Light the Way (Vers. 1.3 - By Amanda Baker)

Welcome to Light the Way! Lucky the fox is searching for his lost sister in a massive system of caves, and it is your job to guide him safely through his environment. In this prototype, you will be helping Lucky on his way through a simple level.

Players Required: 2
- 1 person will act as the AI controlling Lucky's movements and moving parts in the environment
- 1 person will be the player activating mechanics in the environment and Lucky's special ability
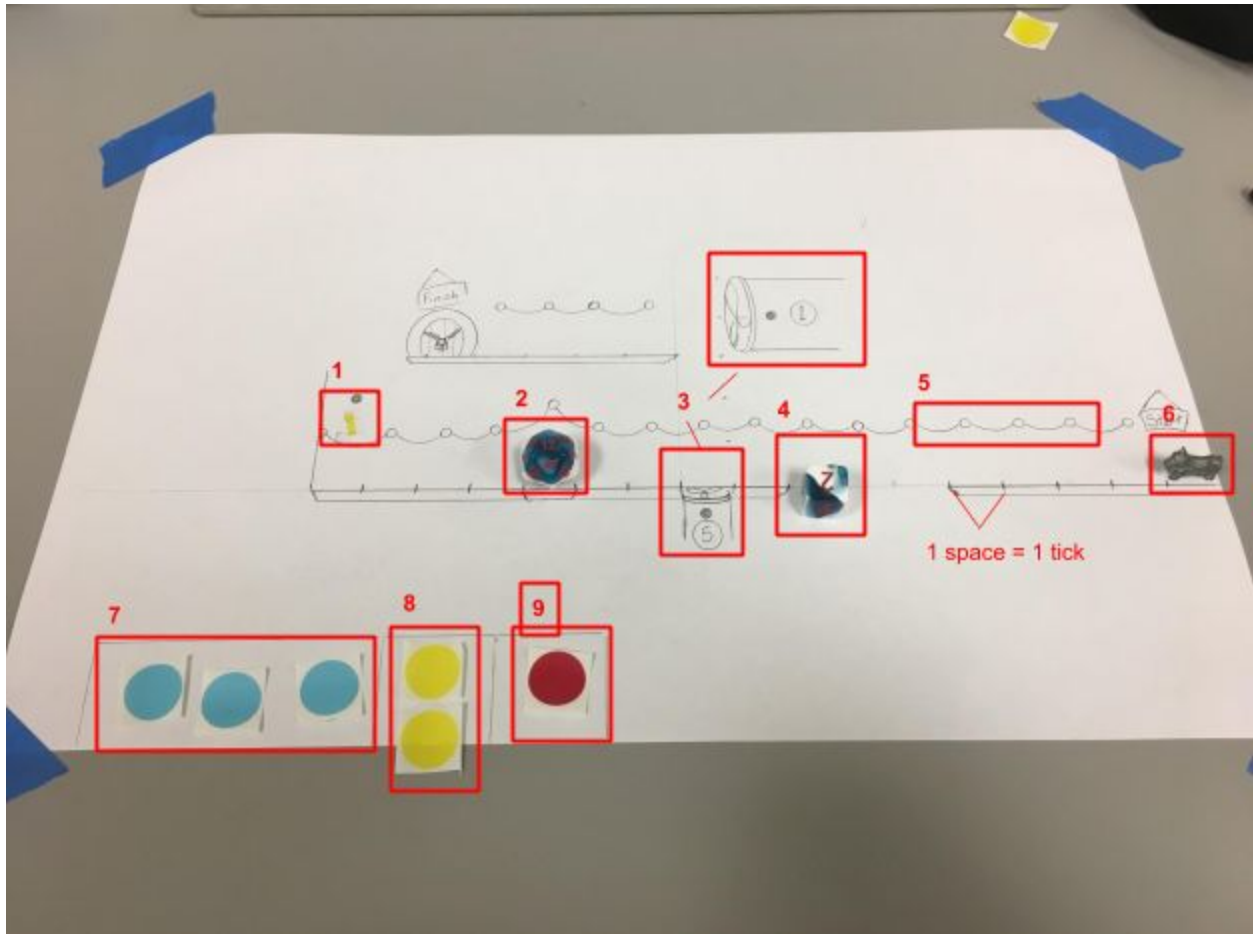
Playtime: ~ 1 minute*
*The first few tries may take a little longer - this game is meant to be a real-time 2-D platformer, but it is highly advised to take the first run of the level much slower than the actual pace of the game to give both players enough time to move parts on the board and activate various mechanics.

