

Tranq Garden

(working title)

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Back story.

An large greenhouse base was set up, in the 'Sea of Tranquillity, on the lunar surface, to test new technology and research using accelerated growth techniques, with the aim of using the moon as an 'off planet' farm.

After initial success, artificial methods of pollinating plants proved to be excessively labour intensive, insects were introduced to perform their natural behaviour to pollinate the plants.

The facility experienced difficulties, when hit by *what was believed to be*, a powerful solar flare.

The incident has also caused all the facilities communications devices to malfunction, so the control base on earth has received no data since the solar flare

The 2 astro biologist resident at the time, could not be contacted, but it is assumed they are ok, just unable to send messages. However people are worried, that the solar flares have also knocked out electrical units and so affected life support system. Escape pods have not been activated.

Once the solar flares have subside, An 'Astro – Maintenance' man is sent out to the facility, to assess the situation, before larger teams are dispatched.

Level Overview

The game is set on a huge greenhouse facility on the lunar surface.

The facility has been abandoned due to a complete failure of life support , and communication systems, and the player arrives as an 'Astronaut – maintenance ' man, with the intention of rebooting the communications systems and getting the facility operational once again.

However the facility has become overrun with mutant insects , and he needs to eliminate all he encounters.

Immediately on arrival, (well just after he puts on his jetpac suit on), he and his lunar lander are attacked, by large insects in the landing bay, and his lunar shuttle is damaged and he is unable to communicate with his 'Earth Base'

Equipped with a jetpac, which is easy to operate on the low gravity lunar setting, and a water jet, normally used for cleaning, filled with anti-bug spray, he must fight his way through the bugs to get the facility operation again.

This will involve getting the failed life support systems operational once again and he must complete 3 simple tasks, that must be done in order.

- 1) Turn the water systems on, which are part of the electrical generation system
- 2) Reboot the main computer
- 3) Kill big boss & Activate the communication unit.

Architecture and Environment.

Obviously, to facilitate transportation into space, most of the architecture on the lunar surface are simple modular units, with the exception of the main greenhouse.

The main greenhouse is a large dome, with huge plastic windows. It will be similar to the green houses at the botanical gardens, however with plastic frames, and will not have the Victorian flourishes and detailed lattice work, and rather will be a plain simple design.



It has walk ways, both on the ground and on raised levels
The raised levels walkways will be simple, plastic units.



It will have bright daytime type of lighting, and with the exception of some red coloured



leaves .

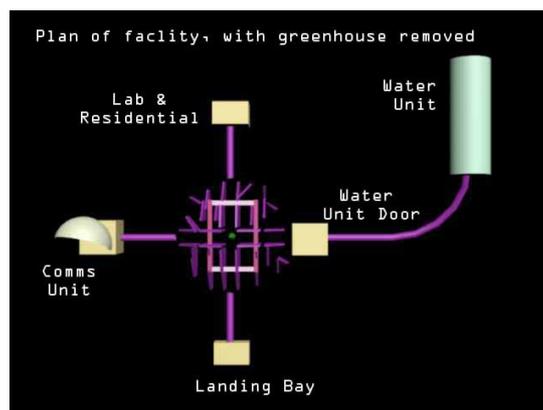
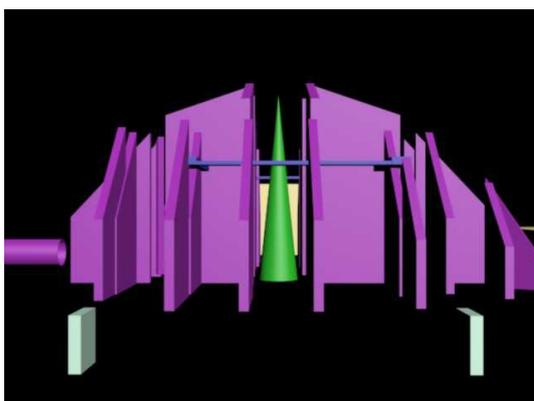
The scale, in comparison to the main player will, similar to that for humans in the botanical gardens tropical greenhouse, but will be a round dome, and while the environment will have the same feel, it will not be as congested , with plants , and the player will be able to see more of his environment.



The greenhouse will be divided into 4 sectors, divided by wide main walkways avenues connecting the main door, with the Lab/residential unit, and the water unit with the communications facility.

