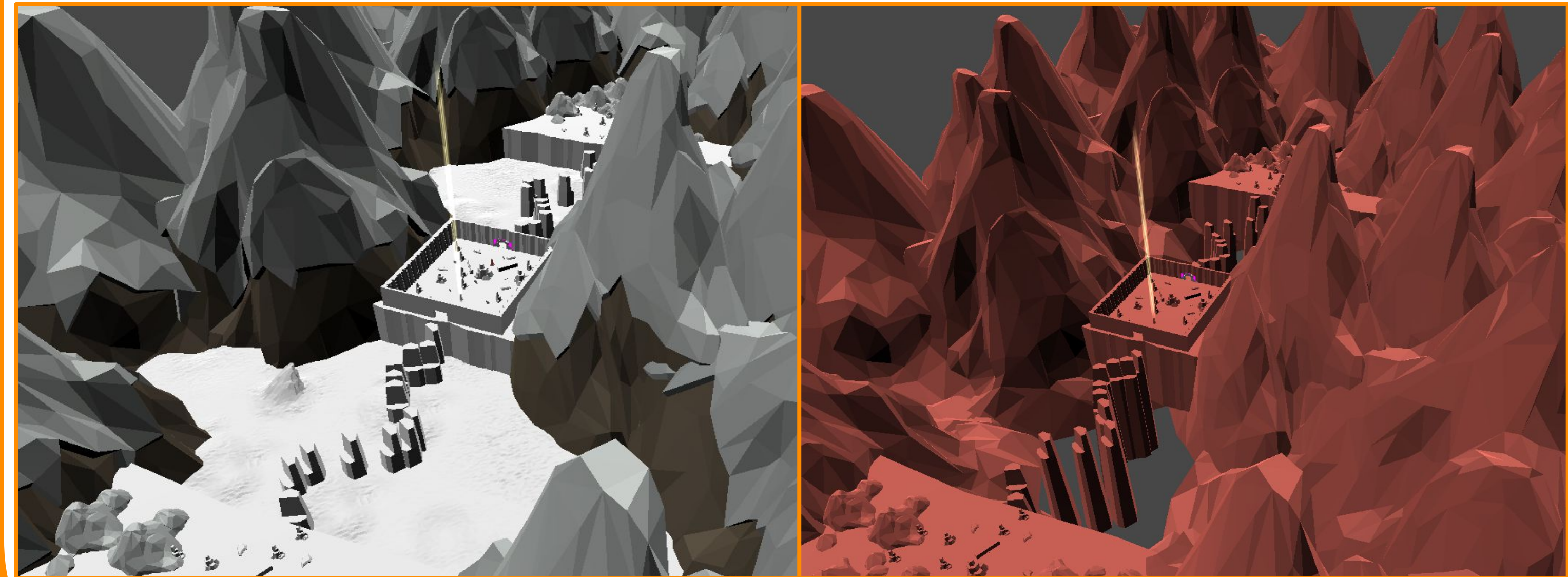


Overview

Travel through the two worlds as you, the player, search