Pre-game

Set up the board as pictured below:

Pieces:
1. Key
2. Ice wall
3. Fans
4. Moving platform
5. Lights
   Note: all lights except the light above the key are turned on at the start of the level
6. Lucky (stand-in)
7. Off switches
8. On switches
9. Fire activator

Playing the Game

1. Decide who will be acting as the AI and who will be the actual player

AI Actions

The person playing as the AI controls movement on the board and how Lucky and the environment react to the player's actions. They are responsible for:
- Moving Lucky
- Moving the horizontal platform (1 tick/second)

Player Actions

The person acting as the player is responsible for activating mechanics in the environment to either remove obstacles or guide Lucky in the right direction. There are three actions available to the player:
1. Turn off lights (use blue circles)
2. Turn on lights or fans (yellow circles)
3. Activate Lucky's fire ability

Objectives

There are two main objectives in this level:
1. Obtain the key
2. Reach the exit ("Finish")
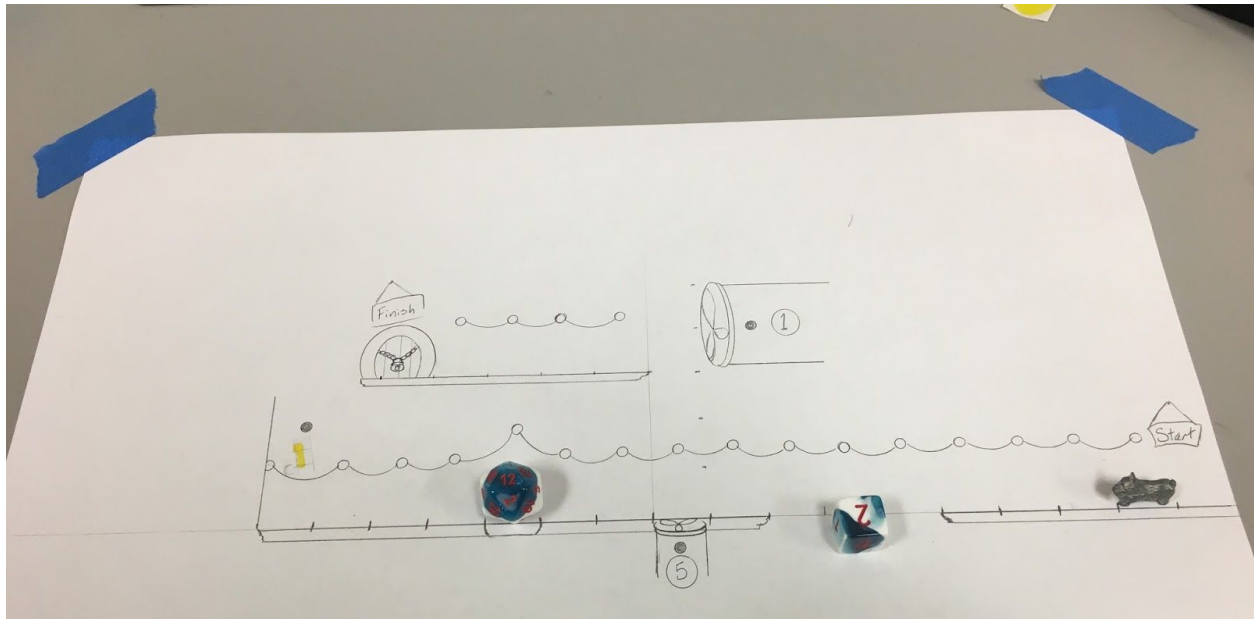
Mechanics