These walkways will be tree lined avenues so clear lines of vision will be obstructed into the other sectors.

There will also be a water feature/pond with trees, at the crossroads/focal point , to obstruct the view down the length of the main walk ways.



A grid system of paths will criss-cross the rest of the dome, and the player can travel to all sectors using these paths, but may need to fly up to find holes in the foliage, almost maze like, but much more simple. And a path will run around the circumference, but will be obstructed in places.

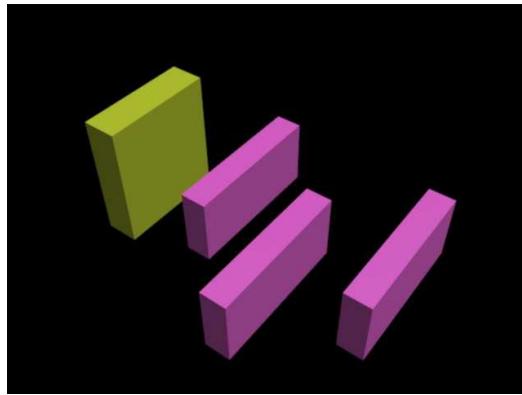
The 'Lab & residential' unit.

The Lab will just have a few 'laboratory type apparatus', conical flasks, etc, but will also house the main computer, which will only have one access screen and keyboard, and a big switch, which needs to be activated as part of the second task.

The door to the residential part will not be locked at this time.

Communications Unit

The communications unit, will be found at the end of a tube/walkway tunnel, and will be basically a series of server type boxes, that are staggered in a way, the player has to walk, up and down the aisles, to get to the end with switch box at one end, to activate the communications device.

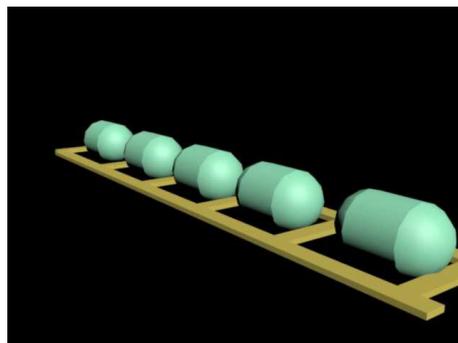
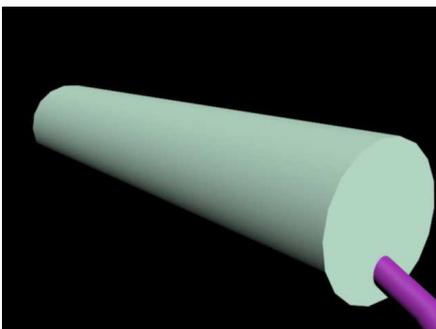


The Water Unit

To access the water unit, you must go to an access door, which will lead to a long tunnel, that turns about 90 degrees about half way along, which takes you up to the main water unit.

The unit itself is a long tubular like unit, with a series of water cisterns at intervals with walkways, along both sides, and in-between each cistern.

To keep the sunlight away from the water there are no windows in the unit and it is a dark place.



Walkthrough

A cut scene, shows space shuttle coming in around the lunar facility, and manoeuvring, into the landing bay. While it does so, a voice over explains the player must access jetpac suit and the tasks he must complete.

Landing Bay

You arrive on the lunar surface, into the landing bay, and must source the Jetpac outfit.

On screen Prompt will tell you to press E to 'use' the suite.

On screen Prompt will tell you to press space bar.

(which comes fitted with the water spray unit.) and go to the jet-juice and 'bug-juice power up units, to power up.

Once this is complete, 3 insects appear , and must be killed before the main door can be opened.

Main Greenhouse

In the greenhouse the upper walk ways have power up units at each corner, as does each door.

Task 1 : turn the water on.

Three paths are available on entering the greenhouse, and any route can be taken, but the player must go to the water unit door first, as the doors to the Lab and the Comms units doors will not open at this time.

Fallen trees, and plants block route, forcing the player to fly up or down to get by. (but mostly up, otherwise the whole level could be walked.)

The greenhouse will have trigger points in each sector that will spawn flying and crawling insects.

If the player triggers insects, but then runs/flies away, these insects will congregate at the door to the water unit, and must be defeated to gain access.

To complete this section , the player should defeat at least 5 flying insects 3 climbing insects and 3 crawling insects, but will be harassed, by them , an be unable to access the door switch.