for a way out

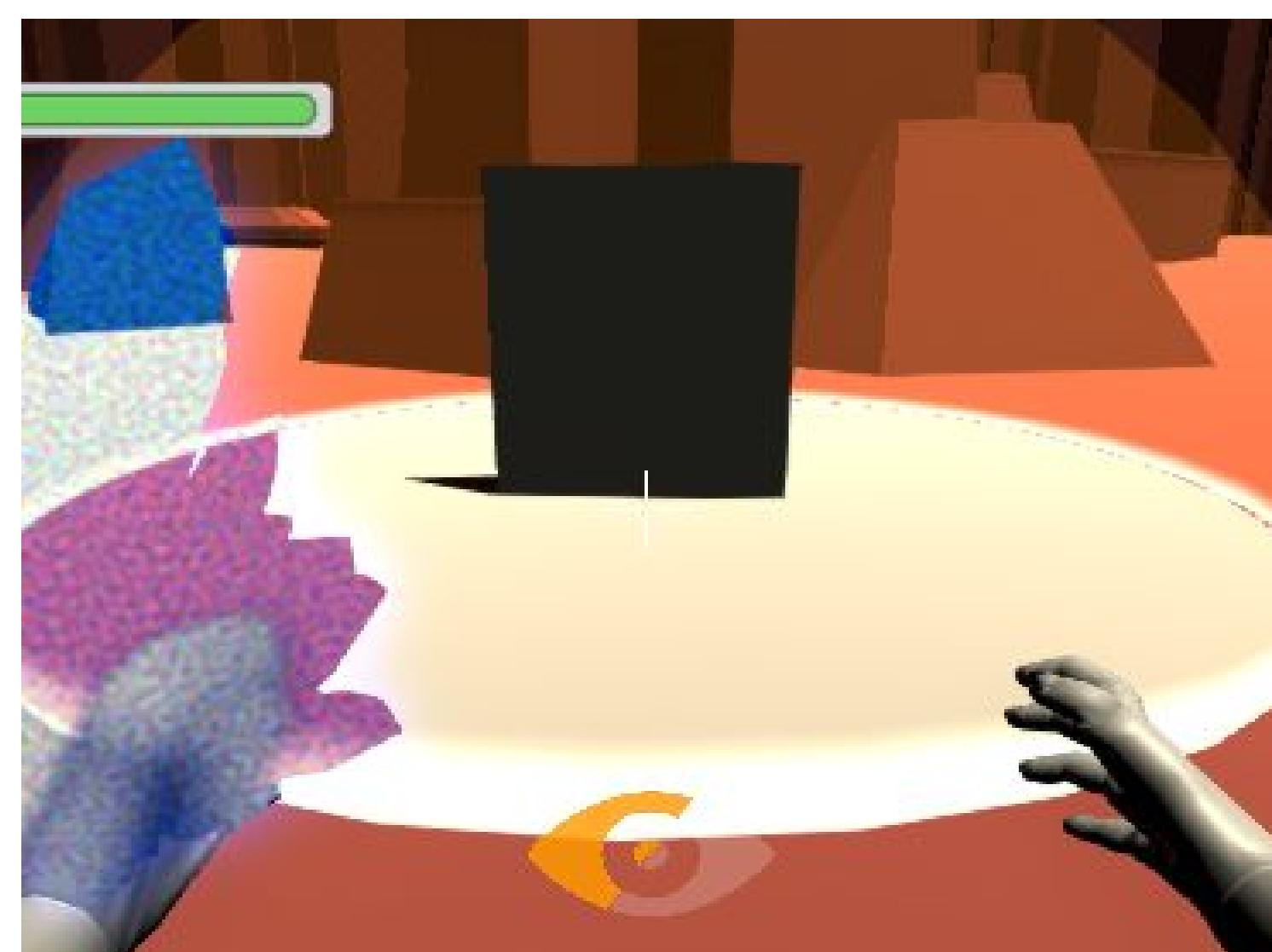
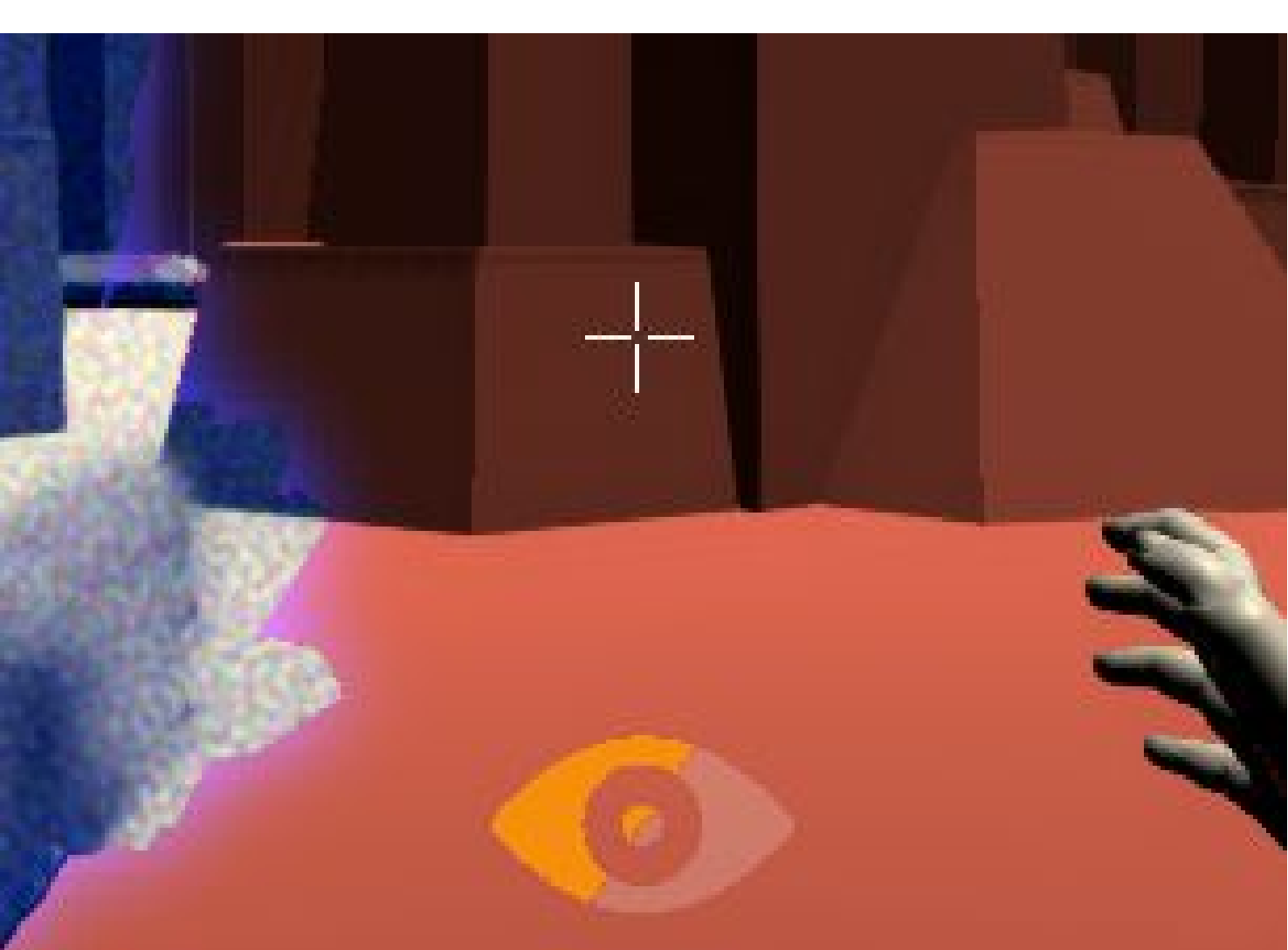


