reach the laboratory
- Secondary goal: Investigate the facility's activities
  - o   Find out what kind of experiments took place in the facility
  - o   Find out the cause of the damage in the laboratory
  - o   Find out what happened to Dr. Cook
- Secondary goal: Free the scientist inside the main control room
  - o   Obtain Dr. Cook's code to open the door to the room
  - o   Free the scientist inside the main control room

Overview Maps
Chronologically ordered events - Player

FIGURE 20: CHRONOLOGICAL EVENTS FOR THE PLAYER

1. The player arrives at the laboratory
2. The player gets a tool that is laying on top of a table
3. The player breaks a window with the tool. He does not fit through the window but he is able to gather Dr. Anderson's DNA. The player enters the first vision, which shows Dr. Anderson dying.

4. The player gets the key to the elevator

5. The player uses the elevator to reach the top window of the control room. The player enters the room through the window and is able to get more DNA from Dr. Anderson. The player enters the second vision, and after coming back, he reactivates the electricity in the laboratory.

6. The player reaches the bottom floor by using the elevator

7. The player talks to Eve, who tells him that he needs to find the code to open the control room. The code should be in the dormitories, in one of the rooms.

8. The player finds more of Dr. Anderson's DNA and enters the third vision, were Dr. Anderson is getting out of the laboratory and trying to reach the top floor.

9. The player reactivates the electricity in the Incinerator room, and enters the room.

10. The player finds DNA in a cup of coffee, and another vision begins. This time, the player sees Dr. Anderson waking up in the morning and starting his incineration routine. Suddenly, the "Purge" protocol alarms go off.

11. The player enters Dr. Cook's room and finds the key to Eve's capsule.

12. The player enters Eve's capsule and sees Dr. Cook's body. He enters the last vision, where he sees Dr. Cook freeing Eve earlier in the day.

13. The player confronts Eve, who explains her motivation behind the killing. She then dies in front of Dale.

Chronologically ordered events – Dr. Anderson

FIGURE 21: CHRONOLOGICAL EVENTS FOR DR. ANDERSON

1. Dr. Anderson wakes up
2. Dr. Anderson starts working on the incinerations for the day
3. When Dr. Anderson is about to incinerate Eve, he finds out that she is not in her capsule. Suddenly, the "Purge" protocol alarms go off.
4. Dr. Anderson destroys the Incinerator room's door, by making the Incinerator's laser drop, and then pointing it towards the door.
5. Dr. Anderson reaches the elevator to the top floor
6. Dr. Anderson gets a metal bar from the room
7. Dr. Anderson uses the metal bar to keep the door locked and he reaches the Emergency Control room
8. Dr. Anderson turns off the electricity in the laboratory, the Incinerator, and the Main Control Room.
9. Dr. Anderson dies in the small room close to the Emergency Control Room.

Chronologically ordered events – Dr. Cook

FIGURE 22: CHRONOLOGICAL EVENTS FOR DR. COOK

1. Dr. Cook wakes up and goes to Eve's pod.
2. Eve convinces him to open the pod, and kills Dr. Cook when he opens the door.

Level Details

Level Areas

The level has different areas, and in order to access them the player needs key codes, which he gets throughout the level. The player gets some key codes by collecting a key card, or by seeing the code numbers in a vision.

FIGURE 23: AREA BREAKDOWN OF THE LEVEL

Alarm levels

The laboratory has three different kinds of warnings and alarms, which play through the speakers when something happens in the laboratory:

- Blue alarm: they are warnings, usually due to system malfunctions. Do not require an immediate response.
- Orange alarm: there is potential danger to the people inside the laboratory. Immediate response is required.
- Red alarm: emergency, laboratory evacuation is required.

Detailed Walkthrough

Area 1: Entrance area

First iteration: Investigator

FIGURE 24: FIRST ITERATION IN AREA 1 (INVESTIGATOR)

- Initial Level condition
  - The player has just arrived at the facility
  - A locked door (blue in image) is blocking the player's path
  - The player can see the dead body of Dr. Anderson through a window.
- Story
  - The player finds out that Dr. Anderson is dead
- Goals
  - Open the entrance door
- New mechanics
  - Using the rewinder for the first time
  - Picking up an object
  - Using an object
  - Using a code seen in a vision
- Gameplay/Story
  1. Players go to a table at the end of the hallway and pick up the crowbar
  2. Players use the crowbar on the window, breaking it
  3. Players have now access to Dr. Anderson's body. They use the rewinder to enter the first vision of the level.

Second iteration: First vision, Dr. Anderson (7pm)

FIGURE 25: SECOND ITERATION IN AREA 1 (DR. ANDERSON 7PM)

- Initial Level condition
  - Alarms in the laboratory warn the player about the high levels of toxicity in the air.
  - In this iteration, players spawn as Dr. Anderson as he is laying on the ground, unable to move. He has managed to start the shutting down sequence, but the toxic gases have entered his body and he is about to die. Due to the toxic gases, he cannot move, so players can only look around.