If the player does not go directly to this sector 1 (water door) ,but instead travels around, the greenhouse, while in the other sectors, insects will spawn , but they will not leave their own sector, but will wait for him on his return.

The number , and types will be similar to that , of sector 1.

Once the insects have been dispatched/or by-passed, the switch to open the door can be used, and the player can travel .

In the tube, it is more suitable for walking , but the jetpac can be used to some extent, at about 1.75 times the height of the player (this will depend on game play testing)

On rounding the corner, a small nest (4) of insects is revealed , which begin to attack the player.

After, killing them, proceed to the next door, which will open with another toggle switch.

Inside the water unit, the player must proceed to the end of unit , dodging insects that are crawling above and below the cisterns.

A valve at the end of the unit , must be 'used' to open the water works.

Now the player returns to the greenhouse, fighting a few insects on the way. (4 behind the cisterns and 2 more in the tunnel, around the bend)

Task 2 :

Once again, locked doors (in this case the, only other door is the comms unit door) force the player to find the Lab.

Fallen trees/debris/excessive growth, will force the player to take a route that is not the most direct.

A similar amount of insects will guard the door, and once defeated or by-passed the switch can hit and the door opened.

Once inside the lab, another switch must be used to re boot the computer, and this will activate a 'cut screen' showing things working again.

Unfortunately, this also activates the pump , in the pond in the centre at the cross roads, which dislodges a big boss insect which goes off to settle at the entrance to the comms unit door.

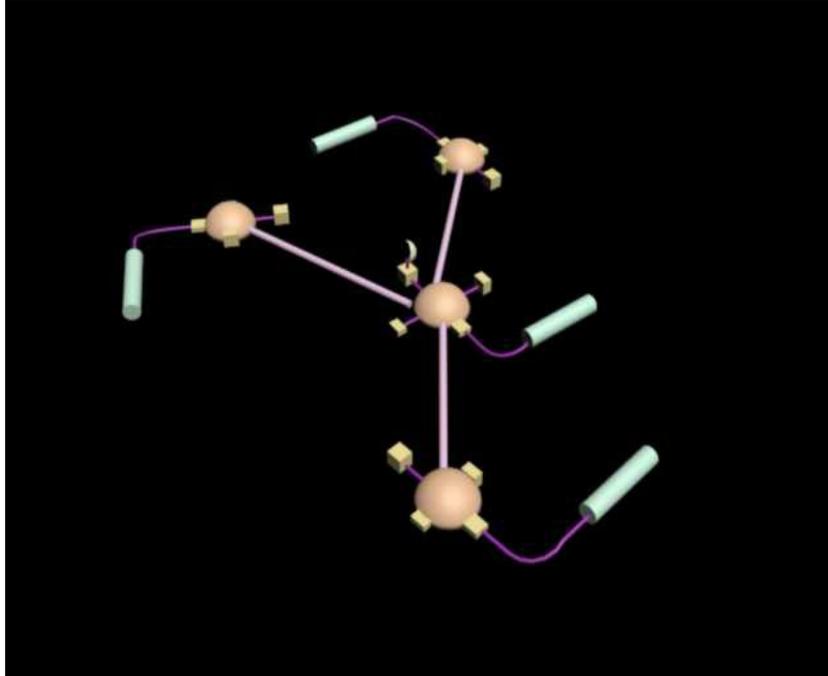
Task 3 : Kill big boss and activate the communications equipment

Once again, trees/debris/excessive plant growth, force the player to take a route via the central pond, where they must fight a big battle, and then on to the big boss, the comms unit.