Features

Lens: Allows the player to see the other world

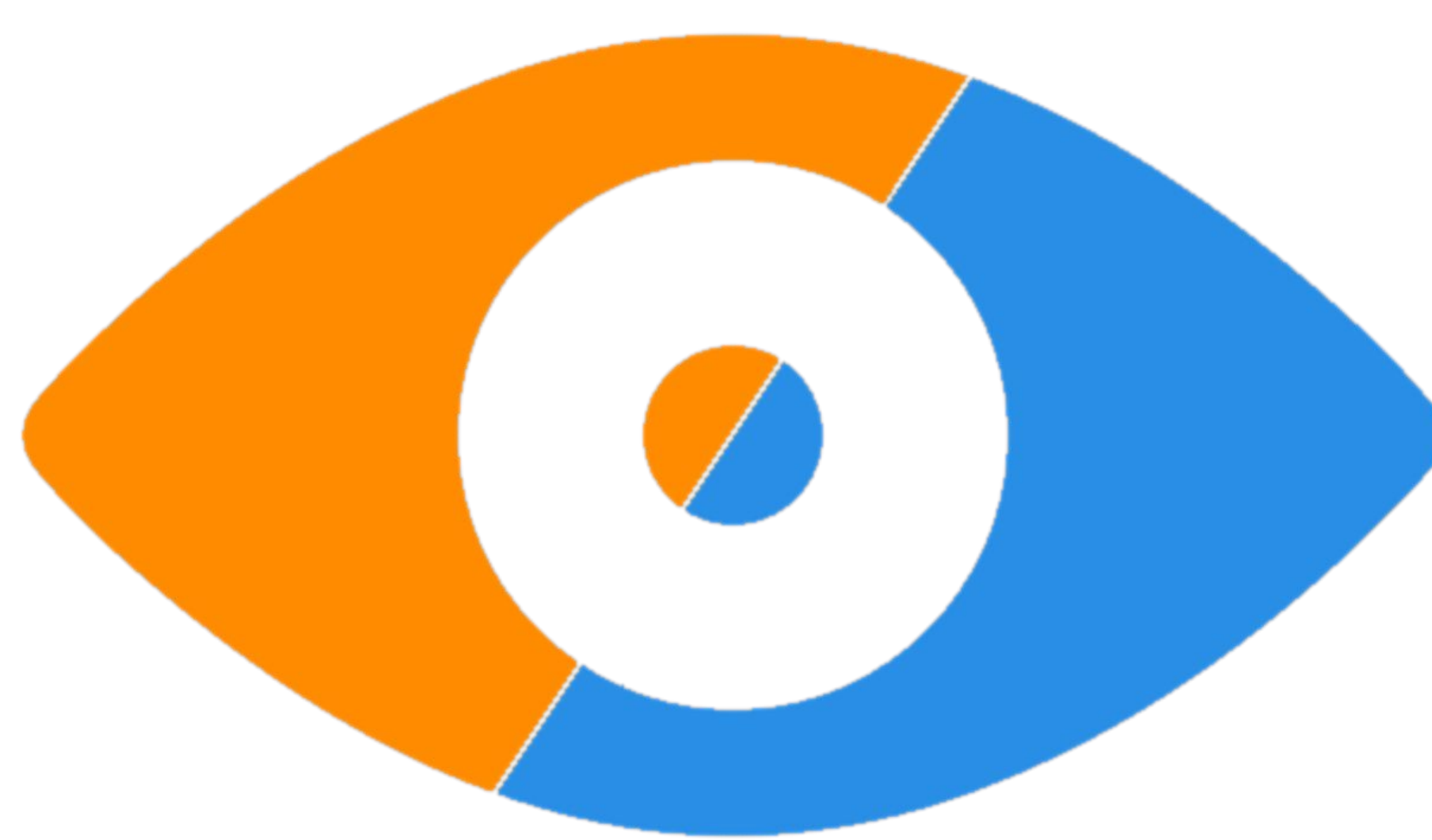
World Switch: Travels between the worlds that the player resides in

Portal: Creates access to the other world and allows the player to transport objects between worlds



Outline

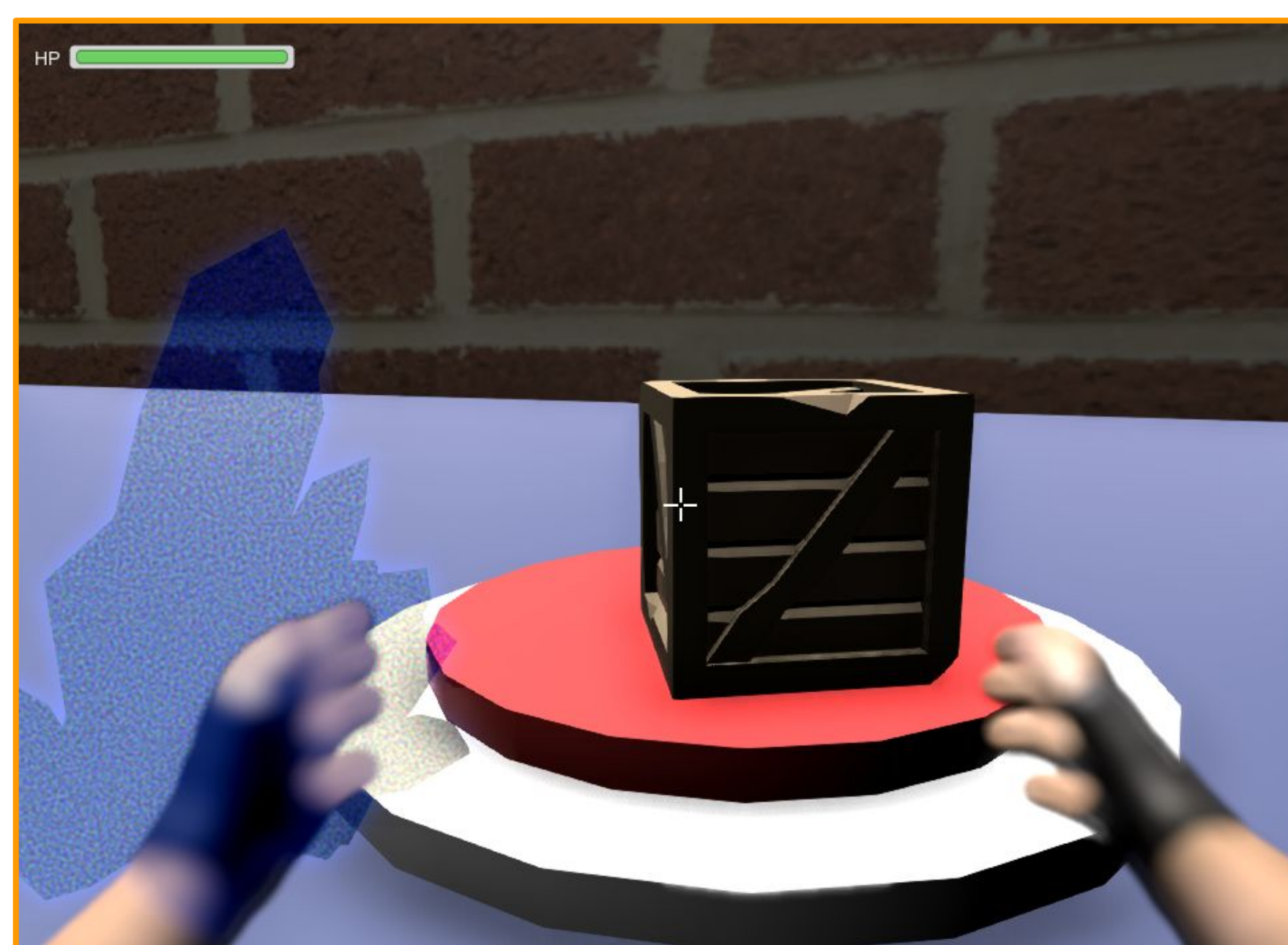
This visual effect notifies the player when the item is transportable or interactable object