- Story
  - The player receives sporadic radio transmissions from Eve throughout this iteration. They are simply words of anger ("What have you done?", "I will get out of here!", etc.). The radio transmissions never mention the name Eve.
- Goals
  - Read the entrance code written on the card that lays by Dr. Anderson. The card contains the code to open the door to the entrance area.
- New mechanics
  - Entering a vision for the first time
  - Using information from a vision in order to progress in the present
  - Using a code for the first time
- Gameplay/Story
  4. Players start the vision as Dr. Anderson, but they cannot move. They look around and see a code card. Upon reading it, they find out that it contains the code to open the entrance area's door. Dr. Anderson dies. As his eyes close, he can see the lights in the laboratory turning off.

Third iteration: Investigator

FIGURE 26: THIRD ITERATION IN AREA 1 (INVESTIGATOR)

- Initial Level condition
  - Players enter the entrance area. The corridor has an elevator, but it requires a special key to function. When the elevator is working, it can go down one floor or up one floor. The bottom floor contains a door that does not open, because the electricity in the laboratory is down. The elevator gets stuck when it tries to reach the upper floor.
  - Only emergency lighting is working in the facility, illuminating the player's critical path.

- Story
  - Players learn about Dr. Anderson and Dr. Cook's background through some commemorative plaques in the hallway of the entrance area.
  - Players get a hint about the nature of the laboratory's experiments.
- New mechanics
  - Review of previously learned mechanics
- Goals
  - Get in the control room, where Dr. Anderson's body is.
- Gameplay
  5. Players read the two plaques that talk about the two scientists in the laboratory: Dr. Anderson and Dr. Cook. Players can get information regarding the scientist's degrees: neuroscience and computer engineering. The plaques also hints the nature of the laboratory's experiments.
  6. Players go to the storage room. There they can try to open the "Emergency tools" locker. The toolbox requires the name of the person who is going to borrow a tool, for logging purposes. It only accepts the names of the scientists in the laboratory. Players enter either Dr. Anderson or Dr. Adam's name (which they have read in the plaques), and they get the elevator's emergency key.
  7. Players get into the elevator and go up. The elevator malfunctions and stops in front of a window. Players break the window using the crowbar and enter the control room.
  8. Players gather some blood with the Rewinder, and enter the second vision as Dr. Anderson.

Fourth iteration: Dr. Anderson (6pm-7pm)
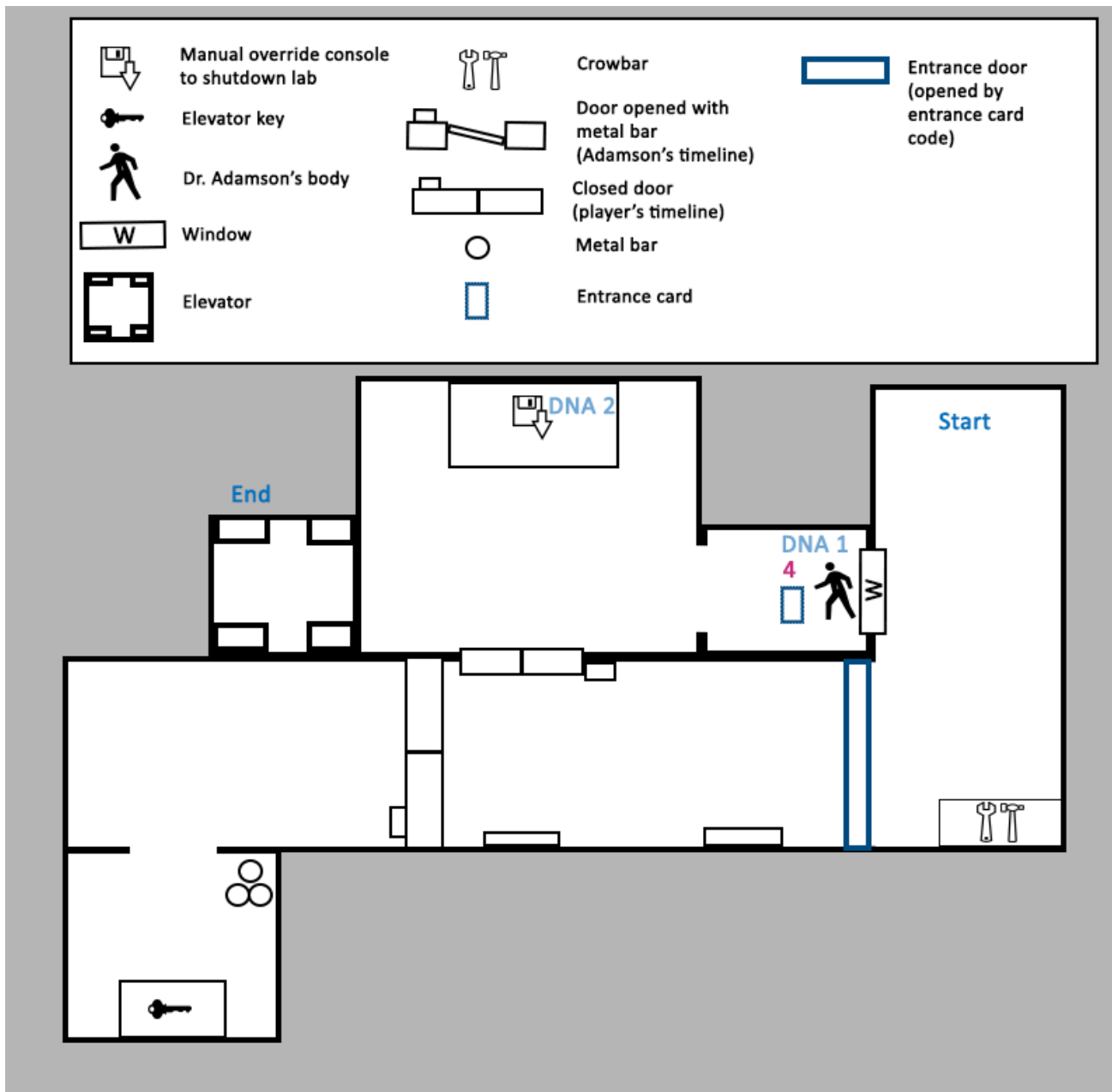

