

Plan-It Express

Between Doors

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Map Design

(See TerrainMap in maps section for general map of the world)

The game takes place on an old farm property with various structures dating back several generations. The map can be divided into 5 sections, each with distinguishing physical features and seasons.

- Northwest
 - Autumn
 - Forest
 - Trees thin as they spread towards the middle of the map
 - Contains low stacked stone walls and half a foundation of an old stone building
 - Large equipment garage is located in the edge of the forest
- Northeast
 - Spring
 - Barn and barnyard
 - Barnyard is muddy and devoid of animals, surrounded by a fence
 - Fence runs west and south and intersects with part of the forest
- Southwest
 - Summer
 - Grass field and old stone foundation
 - Field has tall, yellowing grass and patches of brush
 - Focal point is the ruined foundation of an old structure
- Southeast
 - Winter
 - Hill and frozen pond
 - Pond surrounded by tall, dead bulrushes
 - Ice is cleared of snow
 - Terrain slopes down towards the pond

- Centre
 - Farmhouse and garage
 - Farmhouse is surrounded by a green lawn and a handful of large maple trees
 - Maple trees deliberately spread down the driveway out to the south
 - Area around house is elevated

Building Architecture

(See HouseLayout and OtherLayout in maps section for detailed layout of buildings)

House

- Century home, made of grey stone
- Wood trim was once painted white
- Addition on the back of the house connects it to an old garage made of similar stone
- Interior
 - Dark, lots of wood furnishings and accents
 - Various pieces of antique furniture and decorations
 - Attic is tall, enough room to stand



Figure 2. A quick sketch of the exterior of the farmhouse.

Garage (GarageA)

- Dark grey wood and rusted roof
- Wooden beams hold up ceiling

- Dirt floor

Equipment Garage (GarageB)

- Large steel Quonset hut
- Small square windows on front and back
- Gravel floor



Figure 2. A photo of a stereotypical, old Quonset hut similar to as described in the game. Taken from: chipmillard, 2010. *Quonset Hut in Snow Camp North Carolina*. [Photograph]. Retrieved from <https://chipmillard.wordpress.com/2010/11/07/quonset-hut-in-snow-camp-north-carolina/>

Barn

- Large main building is fairly new (circa 1970) and made of wood
- Barn contains various stalls/pens
- Smaller hay room on south side, much older, made of similar wood as garage
- Chicken coop on north side

General Mood

- The mood of the game changes over time
- The general atmosphere of the first half of the game is dark, sombre and sinister.
- The general atmosphere for the second half is gloomy yet hopeful.

Level Pacing

Each level is triggered in various areas of the map, causing the player to enter an instance of that area. The player must experience the map to find the location of the next level, and to uncover scattered memory fragments. Having the opportunity to be between doors balances the pace between stressful situations with explicit goals and a more relaxed and explorative atmosphere.

When each level ends successfully, the player is placed in the general area of the map they were just in. If a level ends badly and is exited, the player is placed in front of the door they just entered for that level.

Visual Impact

The game's colour pallet starts out as unsaturated and dark with a red filter, which gradually lightens and becomes more saturated up until after the fifth level. From level 5 to ten, more colour and brightness is re-instated until the scene is oversaturated, bright and colourful.

The environment's realism will be contrasted by surreal elements, such as suspended snowflakes and leaves. Areas of the map will be associated with various moments in time, seen visually by a change of season. The disrepair and darkness of the buildings on the property will appear intimidating when put alongside the rest of the environment, causing gradual graphical changes to be even more powerful.

Levels

(see LevelAreas for level locations; see IndoorMaps for levels inside buildings in maps section)

Level 1- Front Door

Triggered when the player enters the front door of the house for the first time

Themes: rebirth, initiation

- Overview
 - o To start his journey into himself, he must retrieve his first memory
 - o Player must search the house, following the noise of a lullaby
 - o Eventually leads to the attic where a blanket sits at the end of the room
- Location/Visuals
 - o Interior of house dusty, dilapidated
 - o No furniture except for a few blank pictures on walls
 - o Numerous boxes piled as if someone was moving in
- Level Layout
 - o All rooms of the house not blocked by closed doors are available to the player
 - o Attic access can be opened
 - o Stacked boxes that constrain movement
 - o Faceless people face the walls in the corners of the house
- Loss Conditions
 - o Exiting through the front door
- Victory Conditions
 - o Lullaby successfully followed into attic
 - o Player interacts with the blanket.

- Cinematics/Dialogue
 - o Interacting with the blanket triggers cinematic
 - Flashes of a crib, a teddy bear, a blanket with a woman singing a lullaby
 - Shot of outside of house, two faceless adults and a small boy appear on the front porch

- Consequences of completion
 - o Level 2 door open
 - o GarageA open
 - o House front door open
 - House basically furnished, pictures on walls remain blank
 - o Attic open
 - o Fragments available
 - Old Teddy Bear
 - Fishing pole
 - Toy truck
 - Fridge drawings
 - Baby shoes
 - Rocking horse
 - Rubber boots
 - Old cans
 - Father's tools
 - Joe's Collar
 - Birdhouse
 - Swing set
 - Red Scarf

Level 2- Forest Door

- o Triggered when player enters forest door
- Themes: fear of dark, unknown, vulnerability

- Overview
 - o Player is in the forest playing at sunset, darkness comes
 - o Faceless people converge on the player, player must run and dodge to escape them
 - o When edge of the forest is reached, player is safe.