Double Vision

Puzzles

A variety of puzzles will block the player's path



Lens

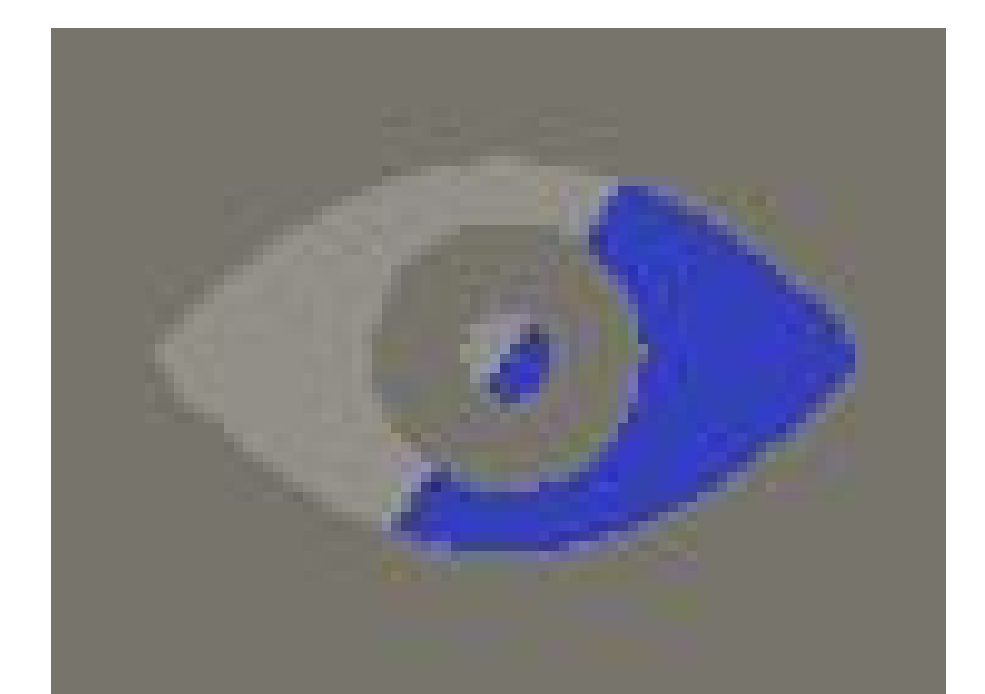
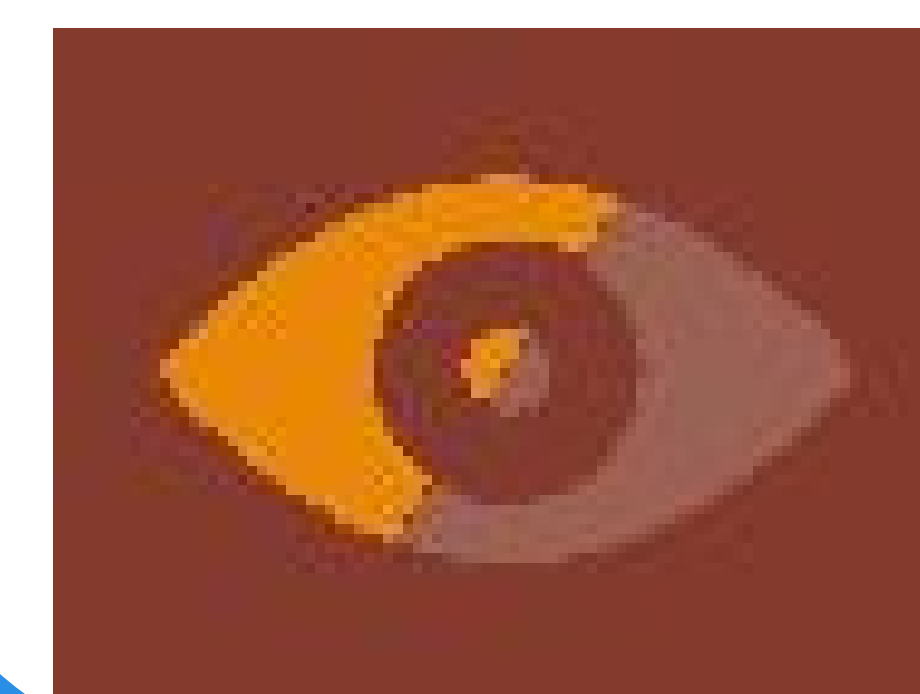
A crystal shaped object displayed on the bottom left of the screen that allows player to observe both worlds at the same time

Controls

WASD	Movement
E	Interact
Mouse	Look
Space	Jump
Mouse Left	Fire Portal
Mouse Right	Toggle Portal
Shift	Run
F	World Switch

HUD

Composed of health bar and Eye Icon
The Eye Icon lets the player know which world the player is inside of by using two colors



