



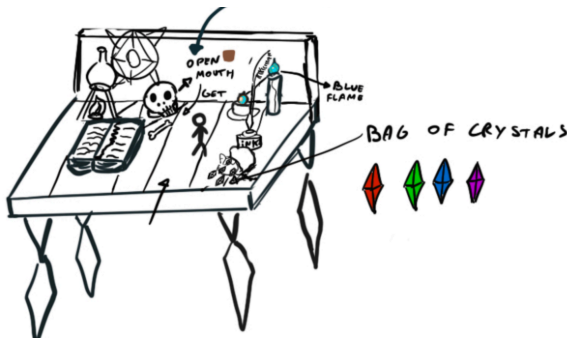
L_Workbench V2

L_Workbench PlayTesting

Level Description:

The player has been turned small by accident and has landed on his workbench. He must use the littered items on the table to create a wand and use this on himself

Visual Idea



Important Items:

- **Skull + Bone (inside skull)**
- **Contract with Glyph Text on it & Signature spot at the bottom (under the Skull)**
- **Baggie of crystals in different shapes**
- **Ink + Pen (feather?)**
- **Candles, specifically for the puzzle, 1 small one**
- **A wand (Skull + Crystal will turn into this after putting it in fire)**

Puzzle Flow:

Start → **Player gets shrunk by accident by their assistant. Controller will vibrate, particle fx will play and the BIG_Level will transition into the SMALL_Level**

Big Level:

Player Starts in front of the desk, and he will be incentivized to grab a book flying above the cauldron where it says **START** and has an Icon of the Level that is the same as the manual.

Small Level:

1)

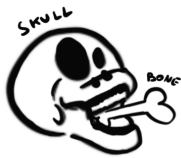


Player must pickup **Pen/Feather** from the

ink bottle and touch the **contract** (this will sign it automatically)

→ Contract will either burn up or curl up. It will be out of the players vision and the skull will open revealing a **Bone** Inside

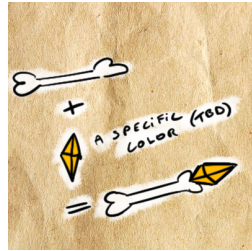
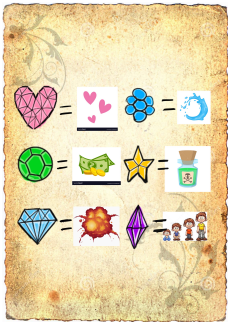
2)



Skull will open its mouth and it will reveal the **Bone**, this will start sticking out

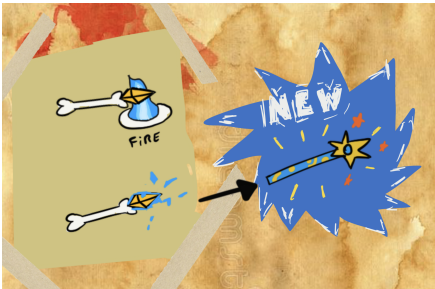
After player sees **Bone** coming out of the **skulls** mouth, they will give feedback to the IRL Players about it. One of them will see the next instruction

3)



In the Notebook, there will be a page saying **Bone + a Specific Crystal = A bone wand**. Players need to hold the **bone** in one hand and **the crystal** in the other hand and Slam/Combine them together by ‘clapping’ their hands together with the items in their hands.

4)



In the notebook it'll show instructions on how to Forge a wand. You need to stick it in **fire (In this case the candles)** and then the wand will be Forged and will turn into a **real wand**. It's no longer a **bone**

5)



Players need to shake the **Wand** and then aim it at themselves. While they shake sound fx will play indicating something is happening and the controller will vibrate. then they just need to hold it in their direction/aim it at themselves.

END → Player will grow causing both controllers to vibrate and particle FX to play.