- Location/Visuals
 - o Door located in the ruined frame of an old stone building
 - o Crumbling stone walls surround the player on three sides
 - o Forest is dark and desolate

- Level Layout
 - o Large section of the forest funnels southeast
 - o Faceless people and walls of light constrain player movement

- Loss Conditions
 - o Exiting through the level door
 - o Player touches any faceless person or wall of light

- Victory Conditions
 - o The player escapes the forest unharmed

- Cinematics/Dialogue
 - o Cinematic of player playing with truck, camera tilts up, sun starts setting rapidly

- Consequences
 - o Level 3 door open

Level 3- Bicycle Door

- o Triggered at the door near the end of the driveway
- Themes: fear of failure, intimidation, tough love

- Overview
 - o Player must learn to ride a bicycle
 - o Father egging you on
 - o Balancing the bike is key, must continue to ride it up the driveway to the house
- Location/Visuals
 - o End of driveway looks onto the house looming out of the fog
 - o Dense fog clouds vision up to a few metres
- Level Layout
 - o Long, narrow section of map starting at end of the driveway extends north past the house to the garage
 - o Bike and father at southern end
 - o Mother at northern end
 - o Player movement east/west constrained by walls of light
- Loss Conditions
 - o The player is unable to balance the bike and falls off
 - o The player gets off the bike
 - o The player exits through the level door
 - o Player hits light wall
- Victory Conditions
 - o Player successfully rides the bike past designated finishing area near the garage
- Cinematics/Dialogue
 - o Father cinematic
 - He's holding the bike, training wheels discarded
 - Comments on how you haven't learned to ride a real bike yet, says it's time for you to stop being scared of falling
 - States facing fears will make you a man
 - o Mother dialogue
 - She is proud of you

- Consequences of Completion
 - o Level 4 door is open

Level 4- Hiding Door

- o Triggered when player enters master bedroom upstairs in house
- Themes: fear, violence, vulnerability, distress
- Overview
 - o Parents are fighting, father is especially violent
 - o Father sees you, in violent rage he attacks and chases you
 - o Player must run out of the house away from him into hiding place in the barn's hay room
- Location/Visuals
 - o Parents room is dimly lit
 - o Barn is dark, faceless people emerging from shadows
- Level Layout
 - o 2nd floor and original part of 1st floor accessible, kitchen blocked by faceless people
 - o Only option for escape is out of the front door
 - o Around the house available, walls of light keep player on track to barn
 - o Once driveway is cleared, father slows but still follows
 - o Faceless people in the barn force the player into the hay room, into the hideout
- Loss Conditions
 - o Player exits level
 - o Player runs into faceless people or wall of light
 - o Player's father catches him
- Victory Conditions
 - o The hay room is reached and the player hides from father

- Cinematics/Dialogue
 - Cinematic of parents fighting and associated dialogue
 - Father's insults directed towards player
 - Cinematic of player hiding and fear when father enters

- Consequences of Completion
 - Exit Door open
 - Master bedroom open
 - Barn open
 - Hay room open
 - Chicken coop open
 - Barnyard open
 - Fragments available
 - Horse Feeder
 - Chicken Eggs
 - Book and Flashlight

Level 5- Exit Door

- Triggered at door to trophy room
- Themes: catharsis, sadness, courage

- Overview
 - Player decides to leave abusive household, tells father
 - Player exits house, must persevere and keep moving although faceless people try to stop you
 - Car is taken, player drives away

- Location/Visuals
 - Trophy room is stuffy, a lot of red hues
 - Fire place lit, illuminating pelts and mounted heads on the walls
 - Several rifles hung on the walls

- Garage B full of rusted out vehicle parts, dimly lit
- Level Layout
 - First floor of house is available to player, 2nd floor blocked by people
 - Exit through side door (nearest trophy room)
 - Large crowd of faceless people converge towards player, funneling him towards GarageB
 - Wall of light behind the player forces them forward
- Loss Conditions
 - Player chooses not to talk to father about leaving (dialogue choice), or chooses to pour him a drink when asked (dialogue choice)
 - Wall of light is hit
 - Player stops fighting through people by standing still for a length of time
- Victory Conditions
 - Player reaches equipment barn and interacts with car
- Cinematics/Dialogue
 - Conversation with father
 - He expresses disdain at your presence
 - Asks you to pour him a drink
 - Say yes: gets drunk , if you choose to say you want to leave, he doesn't let you
 - Say no: he allows you to leave if you choose to say you want to
 - He asks what you want
 - Say you want to leave (level continues)
 - Say nothing (exits level)
 - Cinematic of driving off property
 - In rear-view mirror, father runs out of house, falls to his knees
- Consequences of Completion
 - Player placed on lawn where they were put at the start of the game, triggering

audio (see Level Transition)

- Level 6 door open
- GarageB open
- Trophy room open
- Fragments
 - Tractor Keys
 - Grease Rag
 - Bottle of Jack

Level Transition

- After level five is the turning point in the game. The environment appears significantly brighter, and the player begins the second part of their life in the house.
- Once the player is placed in the starting position, dialogue from the player's wife:
 - "Are you sure about this? I know you have some bad memories of this place. There's nothing wrong with raising a child in the city..."
- This expresses that the player is choosing to return to the house to start a family.