Beacon

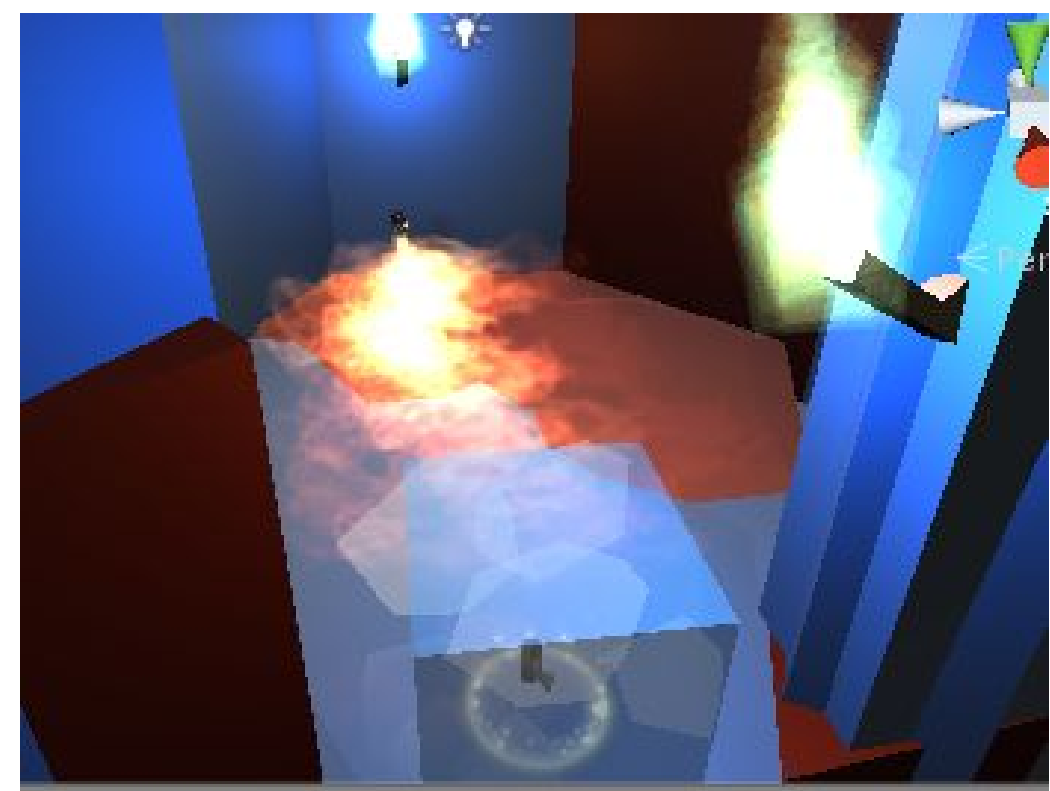
Beam of light for guiding the player



Mechanism

Moving Platforms – move between set points

Flamethrowers- damage the