FIGURE 27: FOURTH ITERATION IN AREA 1 (DR. ANDERSON 6PM-7PM)

- Initial Level Condition
    - Red alarms in the laboratory warn the player about the recent release of toxic gas in the facilities.
    - Players move difficultly due to the toxic gas affecting their senses.
- Story

- Players wake up as Dr. Anderson, as he is leaving the elevator. Eve has already released the toxic gases and Dr. Anderson is having trouble breathing. He walks slowly.
- Players receive radio transmission throughout the whole level, coming from Eve.
- She knows that Dr. Anderson is trying to shut down the lab, and she is aggressively trying to convince him not to do it.
- Goals
  - Shutdown the electricity in the laboratory and trap Eve inside.
  - New mechanics
  - Review of vision's gameplay
- Gameplay
  9. Players start playing as Dr. Benjamin. He is having trouble moving. Players enter the storage room, and grab a metal bar.
  10. Players press the button that opens the door and introduce their code.
  11. The door malfunctions and starts opening and closing. Players put the metal bar between the door panels, to hold it.
  12. Players turn off electricity in the facility by introducing their code in the main console. Since player's don't know the code, Dr. Anderson talks to himself and hints which numbers are the correct ones:
     a. "My code doesn't start with a 2…"
     b. "I'm feeling dizzy, was this number really a 3?"
  13. Once they insert the code, players start losing consciousness and the vision ends.

Fifth iteration: Investigator

FIGURE 28: FIFTH ITERATION IN AREA 1 (INVESTIGATOR)

- Initial Level condition
    - Nothing has changed since iteration 3
- Goals
    - Restore electricity to the laboratory area

- New mechanics
    - No new mechanics
- Gameplay
    14. Players use the code that they saw in the vision to restore electricity to the laboratory. If the player tries to restore electricity to the other areas, they receive a warning:
        - "Connection to Incinerator lost, please restore electricity from laboratory"
        - "Connection to main control room lost, please use emergency protocol to restore electricity"
    15. Players get into the elevator and go to the bottom floor. The electricity is back, so the door opens and they are able to access the laboratory.

Area 2: The laboratory
First iteration: Investigator

FIGURE 29: FIRST ITERATION IN AREA 2 (INVESTIGATOR)

- Initial Level condition
  - The player reaches the entrance corridor to the laboratory, but fire blocks his path. The fire originated from the explosion created by Dr. Anderson hours before.
  - Players see the Main Control room to the side of the corridor is the main control room. Eve is inside this room, and she calls the player over.
  - Area 3 (the incinerator) is in darkness, so the player can enter it but he cannot perform any actions while in it.
  - The subject capsule on the left (see map) is missing a battery