AI Mechanics

Lucky's Movements (Note: 1 tick = 1 space and 1 unit of time)
- Default: Lucky always moves 1 space (tick) per second (you can take it much slower in this prototype) unless lights are turned off

Platform Movement
- Platform will always move back and forth in gap at 1 space (tick) per second
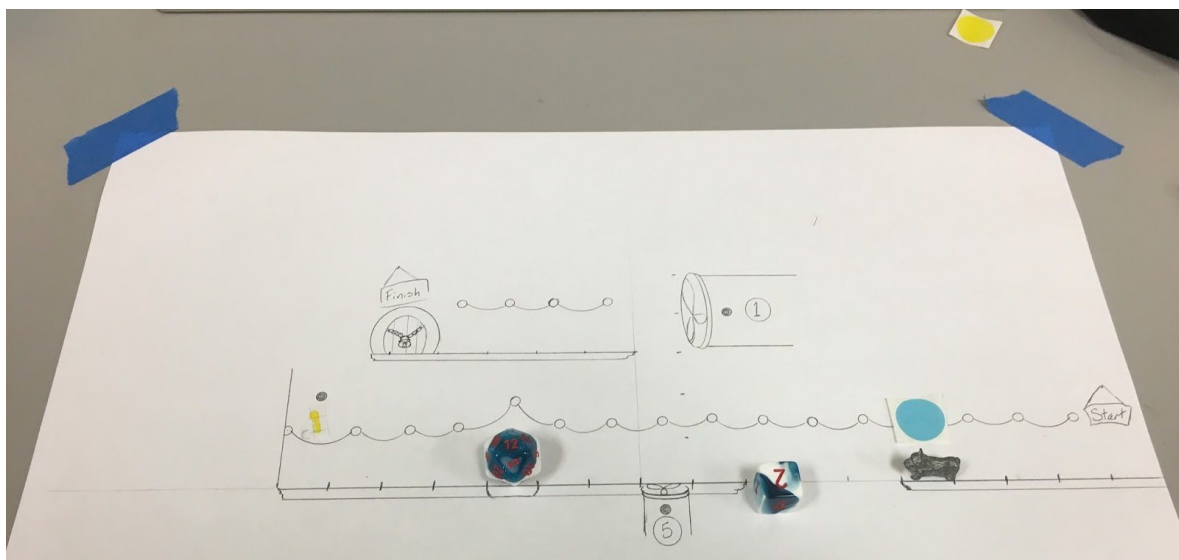
(1 tick of movement)

Player Mechanics

Off Switches (blue circles)
- Off switches can be used to turn off lights (the small circles) above Lucky
    - 1 light off = Lucky will pause beneath that light for up to 3 ticks before moving forward again
   - 2 lights off = Lucky will turn in the opposite direction

(Activating an off switch)