player and melt ice cubes



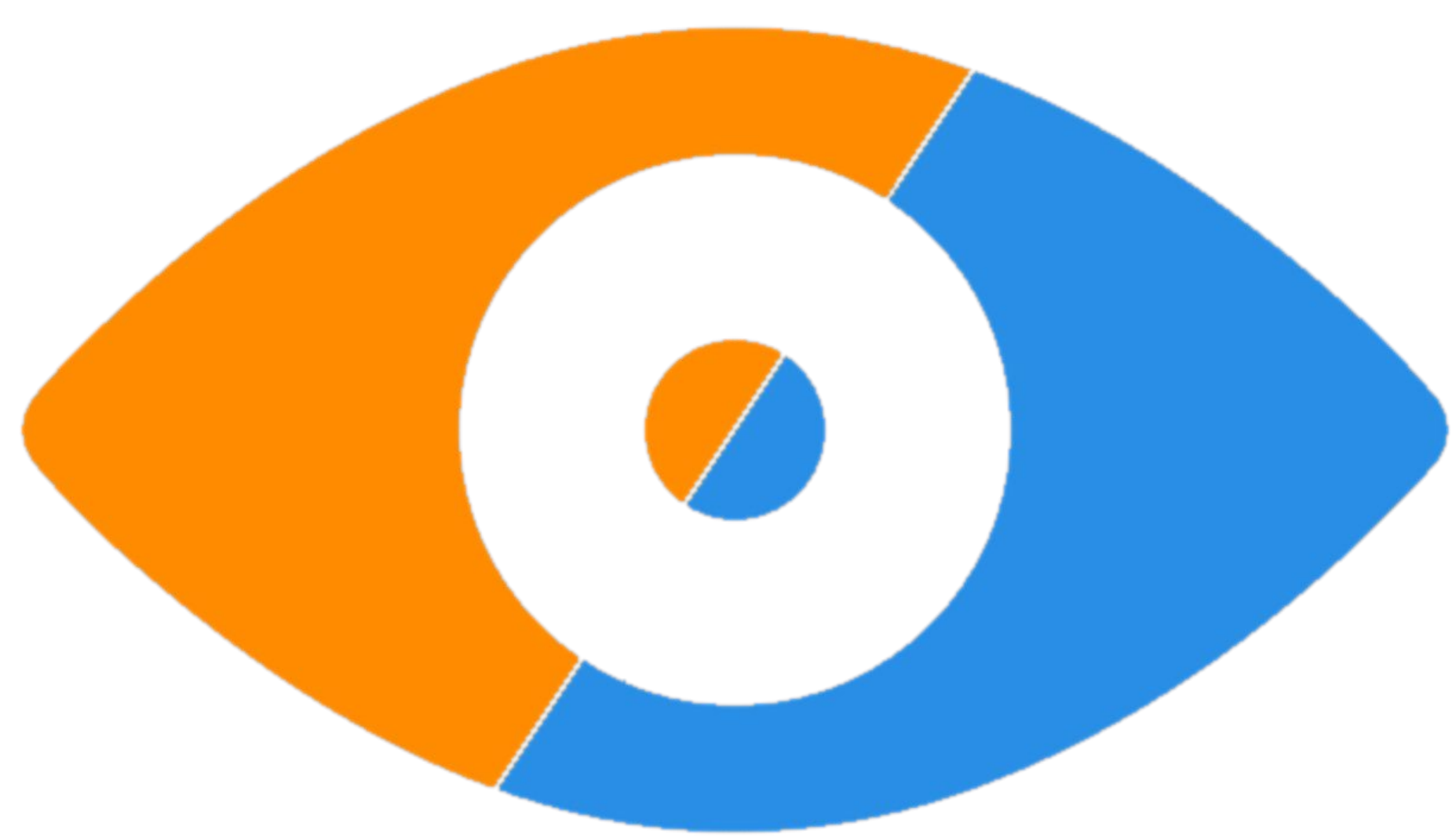
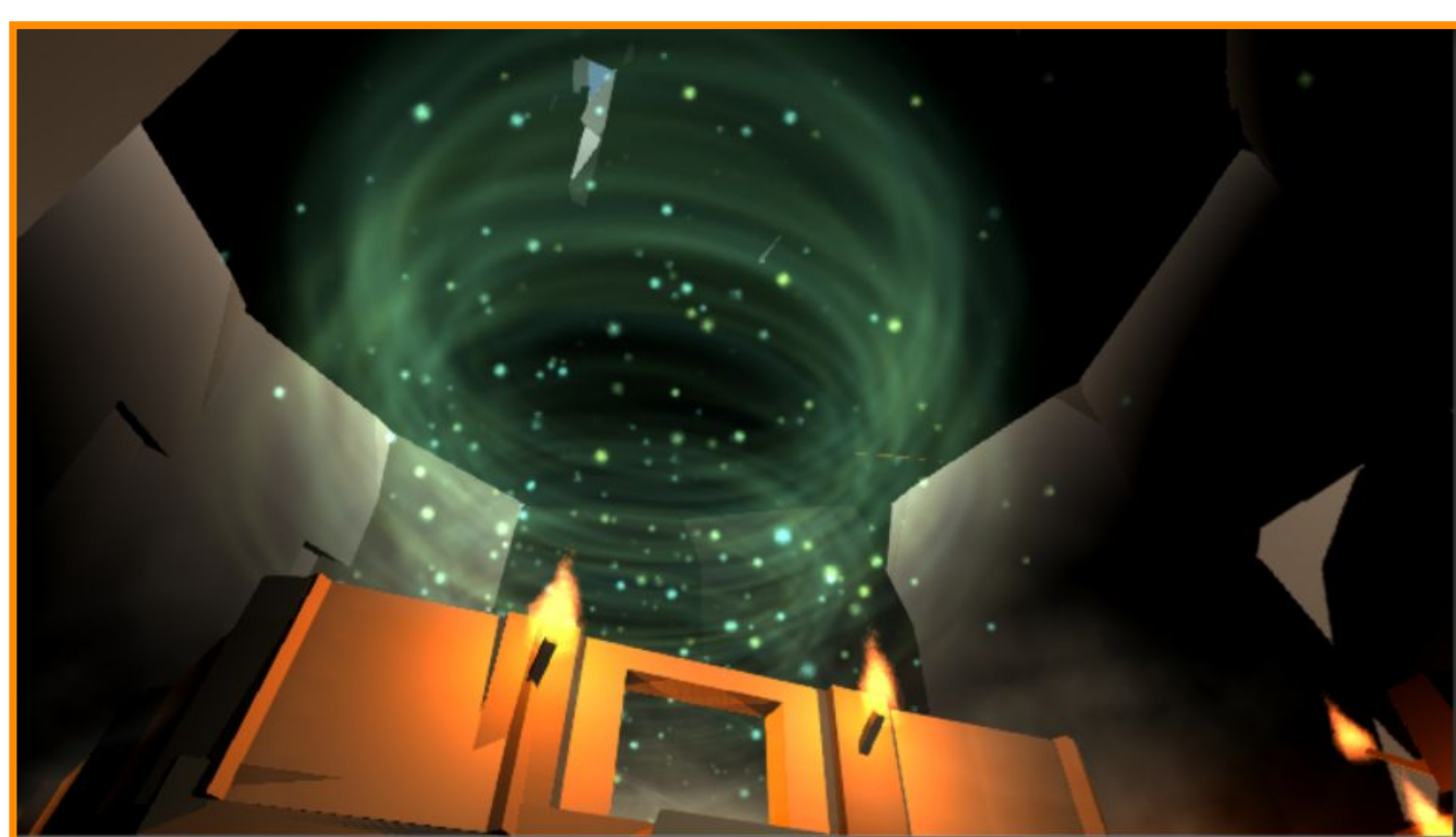
Moveable objects- interactable object the players can pick up