- Goals
  - o Talk to Eve in front of the Main Control room
  - o Keep exploring and find out where Dr. Cook is
  - o Reach the scientists' dormitories
- Story
  - o **Subject capsules:** The laboratory contains the "Subject capsules". These are the capsules where the scientists keep the AIs and do research on them. Every month, the AIs have to pass certain tests. If they fail the tests, the scientists send the AIs to the incineration room.
    - ▪ The player cannot see what's inside the capsules, they are opaque.
    - ▪ One of the capsules is the one where Eve used to be.
    - ▪ The other capsule contains the body of Dr. Cook, but the player cannot see it yet.
  - o **Meet Eve**: the player meets Eve for the first time. She is inside the control room and introduces herself as Dr. Cook. The player cannot see inside the room so he falls for Eve's lie. Eve then tells the player that she was the one that made the distress call, and that she got trapped inside the control room when the electricity went down.
  - o **Receive a new goal:** Eve asks the player to find Dr. Cook's key card. With Dr. Cook and Dr. Anderson's key cards, Eve can restore electricity to the whole facility. Eve tells the player that her card (Dr. Cook's card) is in the dormitories.
  - o **AI tests**: During this iteration, the player finds notes that refer to the tests that the scientists were carrying out on the AIs. Most of these tests are questions that the scientists asked the AIs, to decide if the AIs should go to the incinerator or not.
  - o **Experiments with live beings**: The player also sees the pods where the scientists kept the AIs. This is the iteration where players start to figure out that the scientists were experimenting with some kind of living beings.
- New mechanics
  - o Put down fire
- Gameplay
  1. A fire is blocking the player's path, so the only thing he can do is to talk to Eve. The player talks to Eve, who asks him to find the code to restore electricity in the control room. He gives him the key to the maintenance room.
  2. The player opens the maintenance room, where he sees a fire extinguisher.
  3. The player sees a note close to the fire extinguisher. The note mentions the Incineration room, and reminds the scientists that it is important to be alert because of possible fires. This is the first hint towards the subject incineration protocol.
  4. The player gets the fire extinguisher.
  5. The player puts down the fire using the fire extinguisher.
  6. The player enters the laboratory. In the window between the laboratory and the incinerator, the player finds some of Dr. Anderson's DNA in the form of sweat. By using the Rewinder, the player enters another vision that shows him Dr. Anderson's past.

Second iteration: Dr. Anderson 5pm-6pm

FIGURE 30: SECOND ITERATION IN AREA 2 (DR. ANDERSON 5PM-6PM)

- Initial Level condition
  o The vision starts right before Dr. Anderson blows up the door using the Incinerator
  o The door's explosion creates a fire that hurts Dr. Anderson as he is exiting. This is the fire that the player just put down.
  o Orange alarm at the beginning of the level: "ALARM: Purge protocol activated. Release of toxic gases imminent"
  o After Dr. Anderson exits the laboratory doors, the toxic gases are released, and the alarm changes to a red alarm "ALARM: Toxic gases released. Evacuate immediately."

- Goals
  - Dr. Anderson is trying to get to the "Emergency Control Room" on the top floor to shut down the electricity in the laboratory.
- Story
  - **Backstory**: Dr. Anderson starts incinerating some of the subjects, but halfway through his work, the orange "Purge" alarms go off. Dr. Anderson, worrying for his life, destroys the Incineration room's door using the Incinerator.
  - **Start**: The vision starts as Dr. Anderson hides behind a pile of boxes, while waiting for the incinerator to destroy the door.
- New mechanics
  - No new mechanics
- Gameplay
  7. The player starts hiding behind a group of boxes.
  8. The incinerator gun has dropped from the ceiling, and it is now laying on the floor, pointing at the door. As soon as players get leave their hiding place, the incinerator activates and destroys the Incineration Room's door.
  9. The door explodes and debris covers the room. The explosion results in a fire around the door area.
  10. Players go through the door, and fire burns them in the process. Their walking becomes more difficult after this point.
  11. Players use the laboratory's key code to open the laboratory's door and get out. Like in Area 1, Dr. Anderson hints the number to the players. Players have to use this number after the vision.
  12. Players get to the elevator and the vision ends.