Level 6- New Beginnings Door

- Triggered at side door of house
- Themes: rebirth, excitement, happiness, hope
- Overview
 - The player enters the house and the phone rings- the player's wife states she is having a baby today
 - Player must collect all items on the list on the fridge within the time limit

- Location/Visuals
 - o House appears less sinister, not many cracks or tears in the walls
 - o Corners aren't as dark and intimidating
- Level Layout
 - o All areas of the house are open, except for Grayson's room
 - o Order of retrieval doesn't matter
 - o Objects and locations:
 - Camera: in living room on coffee table
 - Pyjamas: in master bedroom closet
 - Toothbrush: in bathroom near kitchen
 - Pillow: in master bedroom on bed
 - Pacifier: in dining room on cabinet
 - Car keys: on kitchen counter
- Loss Conditions
 - o Player leaves level without all the items
 - o Player doesn't get all items within time limit
- Victory Conditions
 - o Player retrieves all five items within the time limit, including car keys, and exits the house.
- Cinematics/Dialogue
 - o Dialogue from wife over phone, stating to get list on fridge and bring items as soon as you can
 - o Audio upon level completion, confirming you have a son
 - o Cinematic of bringing son home
- Consequences of Completion
 - o All previous fragments gathered associated with Grayson given new definitions
 - o Level 7 door open

Level 7- Backyard Door

- Triggered at door in backyard
- Themes: fear, helplessness, worry, love
- Overview
 - Player walks out to backyard to get Grayson at sunset, finds he is missing
 - Grayson wandered into the woods, player must find him by following sound of laughter
 - Faceless people walk slowly towards Grayson who is near the Forest Door, as the player gets closer they see more faceless people walking in that direction.
 - Faceless people cannot hurt Grayson, but can hurt the player once they pick Grayson up.
 - Once player reaches him, he must carry him back to the door area.
- Location/Visuals
 - Backyard has children's toys with peeling paint
 - Forest mostly trees, occasionally one may happen across a crumbling stone wall
- Level Layout
 - Area behind house into the woods
 - Walls of light funnel player into cover of woods
 - Entirety of woods available for exploration
- Loss Conditions
 - Player leaves forest
 - Player exits through level door
 - Player dies while carrying Grayson
- Victory Conditions
 - Player successfully retrieves Grayson and brings him home

- Cinematics/Dialogue
 - o Cinematic when player happens upon Grayson
 - Faceless people standing in a circle around him
 - They vanish when player walks up
 - Player puts him on his back
 - o Cinematic when player reaches destination
 - Fade to black, player opens Grayson's door
 - Grayson placed in bed, door shuts behind player

- Consequences of Completion
 - o Grayson's room open
 - o Falling Door unlocked

Level 8- Tree Door

- o Triggered at door near tree
- Themes: failure, inevitability, courage, love

- Overview
 - o Grayson climbs a tree in the front yard and gets too high, can't come down.
 - o Player has to climb tree to get him
 - o Once the player gets close to Grayson he falls

- Location/Visuals
 - o The tree is the biggest on the property
 - o Appears to be dying or in bad health, some of the branches are bare

- Level Layout
 - o In area immediately surrounding tree in front of house
 - o Constrained by walls of light

- Loss Conditions
 - o Player exits through level door
 - o Player leaves boundary around tree

- Player refuses to climb tree, time limit expires
- Victory Conditions
 - Player climbs tree and gets close to Grayson before time runs out and he falls
- Cinematics/Dialogue
 - Grayson's audio of being afraid
 - Cinematic of resulting fall and crunch
- Consequences
 - Level 9 door open
 - Fragments
 - Grayson's Cast

Level 9- Joe's Door

- Triggered at small door in equipment garage
- Themes: death, teaching, maturity, loss
- Overview
 - Grayson comes running, he discovered his pet sheep caught in a fence
 - Player follows him to sheep
 - Animal is dead, Grayson learns about death
- Location/Visuals
 - Woods is silent, not as dark as seen previously
 - Area within barnyard fence and close around it has perpetual rain
 - The bright collar of the sheep stands out against the natural background
- Level Layout
 - GarageB door extending through edge of woods out to fence

- Loss Conditions
 - o Player loses sight of Grayson
- Victory Conditions
 - o Player follows Grayson to the sheep and interacts with it.
- Cinematics/Dialogue
 - o Cinematic of Grayson running up to player saying he needs help
 - o Dialogue of player explaining death to Grayson
 - o Cinematics of sheep lying still
- Consequences
 - o Level 10 door open

