

# **The Librarian - The World of Nexus 3 (SciFi Level)**

Vers. 1.3.2

Amanda Baker

Game Design Technologies

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Tim Samoff

## Abstract

Welcome to your first day as a librarian. This isn't just any library, though. Each book requires a special touch to find the best experience for each and every reader out there. That's where you come in: venture into the worlds of the desired genres of your readers to find just the right book for them, but don't underestimate these worlds. Each one has its own challenges you must face before it will release its treasures.

## Design Statement

The World of Nexus 3 is the scifi-themed level of *The Librarian*. As a transport barge in a futuristic universe, its colors are dull and gray with a few sparse areas of color to guide crew its crew members around. Its meant to embody more of the industrial side of the future while still referencing some of the sleek ideals in key points, especially when it comes to interactivity for the player character.

## Audience and Context

*The Librarian* is a game full of imagination and exploration. It's not just a game for people who love books, it's also a game for people who love to stretch the boundaries of what kind of genre a game can be.

Featuers Included:

- Single Player
- Puzzle Solving
- 3-D Platformer

## Core Gameplay

### *Basic Mechanics*

- Moving (left or right using arrow WASD)
- Jumping (using up space bar)
- Shooting (left click)

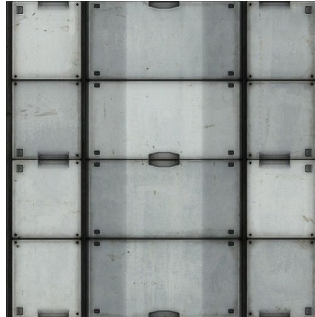
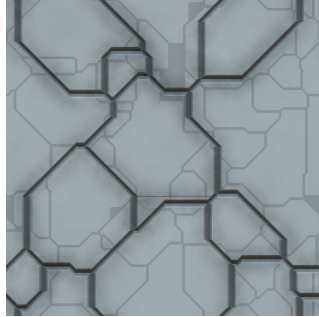
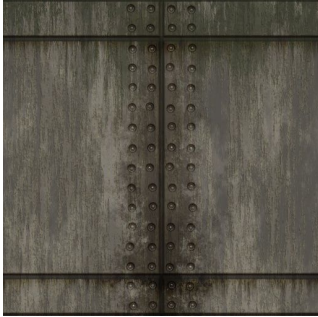
### *Expanded Mechanics*

- Shoot projectiles at buttons to unlock doors and clear obstacles
- Jump around on platforms
- Solve a puzzle using the buttons to unlock a door

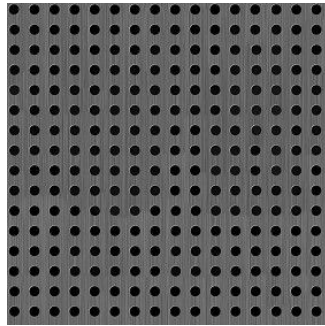
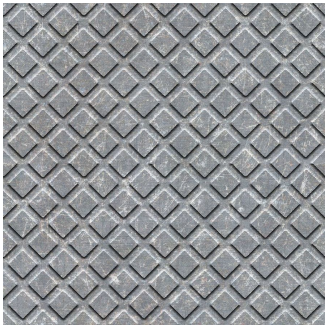
# Look and Feel