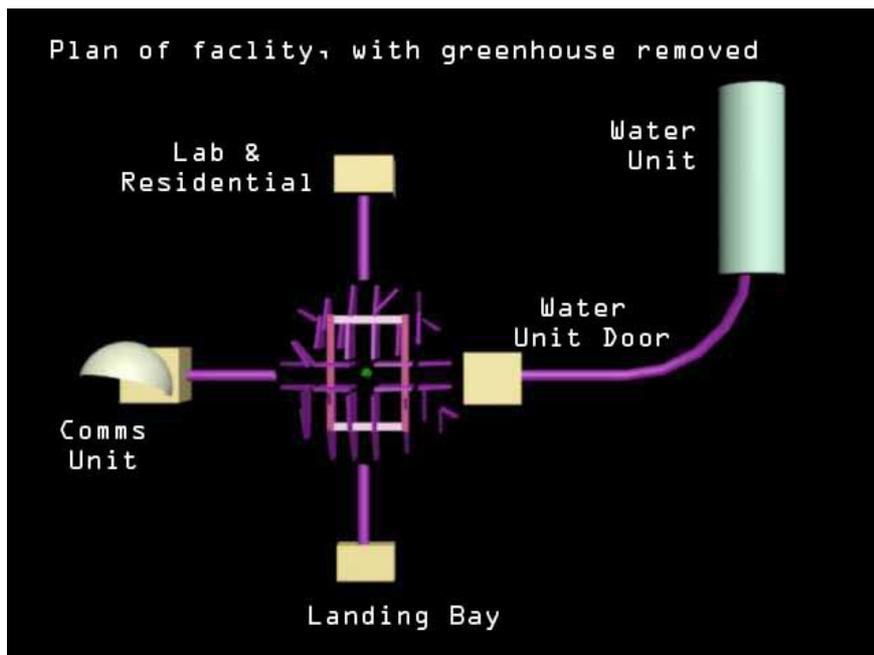
Once the comms are on , a cut screen kicks in, and people on earth are all happy, and the facility is up and running again.

Level Maps
Expansion Options

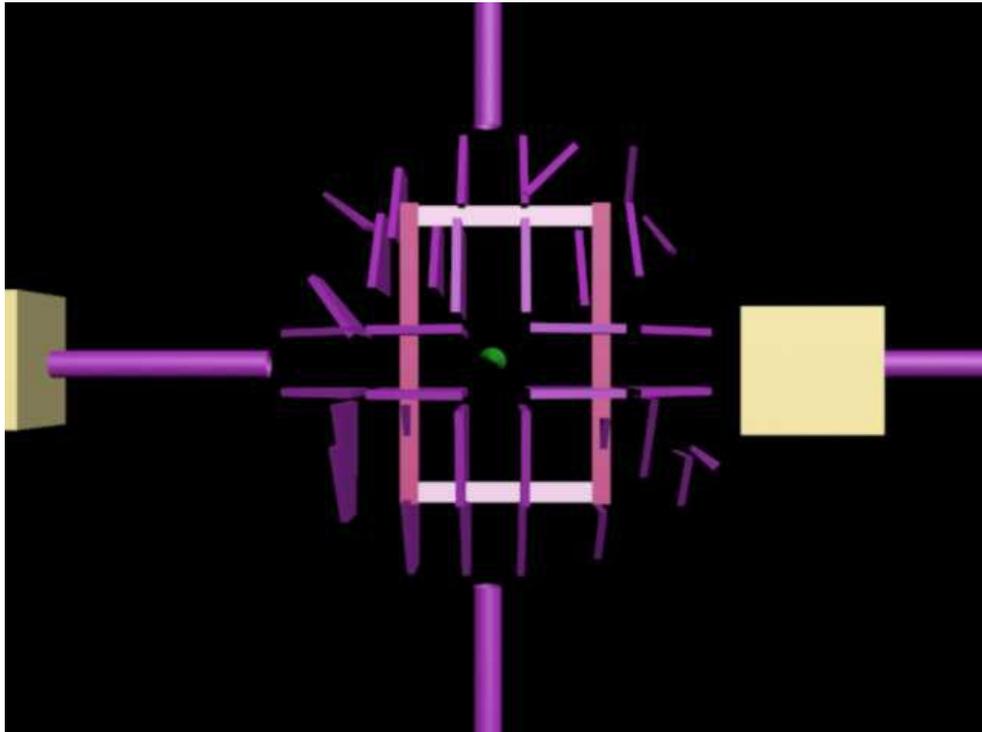
The modular design of the units, allows for easy expansion. This is a view of how the whole facility might look, with Level 1 in the centre and additional levels spiralling, out from the centre. But not used in this level, so additional doors are not included at this time.