<u>On Switches (yellow circles)</u>
- On switches activate the fans and the light above the key
    - <u>Fans:</u> fans will push Lucky in the direction they are pointed (vertical or horizontal). Activation lasts for a maximum amount of ticks noted on each fan (in this case, vertical=5 and horizontal=1)
    - <u>Light above Key:</u> *Lucky will not pick up the key unless the light is activated while he is beneath it*. The light above the key tells Lucky where to jump in order to obtain it. If the light is not turned on, he will hit the wall, turn around, and must be guided back to it to attempt to pick it up.
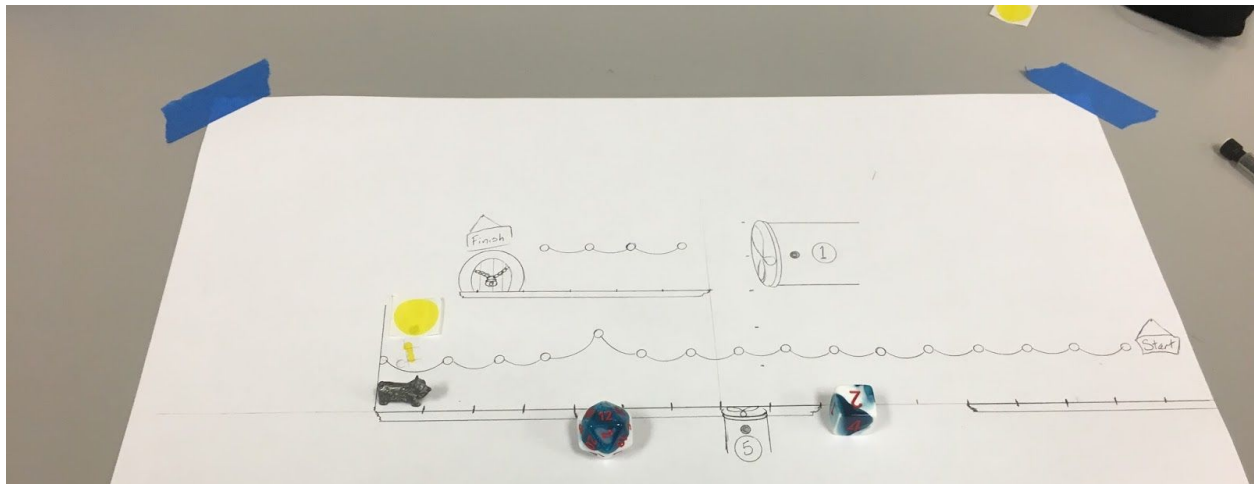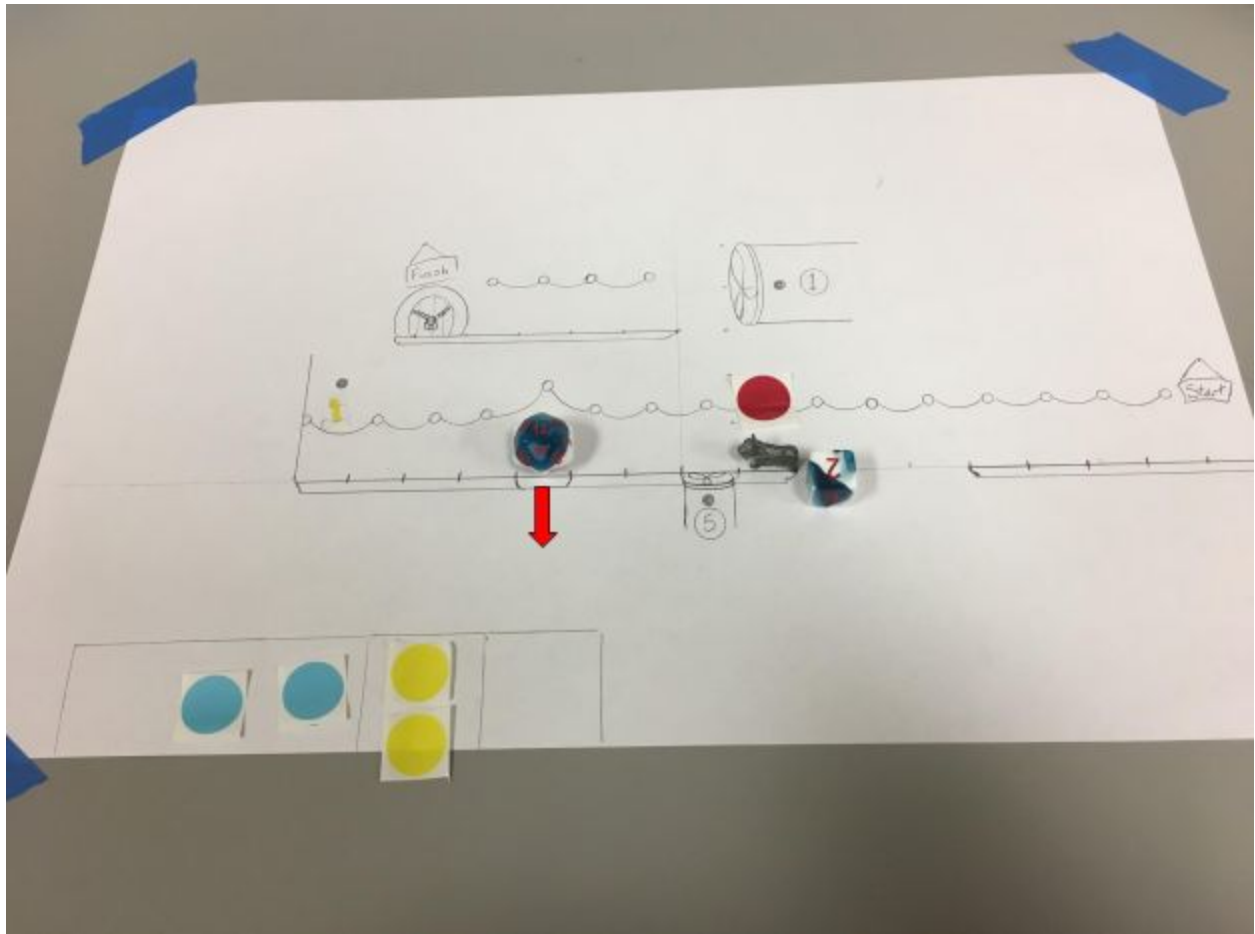