## Textures

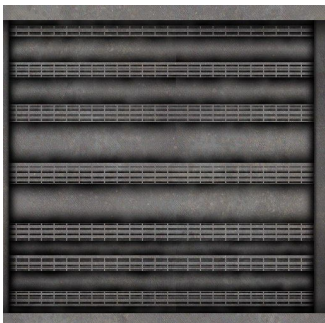
### *Walls*



### *Floors*



### *Ceiling*

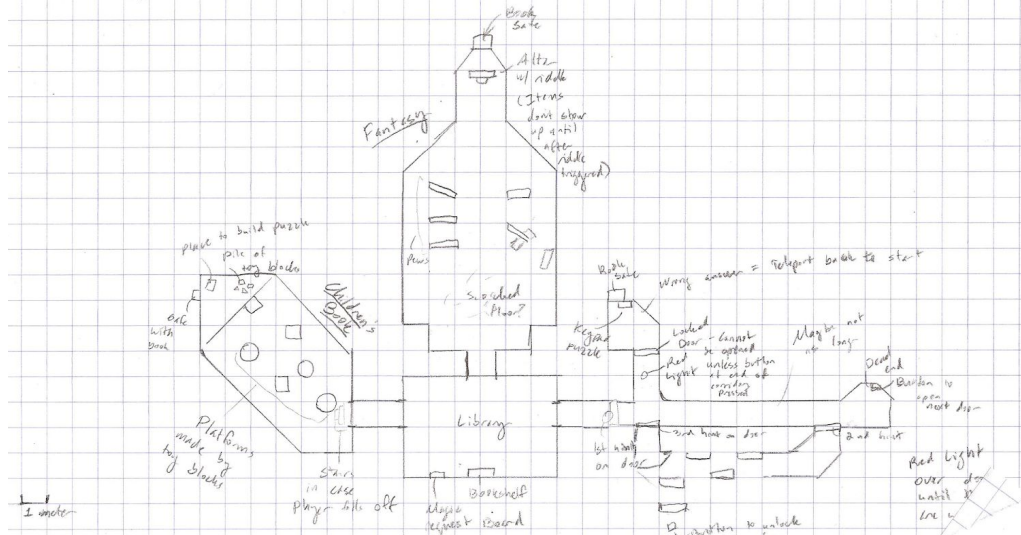


## Maps and Game Flows

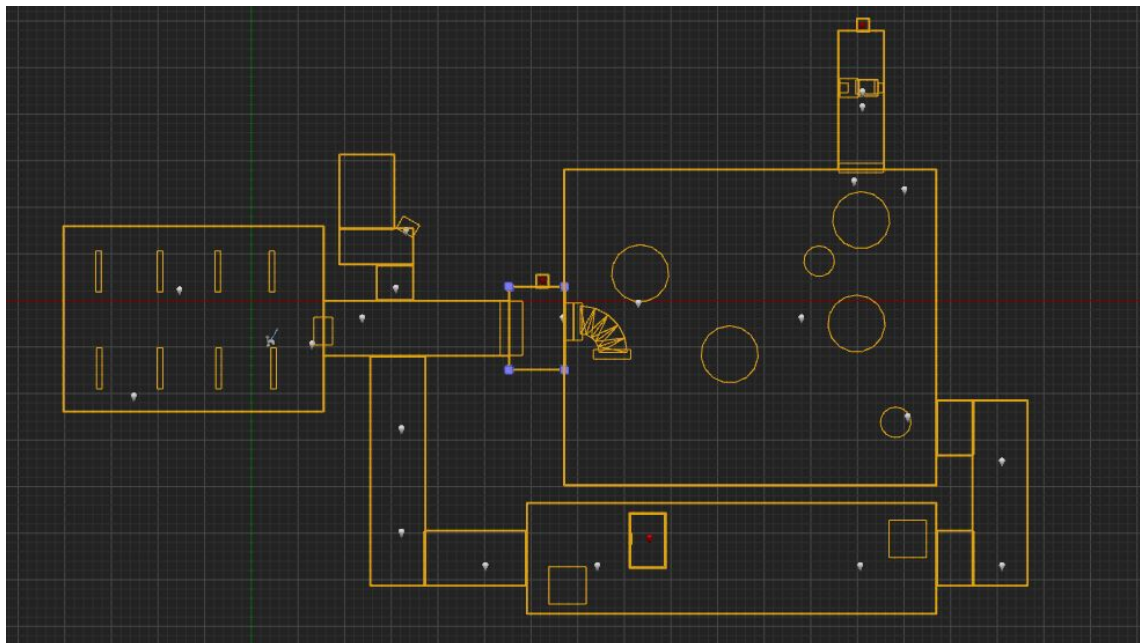
Draft

Doors to worlds only appear after patron request on magic board  
Liberian must travel into each genre world to find the right book