Keys- Necessary pick-up items that unlock doors



Mud- slows the player when traversing through it

Wind Tunnel - pushes the player upward



Double Vision

Enemy AI

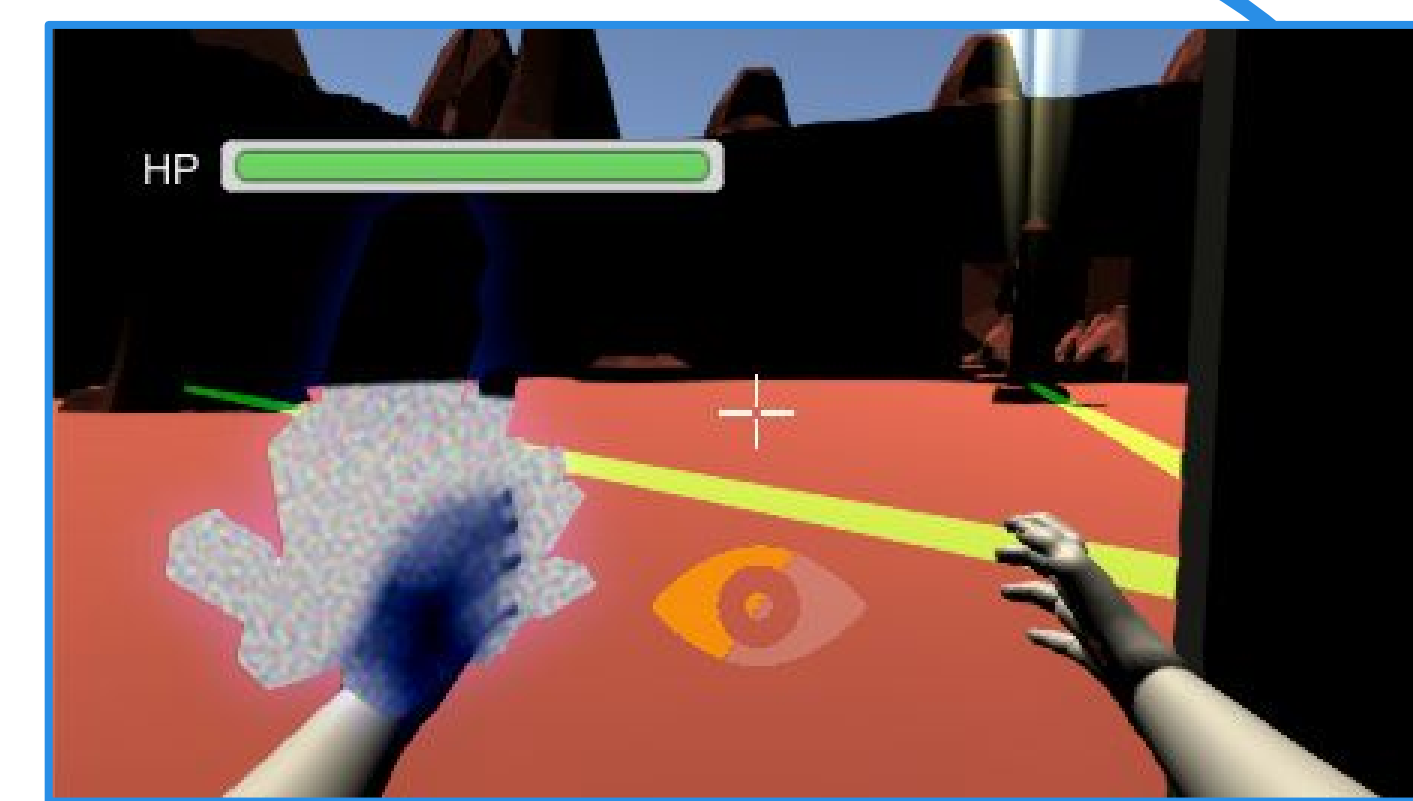
Once the enemy sees the player, it will start charging at the player



The enemy AI can only be killed by baiting it into ramming certain blocks

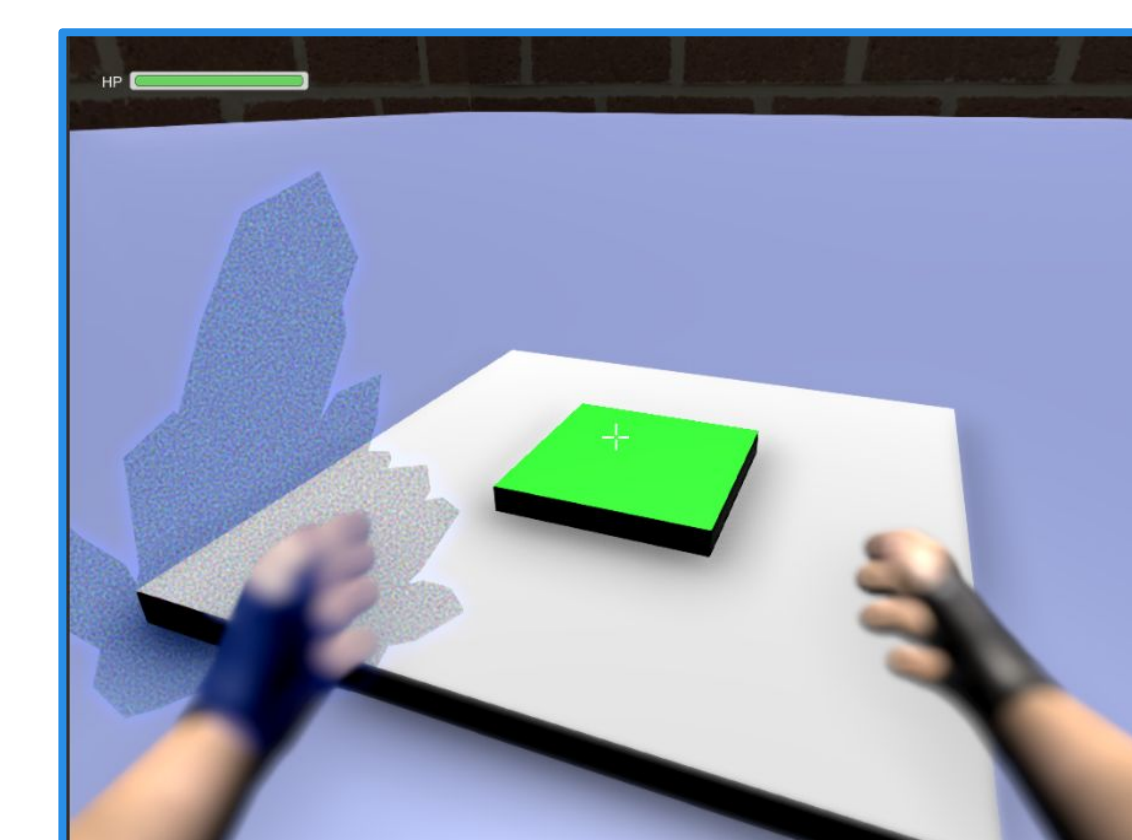
Puzzles

Laser Puzzle: The player needs to rotate mirrors and reflect lasers to hit the end point trigger



Slingshot Puzzle: The player needs to use a slingshot to aim and hit a target

Buttons/Levers: The player will interact with buttons/levers to trigger different events



Ice Cube: Block of ice that hinders the player, can interact with a flame thrower