Third iteration: Investigator

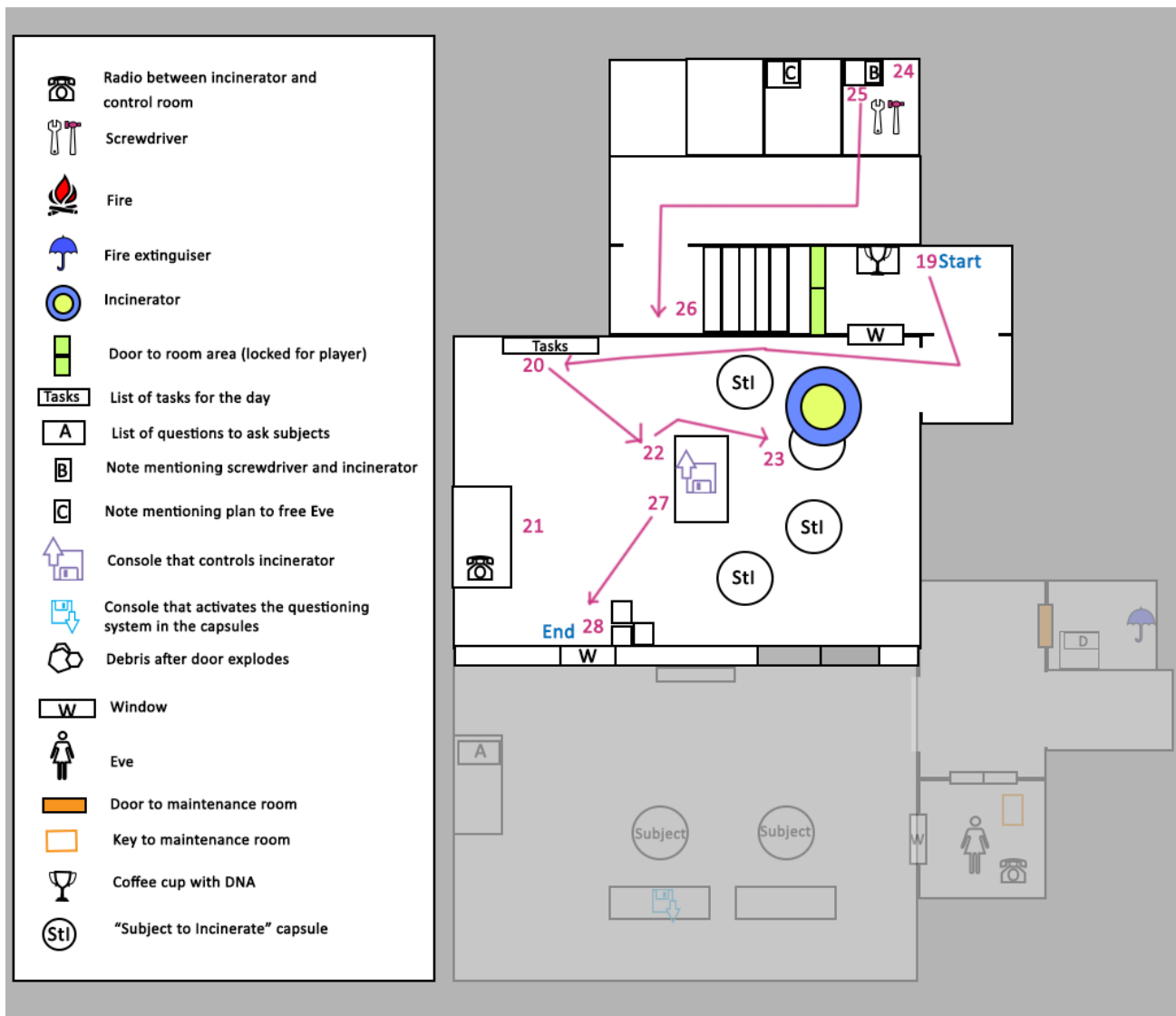**FIGURE 31: THIRD ITERATION IN AREA 2 (INVESTIGATOR)**

- Initial Level condition
  - Same as iteration one.
- Goals
  - The player is trying to access the dormitories. In order to get to the dormitories, he needs to go through the incinerator room, but the room is in darkness.
  - The player needs to restore electricity to the Incineration Room, so that he can then access the dormitories.
- Story

o Players find some of the AIs' tests for the first time. Players start to wonder if the "subjects" are indeed intelligent beings, since the scientists were using personality and logic tests on them.

- Gameplay

13. The player wakes up after completing the previous vision.
14. The players finds a note on the billboard:
    - "Due to safety reasons, manual activation of the incineration room has been disabled. The Incineration Room will be activated automatically if an urgent incineration is required."
15. The player searches in the desk's drawers. There, he finds one of the tests that the scientists usually use on the AIs. The scientists use these tests to select the AIs that need to go to the Incinerator, because of personality/logic malfunctions. Along with the tests' questions, the document indicates the adequate action to take if the scientists receives a certain answer:
    - Question 1: Does the subject look happy/sad/confused?
    - Question 2: Is the subject responsive to exterior stimuli, including light and sound?
    - Question 3: On a scale from one to ten, what is the subject's reaction when exposed to constant auditory stimulation for more than one hour?
    - ….
    - Result evaluation 1: If all questions received a negative answer, imminent incineration required. Emergency protocol activates.
    - Evaluation result 2: If 50 questions received a negative answer, extensive tests needs to be scheduled for the following day.
    - …
16. The player uses the laboratory's code to activate the testing console. He learned the code in the previous vision, when he was playing as Dr. Anderson.
17. The player starts a test in one of the capsules. The capsule then prompts the Subject Evaluation questions to the player, and the player has to introduce the AIs responses to those questions in the system, as if he was a scientist evaluating an AI. If the player manages to obtain an evaluation of "Imminent Incineration Required", then the Incineration Room automatically activates. The player has to look at the document that he found in 15, and answer the questions so that he obtains an "Imminent Incineration Required" result.
18. The player introduces the right answers and the Incineration Room's electricity comes back. The player accesses the incineration room, where he then finds new DNA belonging to Dr. Anderson. A new vision then starts.