Order - 1) Children's  
2) Fantasy  
3) Sci-fi



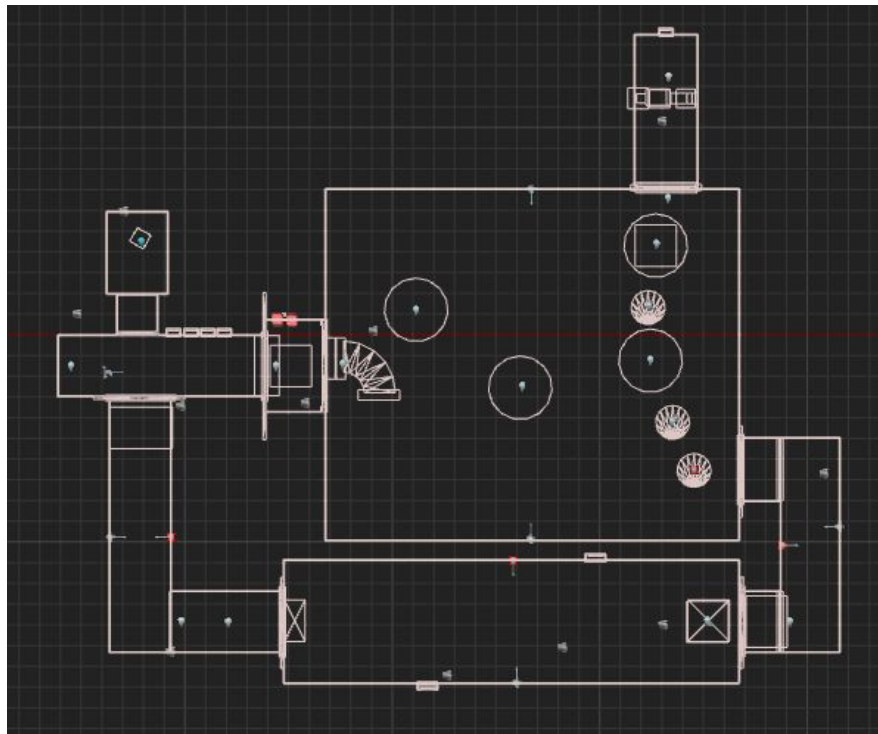
## Initial Level Design



## Level Changes

Originally this was going to be a project with three levels, but due to time and labor restraints, it was whittled down to one level: the scifi level. That first version of that level was a simple hallway with a jumping puzzle after taking a turn, but with more focus being spent on this level, a moving platform was added along with a keycode puzzle.

## Final Level



## Level Changes

- A door was added to the first area of the puzzle to direct player's attention to the first button and prevent them from returning to that area after they've circled back around.
- The warehouse jumping puzzle was adjusted to better fit the player jump action and platforms were added to help the player reach the exit after they hit the hidden button.
- The moving platforms in the long hallway were reduced to one. The button in the ceiling was moved to the right wall and a second button was added in the left wall.
- Keycode puzzle was added to the final area.
- "Library" area was removed.



## Gameplay Scenes



*Initial start of level.*



*Warehouse room with jumping puzzle.*



*Side room of Warehouse at the end of the jumping puzzle. Hitting the button unlocks the door on the other side.*



*Moving platform room. Hit the button on the right side to open the drawer with the second button.*





*Keycode puzzle. Correct Order: Red, Green, Yellow, Purple*



*Final room unlocks after completing the key code.*



## Conclusion/ Future

*The Librarian* is merely at its beginning now. This level will be more of a proof of concept to me than anything else - it can tell me a lot about what I can and cannot achieve through this game. There's plenty more to be done with this level alone, both visually and mechanically. Even so, there's still plenty of potential to go beyond the scope of this project. With as many different genres of story out there, there's just as many levels that can be made out of them and placed into this library's collection.