(Activating an on switch - Key)
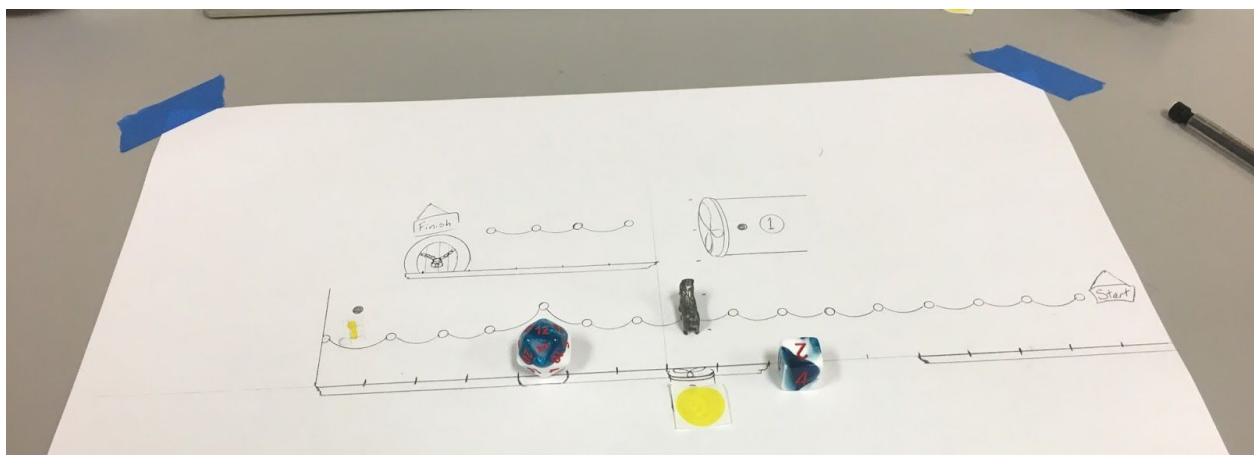
(Activating an on switch - Vertical Fan)

- Lucky has a fire ability that allows him to burn certain objects. In this level, it can remove the ice wall.
    - Ice Wall: takes two ticks to melt, grows back after 3 ticks
        - If Lucky hits the ice wall before it has melted, he will turn around

(Activating Lucky's fire ability - ice wall is moved down over two ticks and stays down for three ticks before coming back)

Start the Level!

Begin Lucky at the start point of the level and start moving! If worked successfully, the AI should be able to keep elements of the level moving at a good pace while the player activates elements in the environment to guide Lucky around and remove obstacles.
- *Hint*: Stopping Lucky before the moving platform will help time his movement onto the platform and prevent him from falling off the level.

Good luck, and have fun!