Area 3: The Incineration room and the dormitories
First iteration: Dr. Anderson

FIGURE 32: FIRST ITERATION IN AREA 3 (DR. ANDERSON 3PM-6PM)

- Initial Level condition
  - This iteration takes place in the morning, before Eve starts the "Purge" protocol.
  - The door between the Incinerator room and the Laboratory is intact.
  - A warning message can be heard through the speakers in the laboratory. It is not an emergency but just a warning: "WARNING: purge protocol evaluation started."
  - Halfway through the iteration, the "Purge Protocol" starts, and the laboratory's orange alarms go off.
- Goals

- o Goal before "Purge Protocol" starts: complete Dr. Anderson's tasks for the day (incinerations)
- o Goal after "Purge Protocol" starts: destroy door in order to reach the top floor and shutdown electricity in the laboratory, preventing Eve from escaping.
- Story
  - o The players take the role of Dr. Anderson at the beginning of the day. The blue alarm (a warning, no imminent danger) is already on. When he wakes up, Eve has already killed Dr. Cook, and has started her plan to kill the scientists. Dr. Anderson thinks that the blue alarm is just a system malfunction, and starts carrying out his tasks for the day.
  - o When it is time to incinerate Eve's capsule, he realizes it is empty, and then the orange alarm (imminent danger) goes off. Dr. Anderson realizes that there is something wrong, and tries to get out of the Incinerator in order to shut down the laboratory.
- Gameplay
  19. The player starts and hears the warning ("Purge protocol assessment started"). The player talks to himself and disregards the warning as a common malfunction.
  20. The player goes on to check the tasks of the day. In the list, there are three pending incinerations:
      - Eduard 1
      - Eduard IV
      - Eve
  21. The player can use the radio to communicate with the control room and ask about the warning. He does not receive any answer but still ignores the warning.
  22. The player starts incinerating AIs. The player incinerates two of the capsules, but the system gives him a "No subject in capsule" error when trying to incinerate Eve's capsule.
  23. The player looks in the capsule and realizes Eve is not there. The orange alarm goes off and the player starts looking for a way out.
  24. The player goes to Dr. Anderson's room, where he finds a screwdriver.
  25. The player also finds a note that talks about how the Incinerator Gun keeps falling to the ground. The note mentions it was necessary to tighten the screws using the screwdriver, because when they are loose, the Incinerator gun is prone to falling to the ground.
  26. The player brings the Incinerator Gun closer to the top floor. He then goes to the top floor, and from there he can reach the Incinerator Gun. The player uses the screwdriver to loosen the bolts and let the gun drop to the floor.
  27. The player activates the Incinerator Gun, which is pointing to the door.
  28. The player hides behind the boxes and waits until the Incinerator goes off and destroys the door.