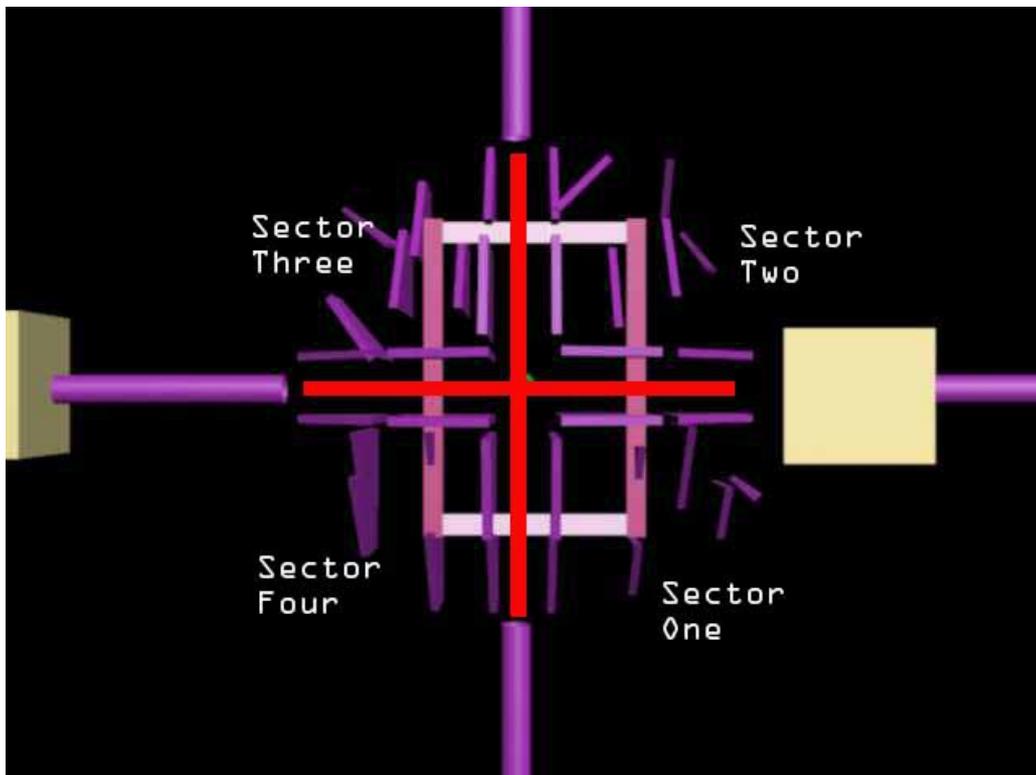
LEVEL 1 , With Greenhouse Removed
Different avenues can be seen