Level 10- Winter Door

- o Triggered at door behind garage
- Themes: fear, joy, courage
- Overview
 - o Player sees toboggan with Grayson sitting on it scared
 - o Mirroring level 2, the Grayson learns he must face his fears
 - o Player must toboggan with him down the hill
 - o Tobogganing can be repeated as many times as desired
- Location/Visuals
 - o Snowflakes suspended in mid-air
 - o Several rocks jut out of the snow, providing a hazard
- Level Layout
 - o Area behind garage, down to pond out to driveway
 - o Walls of light keep player constrained to area

- Loss Conditions
 - o Player doesn't successfully steer the toboggan down the hill
 - o Player exits through level door
- Victory Conditions
 - o Player successfully navigates down hill
 - o Tells Grayson it's time to go inside
- Cinematics/Dialogue
 - o Mimics to a degree dialogue from level 2
 - o Dialogue for telling Grayson it's time to go inside
- Consequences
 - o Final Door appears where level 1 door was

Level 11- Finale

- o Triggered when player chooses to enter the lightened door
- Themes: light, vitality,
- Overview
 - o Player enters the house as it was the day of the accident
 - o Grayson cannot be found, he is gleefully hiding from you
- Location/Visuals
 - o House is brightest it has ever appeared, banners and balloons welcome Grayson's mother home
 - o House letting in more light than before
- Level Layout
 - o The entirety of the house is available to search for Grayson.
 - o No imminent threats

- Loss Conditions
 - o Not finding Grayson and giving up
- Victory conditions
 - o Grayson is found and player and son leave for the airport
- Cinematics/Dialogue
 - o Dialogue
 - Grayson's audio hints that lead towards him
 - Grayson's disappointment it won't be the two of you anymore, but how excited he is to see his mother come home
 - o Closing cinematic when player leaves the front door which leads to the middle of the woods, following the path to the truth about what happened

Fragments

(see IndoorMaps and FragmentsOutdoors in maps section for specific locations corresponding to the assigned letter)