Portal Effect

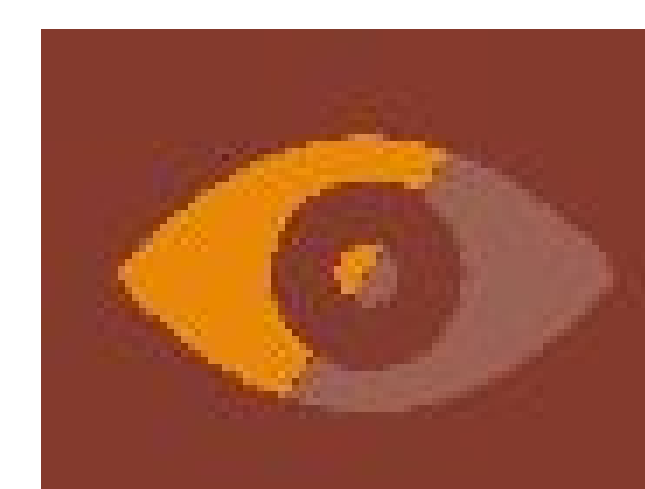
Swaps the substance inside a sphere area and allows some objects to be transported to the world



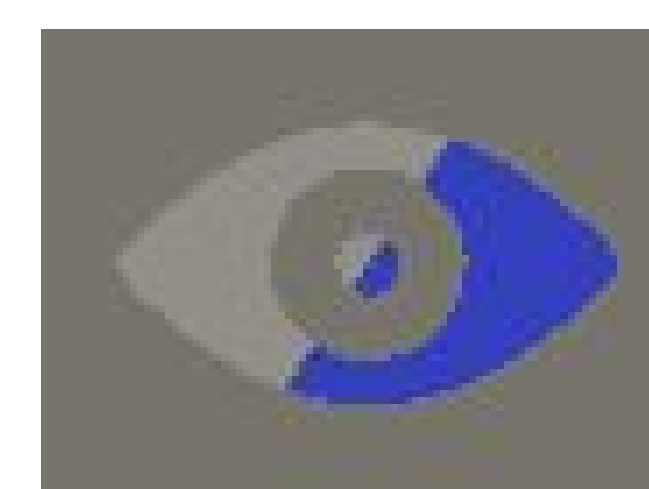
Cut Scene

Used to guide the player by displaying the changes in the environment that is not directly in the player's view

Activated when the player interacts with certain triggers to show cause and effect



Two Worlds



The illusion of two worlds is implemented through the use of two layers and two cameras

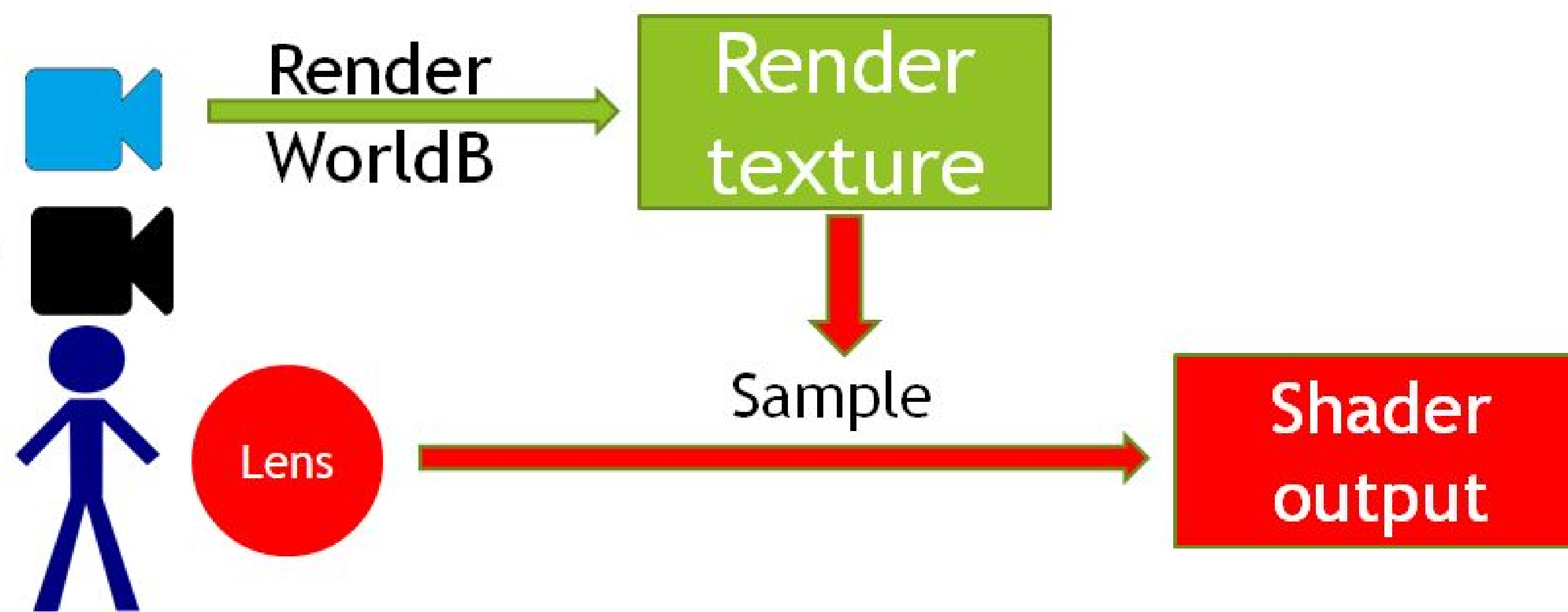
Each camera will display their respective layer/world

The player can switch between two cameras to show one of the two worlds

Checkpoints

Saves the player's progress automatically at given locations

CameraB: Idle
CameraA: Active



Lens Effect

Renders the image of the other world to the crystal shaped object on the screen

Developers :

Shicheng Chu, Eric Lin, Chenhui Pan, Vincent Sun, Yifei Zhao