Close up of the Main dome with Greenhouse Removed



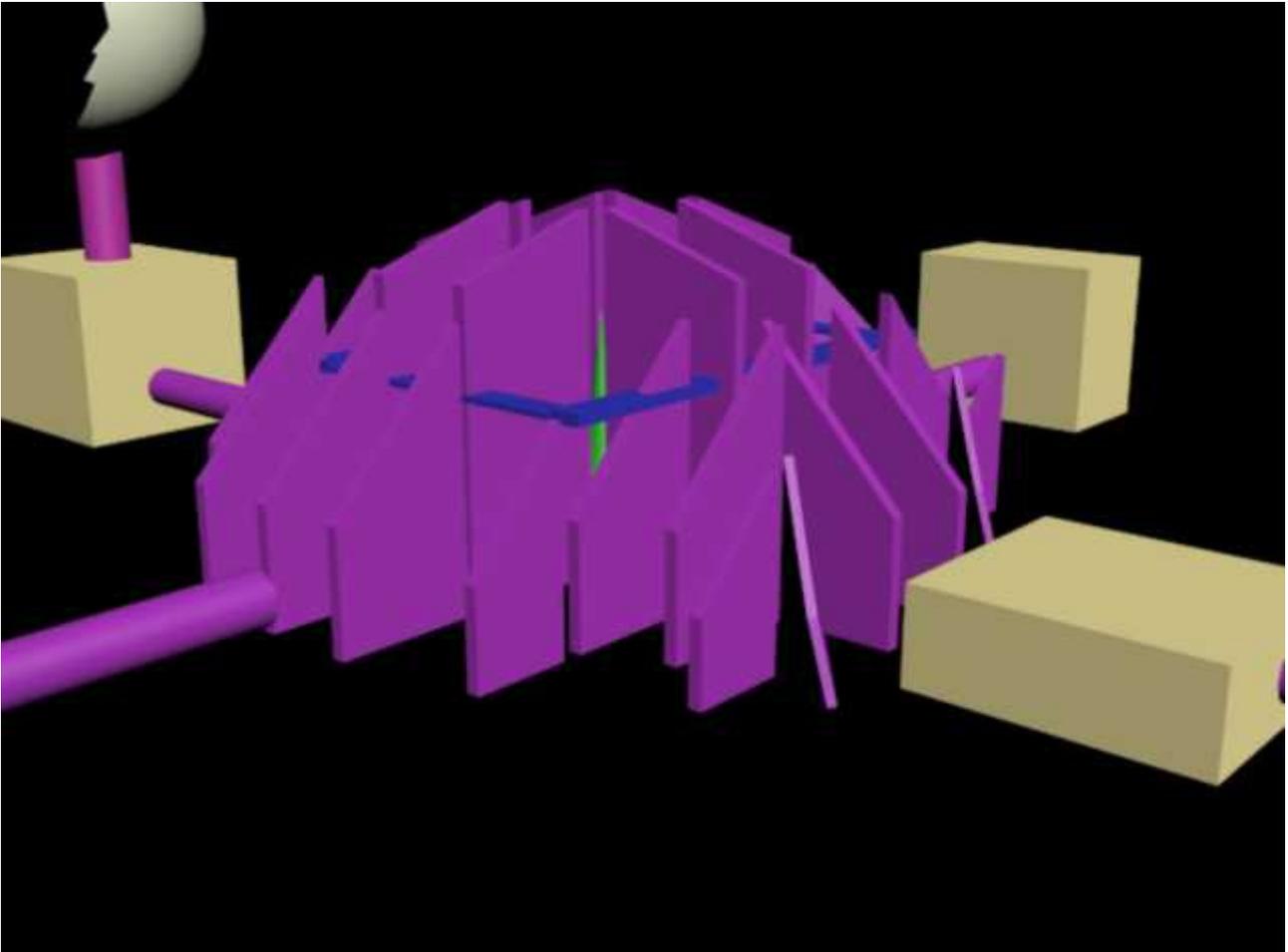
Below is a guide to the different sectors.
(The red lines are only guides, and do not exist on the level
pink and white are the raised walkways)



Below is a Side View of Sector One

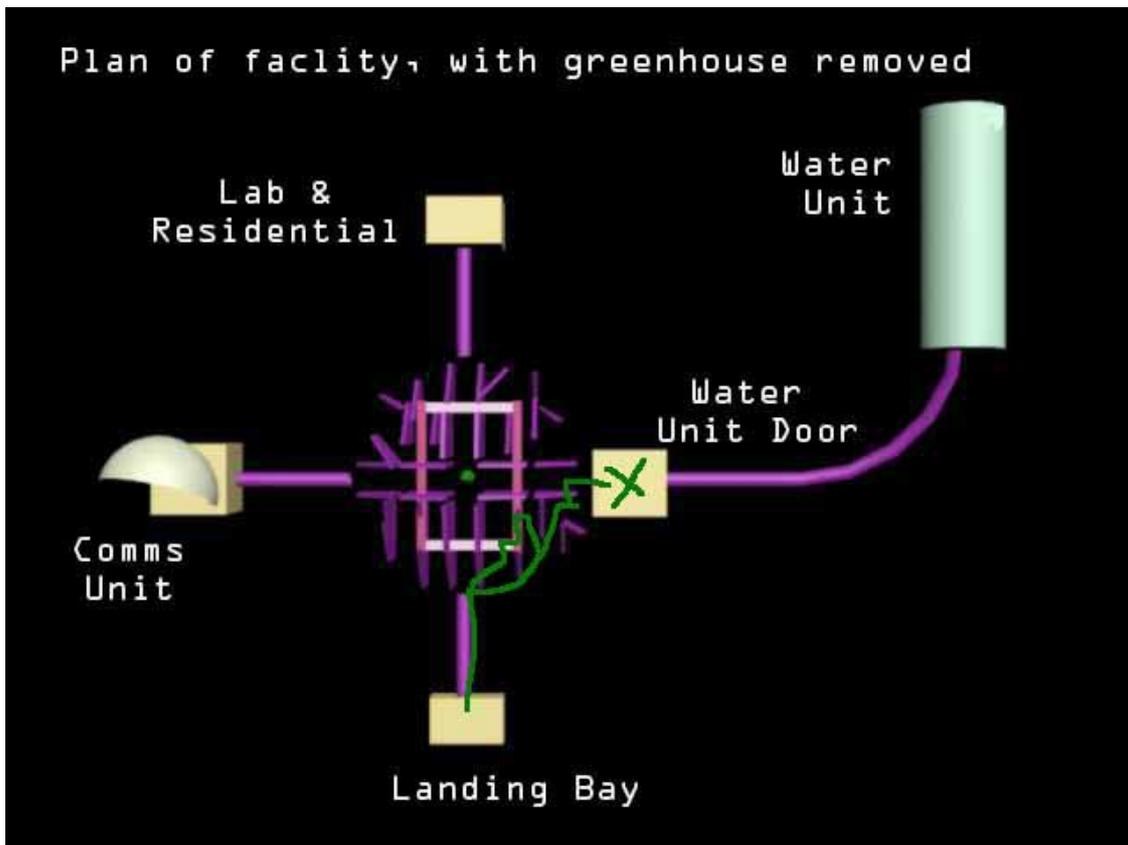
The Purple Sheets are the higher trees, indicating the different avenues, and channels available to the player.