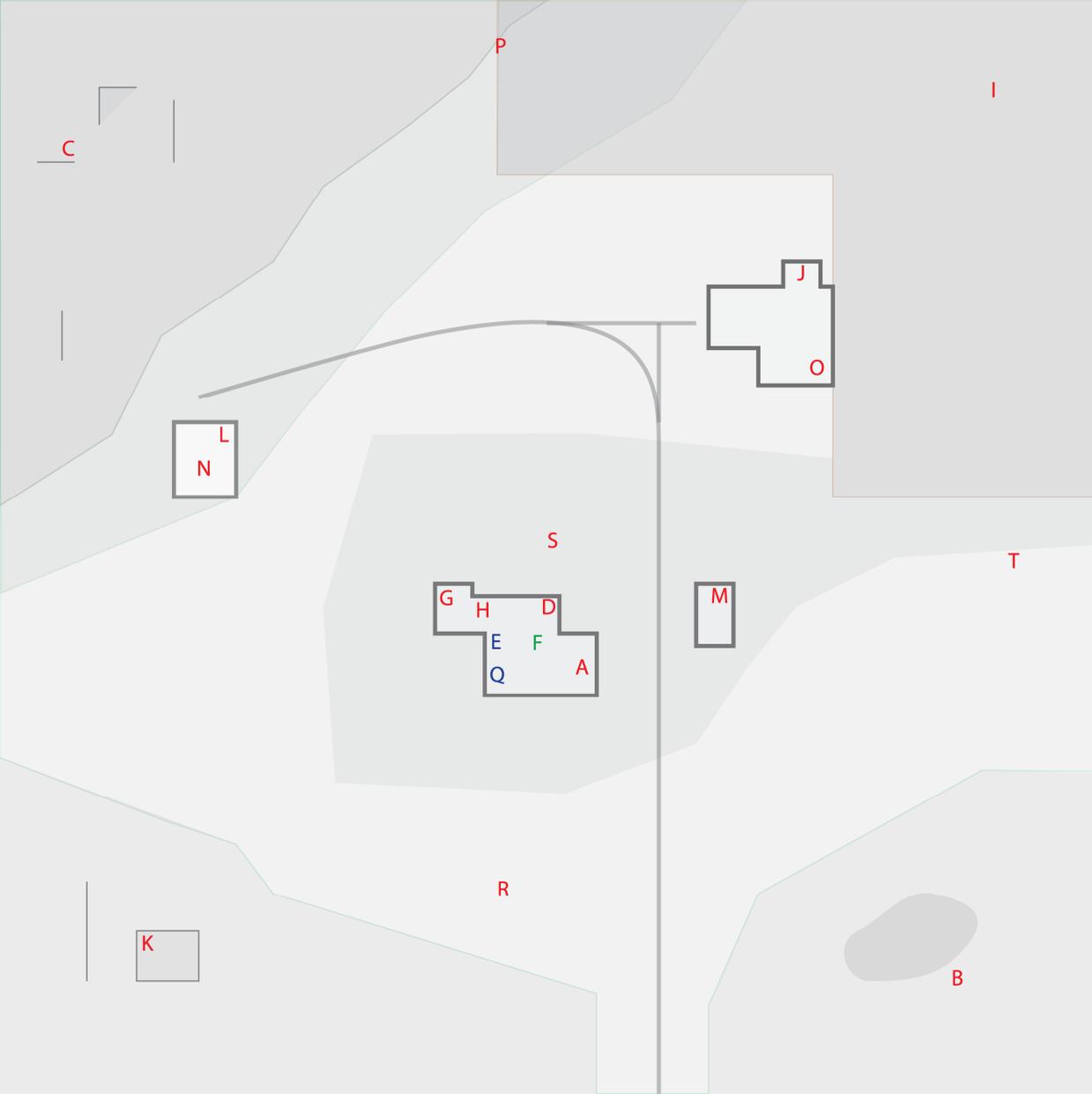
P= Player Character

<u>Object</u>	<u>Importance</u>	<u>Location</u>	<u>Letter</u>
Old teddy bear	Seen first in the 1 st level, it was P's teddy bear as a child.	Under table in dining room	A
fishing pole	Was P's fishing pole. P taught Grayson how to fish with it. Even though the pond doesn't have many fish, Grayson still likes to fish there.	Near the frozen pond	B
Toy truck	P used to play with it as a child out near the wall in the woods.	Next to the rock wall in the woods, about halfway between the forest door and the equipment barn.	C
Fridge drawings	Grayson's drawings that he did in school. One is a picture of the family, another is a picture of the house, and a third is a picture of Joe the sheep.	On the fridge in the kitchen.	D
Baby shoes	Grayson's first shoes	On display on the shelf in the office among other knick knacks.	E
Rocking horse	P's rocking horse from his childhood. P's father moved it to the attic because it creaked when it rocked and made him angry.	In the attic	F
Bottle of Jack Daniels	P's father's drink of choice.	On the table in the trophy room.	G
Rubber boots	Grayson's rubber boots. It brings back memories of him splashing around in the rain.	In the hallway near the trophy room	H
Horse Feeder	A hay feeder where P used to feed his horses as a child.	In the barnyard in the northeast corner	I
Chicken Eggs	Grayson would proudly do his job caring for his chickens by taking their eggs and feeding them.	In the chicken coop	J
Old Cans	From when P was a boy, his dad would take him target shooting.	Foundation in southwest corner of map	K