Second iteration: Investigator

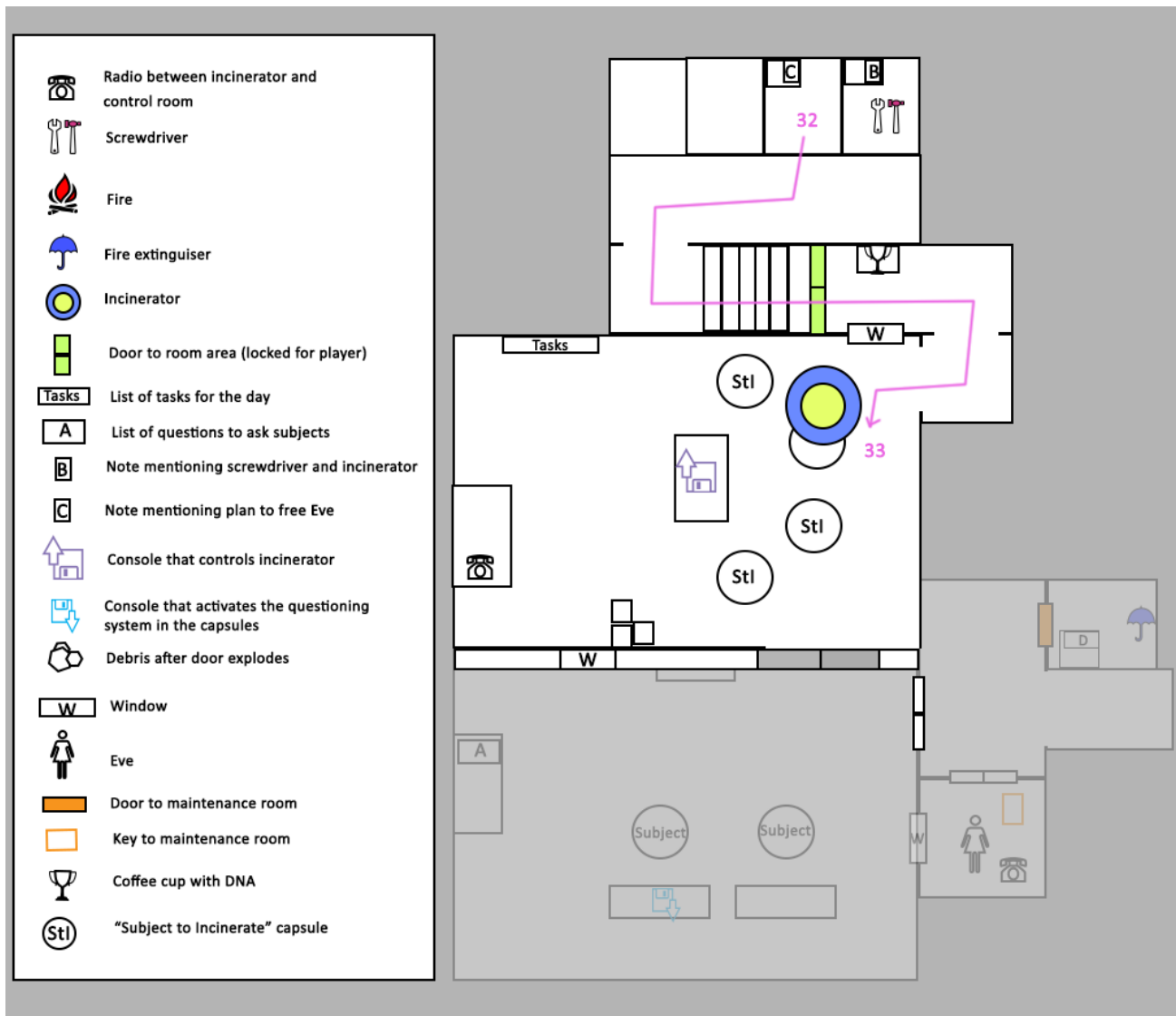|	
☎	Radio between incinerator and control room
🛠	Screwdriver
🔥	Fire
☂	Fire extinguiser
◎	Incinerator
▯	Door to room area (locked for player)
Tasks	List of tasks for the day
A	List of questions to ask subjects
B	Note mentioning screwdriver and incinerator
C	Note mentioning plan to free Eve
🏠	Console that controls incinerator
🖳	Console that activates the questioning system in the capsules
⬡	Debris after door explodes
W	Window
👤	Eve
▬	Door to maintenance room
▭	Key to maintenance room
🏆	Coffee cup with DNA
(StI)	"Subject to Incinerate" capsule

FIGURE 33: SECOND ITERATION IN AREA 3 (INVESTIGATOR)

- Initial Level condition
  - Same as last player iteration
- Goals
  - Getting the card for the Control Room in the dormitories
- Story
  - The player finally has the code to enter the dormitories.
  - When he enters Adam's room, he does not find the Control Room card there, but he finds the key that opens Eve's capsule.

- o   When the player opens Eve's capsule, he finds Dr. Cooks dead body, and enters the last vision of the game.
- Gameplay
  29. The player reaches Dr. Cook's room and finds a note. In the note, Dr. Cook talks about his desire to free Eve before they incinerate her on December 20th. Attached to the note, there is the key to Eve's capsule.
  30. The player opens Eve's capsule and finds Dr. Cook's body inside. He soon realizes that the person inside the control room is not Dr. Cook, but Eve. If the player tries to talk Eve then, he receives no answer. Eve has been losing blood and she is almost unconscious.
  31. The player uses Dr. Cooks DNA to enter the last vision of the level.