The Blue rectangles are the walk ways, some of which are blocked, and some are not.



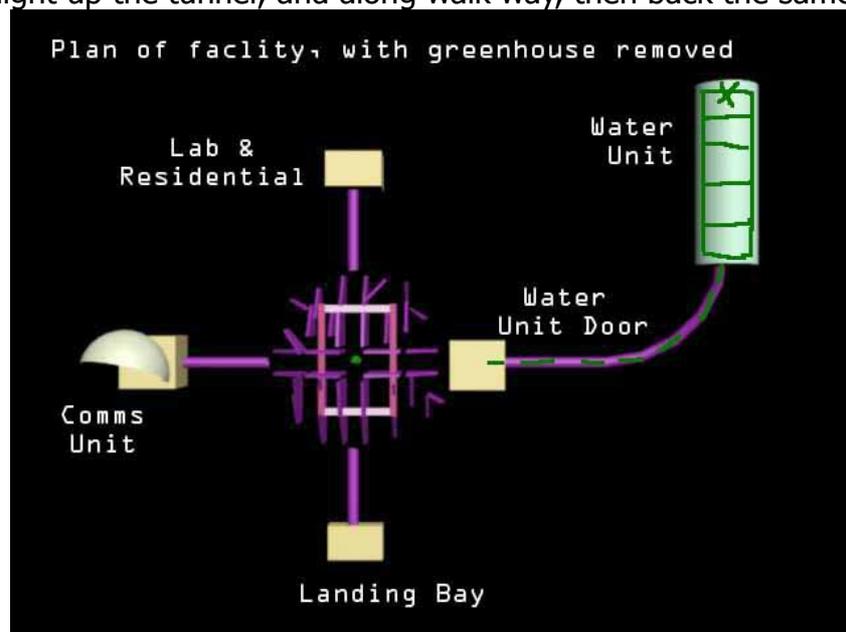
Possible Route to Each Task

Task 1



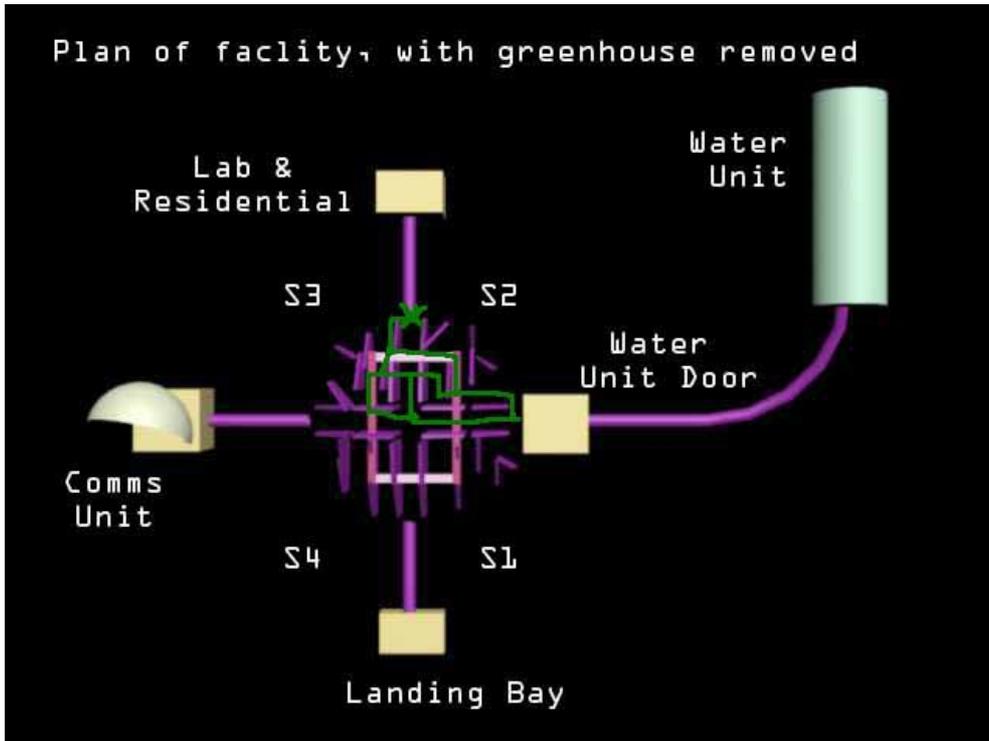
The Water Unit

There is not a lot of choice in terms of route to the Task item.
Straight up the tunnel, and along walk way, then back the same way



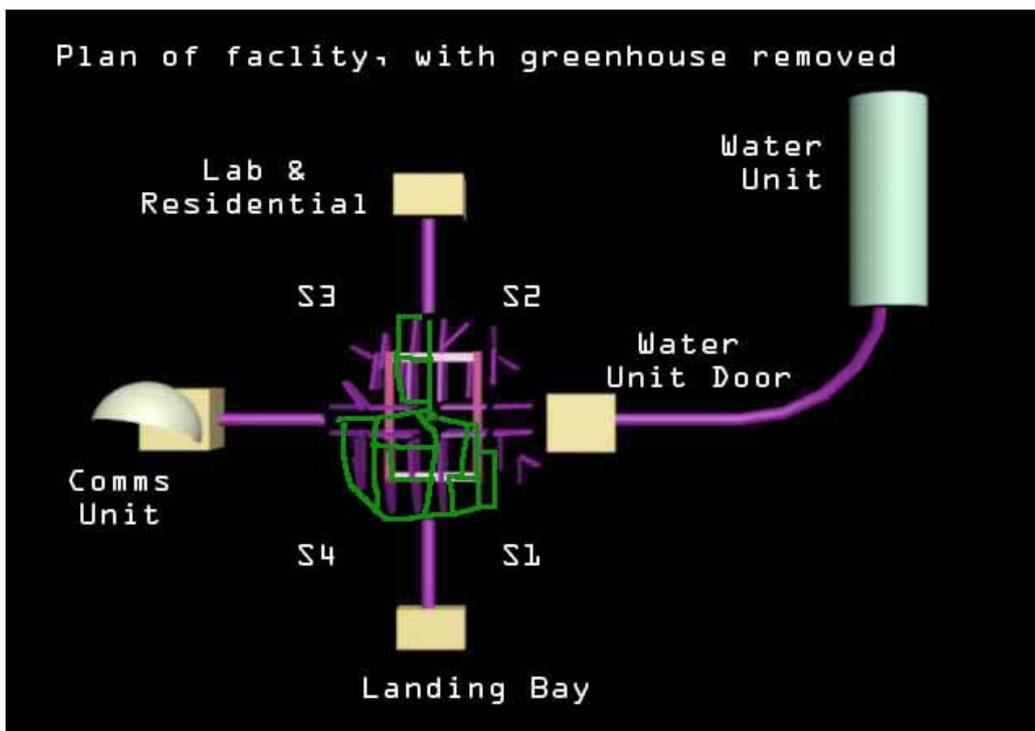
To the Laboratory

Blockages in Sector 2 force the player to venture Sector 3 to gain access to the Lab door



To the Comms Unit via the Pond

The Player can take many routes, to the Comms Unit and can even go back into sector 1 and explore sector 4, but must go via the pond in the centre



Pacing

From importing the level FXB into Unity, and adjusting the scale , in relation to the 'First Player Controller, I have set the scale of greenhouse , so that it takes about 25 seconds to walk from the outer rim to the centre.

This will alter slightly with the introduction of the jetpac which will move about 1.5 times faster.

The scale is also suitable to the plants and bug which I also imported , and can be found around the centre crossroads.