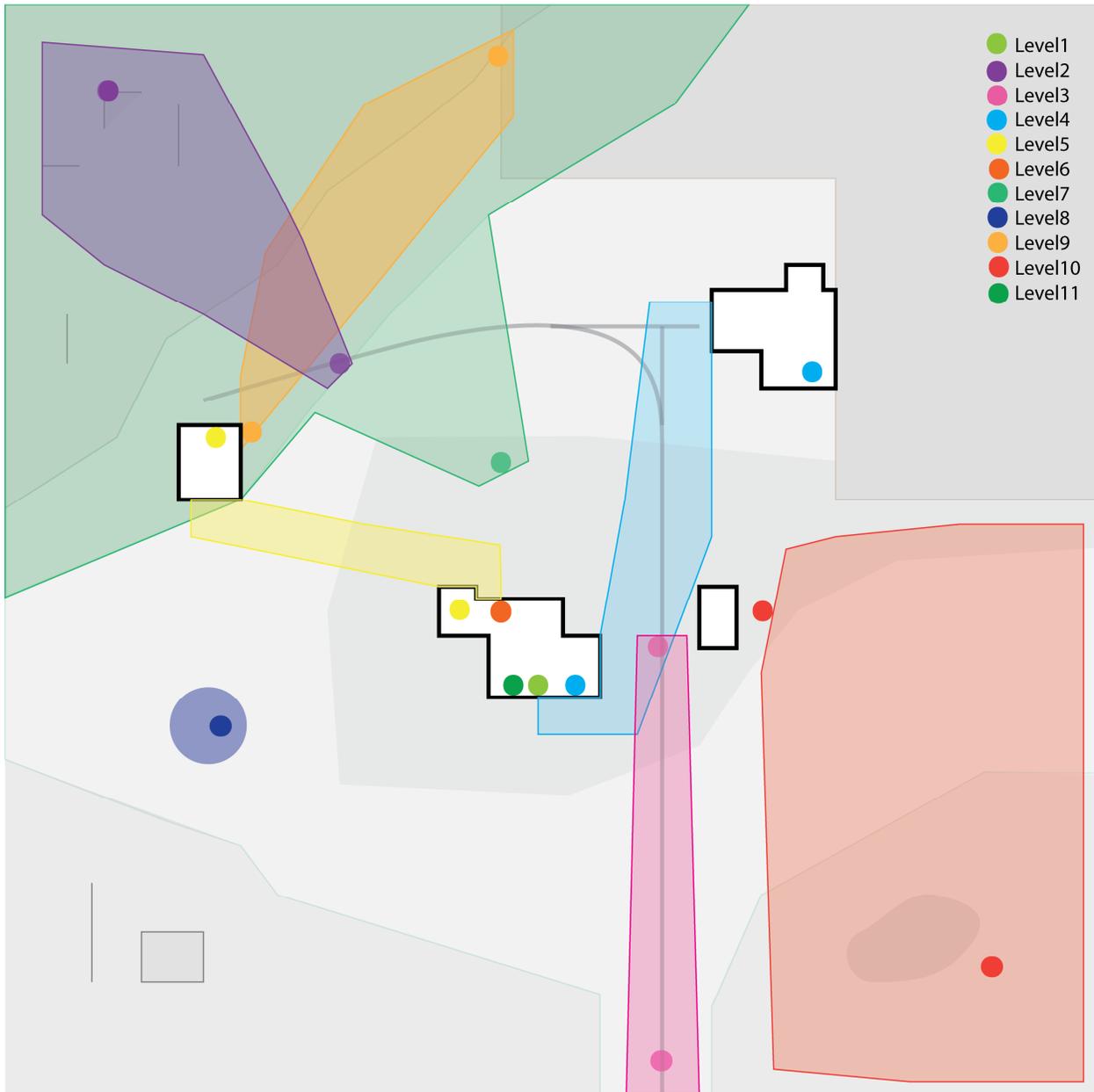
<u>Object</u>	<u>Importance</u>	<u>Location</u>	<u>Letter</u>
Tractor Keys	P's Grandfather would spend hours working on his tractor but could never get it running.	In GarageB on a hook near the door	L
Father's Tools	Before P's father became an alcoholic, he could always be found fixing things up around the farm.	In GarageA on the tool bench	M
Grease Rag	When P was a teenager he spent his time fixing up his dad's old car. Eventually he got it up and running.	In GarageB sitting on the wheel of the tractor	N
Book and Flashlight	When P was a child and his dad got angry, he'd hide out in his fort for a while with his favourite book and a flashlight.	In hay room between some hay bales	O
Joe's Collar	Grayson raised Joe the sheep ever since he was a lamb.	Stuck in the fence where Joe died	P
Grayson's Cast	From when Grayson fell out of a tree and broke his arm. Everyone in his class signed it.	In Grayson's room on his windowsill	Q
Birdhouse	P and Grayson built this birdhouse together in the spring.	In a tree south of the house	R
Swing set	Grayson was so excited when he got this for his 4 th birthday.	In the backyard of the house	S
Red Scarf	Grayson built a snowman with P and decorated it with his own scarf.	Just south of the barnyard fence behind the garage	T