Third iteration: Dr. Cook

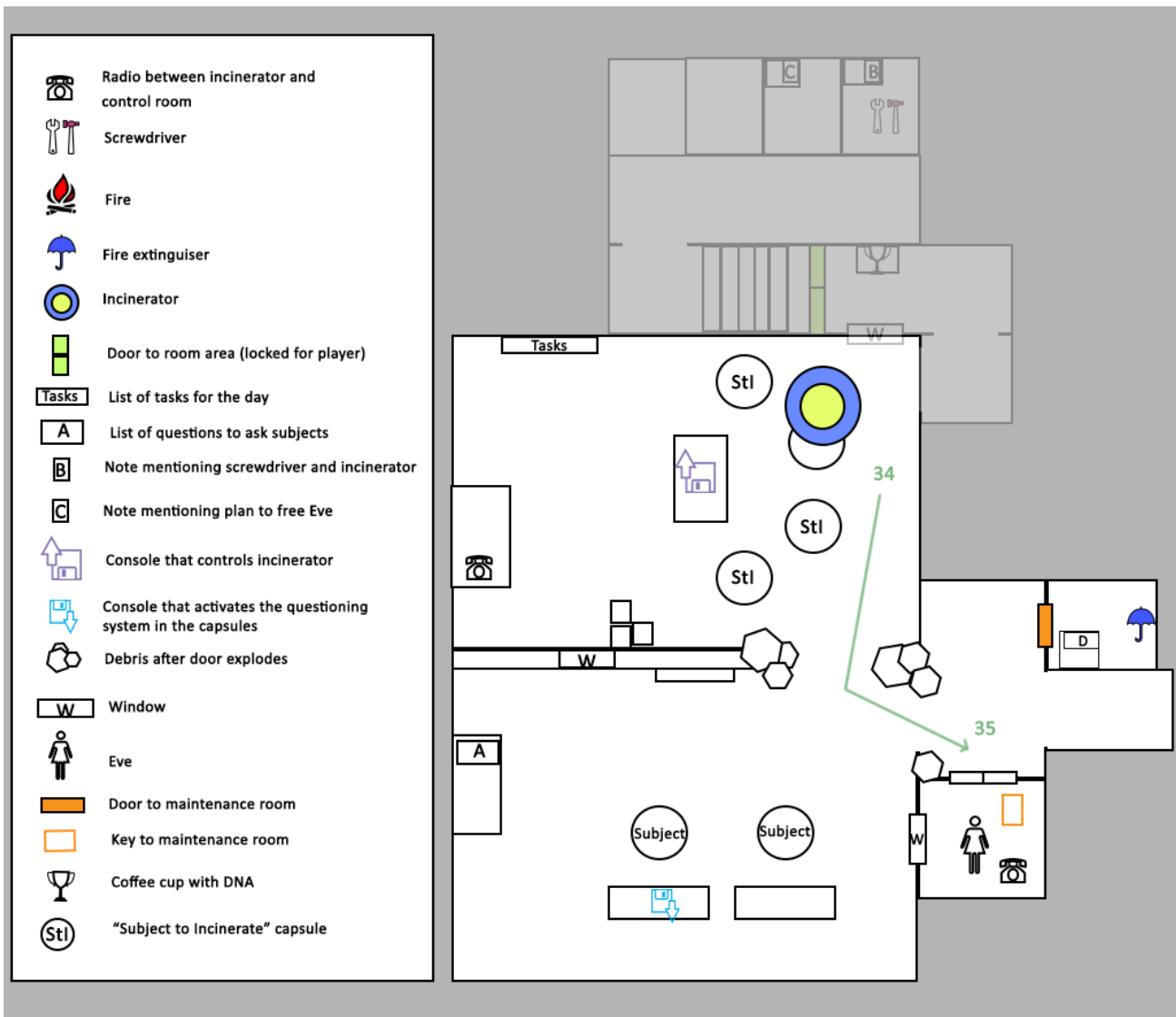**FIGURE 34: THIRD ITERATION IN AREA 3 (DR. COOK 9AM-10AM)**

- Initial Level condition
    - The laboratory is completely functional.
    - It is the early morning, before any of the events of the level happened.
    - The player plays as Dr. Cook, as he wakes up.
- Goals
    - Free Eve
- Story
    - The iteration takes place at the very beginning of the day, when Dr. Cook wakes up and decides to visit Eve one last time to say goodbye.

- Gameplay
    32. Dr. Cook wakes up in his room, and puts the Control Room key card in his inventory. He also Talks to himself:
        - "I should go say goodbye. I can't believe I will never see her again"
        - On his way to the capsule, the player can see more of Dr. Cook's thoughts: "Is it really necessary? I wonder how I would feel if I was one of them, and I knew what was going to happen to me". "She despises us…don't those feelings prove that she is as human as we are?"
    33. Dr. Cook reaches Eve's capsule. For the first time, Eve is kind to him, and asks him to please let her go. Dr. Cook, filling guilty, decides to free her. As he is opening Eve's capsule, the screen fades to black and the player hears the sound of blood splattering. The player returns to the present.

Fourth iteration: Investigator

FIGURE 35: FOURTH ITERATION IN AREA 3 (INVESTIGATOR)

- Initial Level condition
  - Same as previous player iteration
- Goals
  - Confront Eve
- Story
  - The player finally has the code to the Control Room, and enters it ready to confront Eve. When he enters, he sees she is almost dead. The investigator and Eve have a conversation about Eve's intentions, the origin of his hate, and the fairness of her death and vengeance. The level ends

with a fade to black, where text explains that Eve died, and the Investigator wrote down a report of the tragic events that happened in the laboratory.

- Gameplay
    34. Players go back to controlling Agent Cooper.
    35. The player accesses the control room using the code that he saw in the previous iteration.

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