Maps

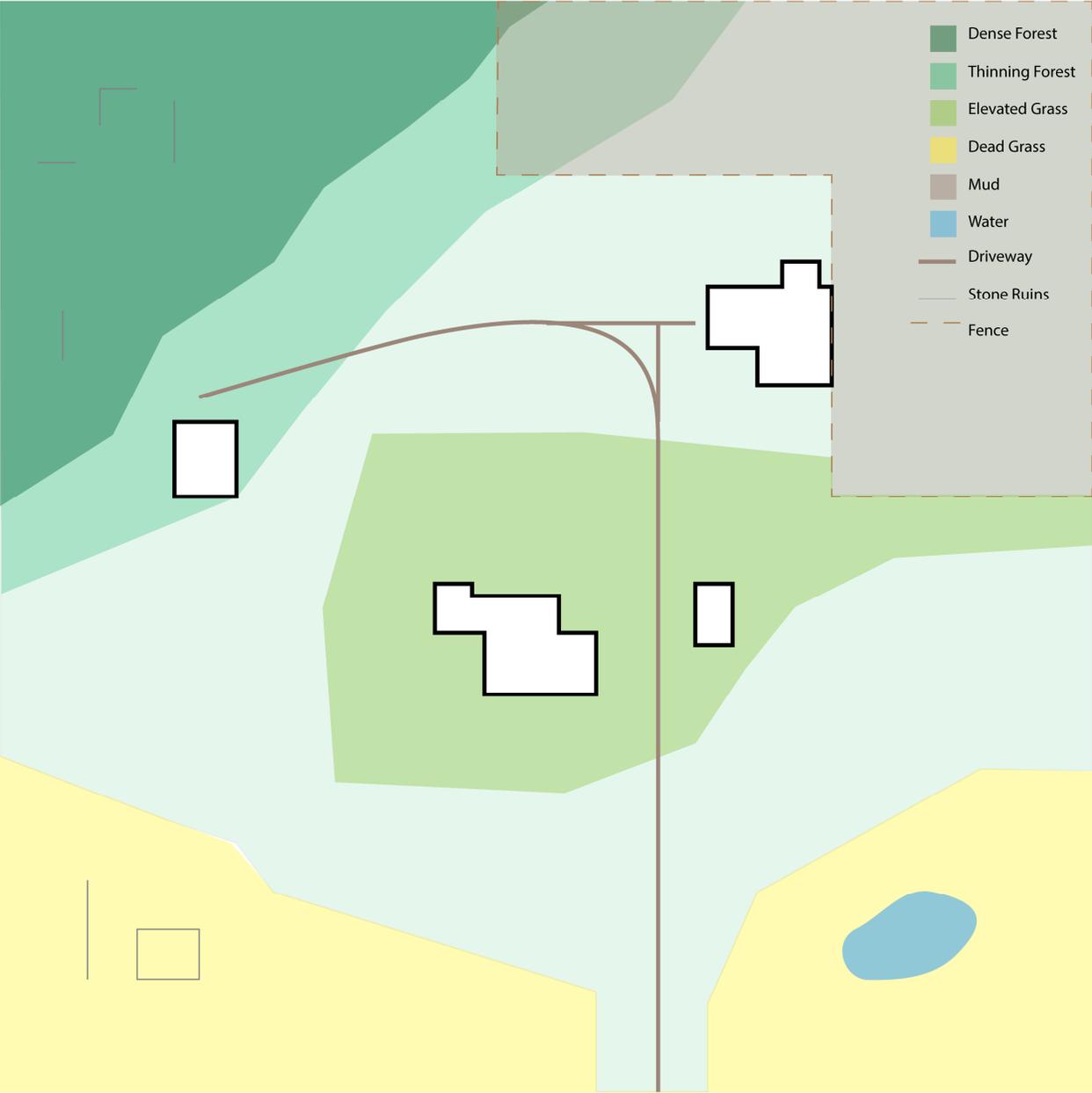
FragmentsOutdoors



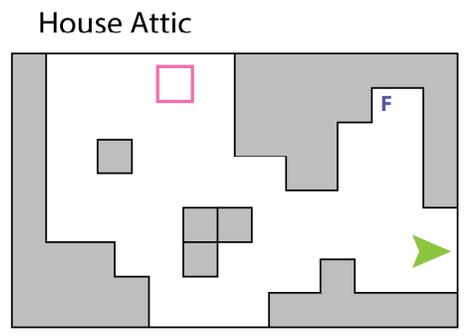
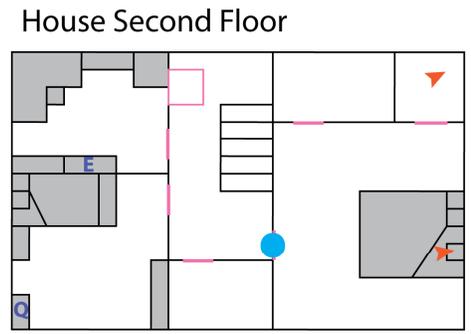
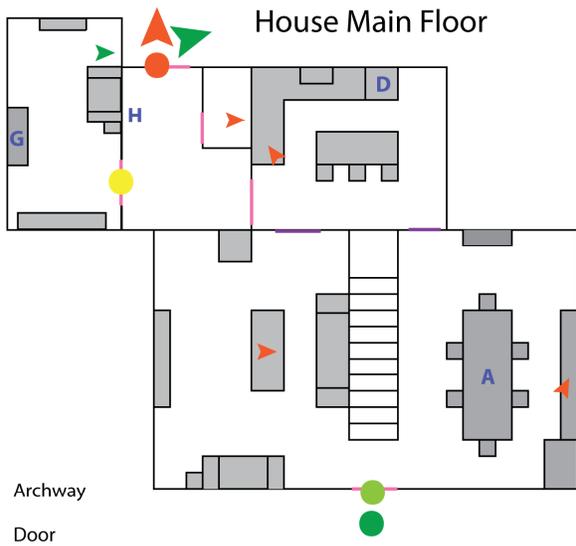
LevelAreas



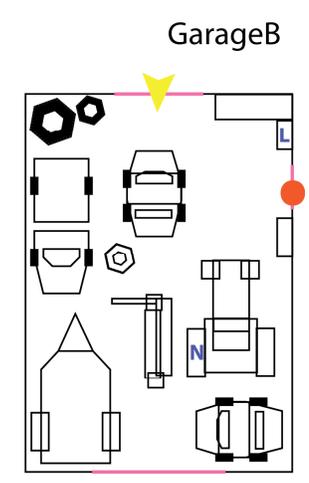
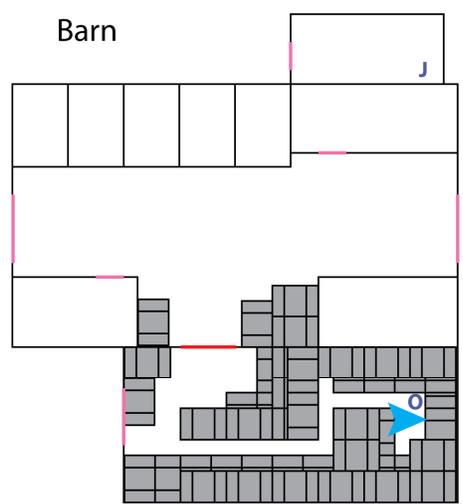
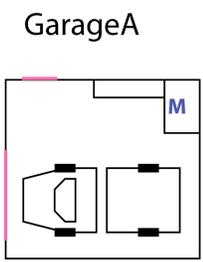
TerrainMap



IndoorMaps



- Archway
 - Door
- | Start | End | obj |
|---------------------------------------|---------------------------------------|---------|
| ● | ▶ | Level1 |
| ● | ▶ | Level4 |
| ● | ▶ | Level5 |
| ● | ▶ | Level6 |
| ● | ▶ | Level9 |
| ● | ▶ | Level11 |
- A...Z Fragments

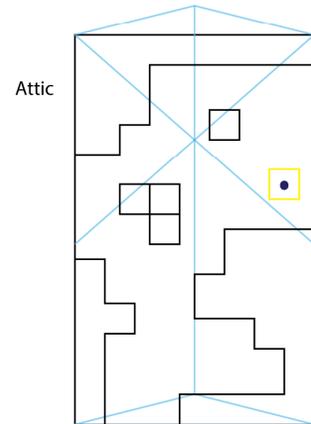
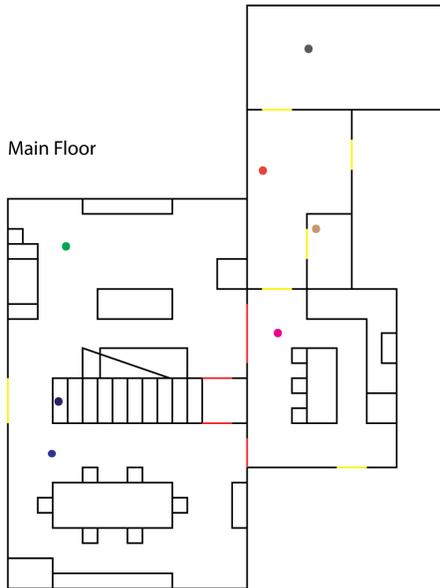
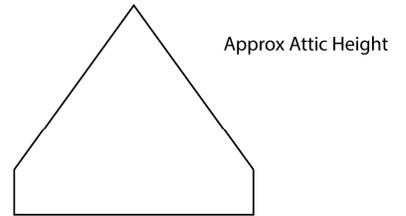
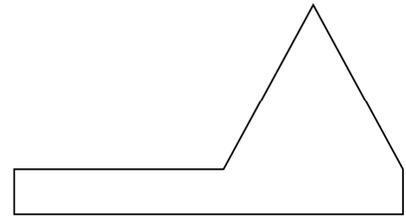


HouseLayout

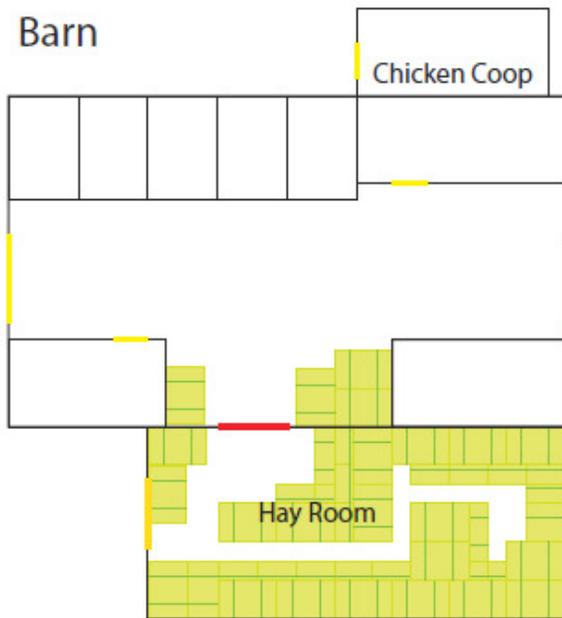
- Doors
- Archway
- Roof Shape
- Bedroom
- Bathroom
- Dining Room
- Living Room
- Stairs/Attic Access
- Kitchen
- Office
- Breezeway
- Closet
- Trophy Room

House Layout

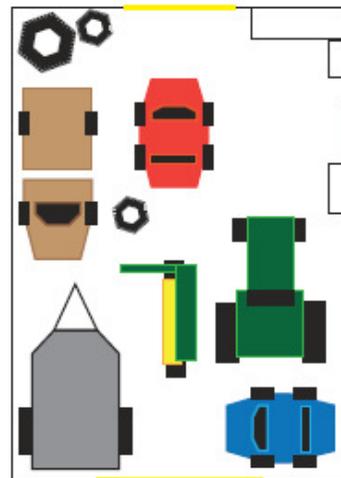
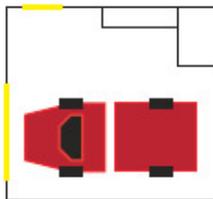
The Trophy Room and main area of the house (which extends up to the 2nd floor and attic) are some of the original buildings on the farm. The kitchen and hallway are newer add-ons originally from the 70s which were renovated in the 2000s.



OtherLayout



Garage
(GarageA)



Equipment Garage
(GarageB)