

Dark Day

LEVEL DESIGN DOCUMENT

TEAM DARK DAY

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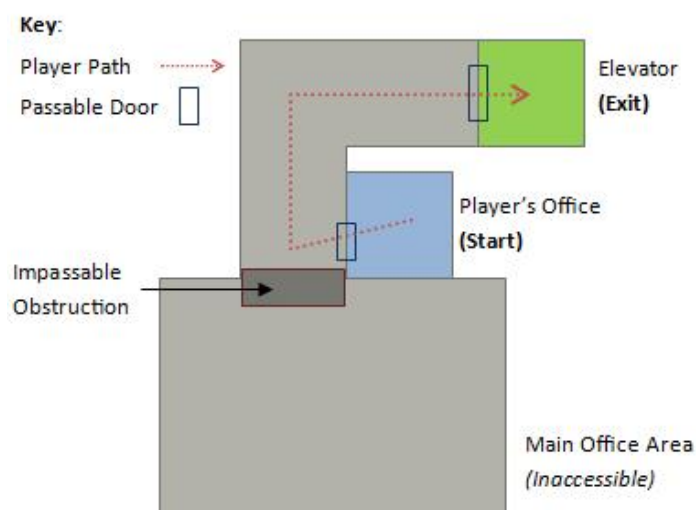
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FOURTH FLOOR

(LEVEL 1)

OVERHEAD MAP



INTERACTIVE ELEMENTS

The following is a list of objects and their associated actions:

- **Light Switch:** Toggle the light on/off.
- **Door:** Open/close door to office.
- **Exterior Elevator Button:** Call the elevator.
- **Interior Elevator Button:** Close elevator doors.

SPECTER ENCOUNTERS

The Specter appears at the opposite end of the hallway as the player waits for the elevator. (It does nothing; it merely just stares. If the player gets too close to it, it'll just disappear.)

STORY ITEMS

There are no story items in this level.

TRIGGER EVENTS

The following is a table of events and the specific player actions which trigger them:

TRIGGER	EVENT
Turn off office light switch	Boom/crashing sound effect Brief spectral noise Lights in exterior office go out
Step outside of office	Office chair slowly rotates (animation)
Pass through hall triggers	Lights in hall turn off sequentially
Reach end of the hall trigger	Brief Specter appearance
Push exterior elevator button	Elevator doors open
Push interior elevator button	Elevator doors close Load Next Level (After 3 second delay)

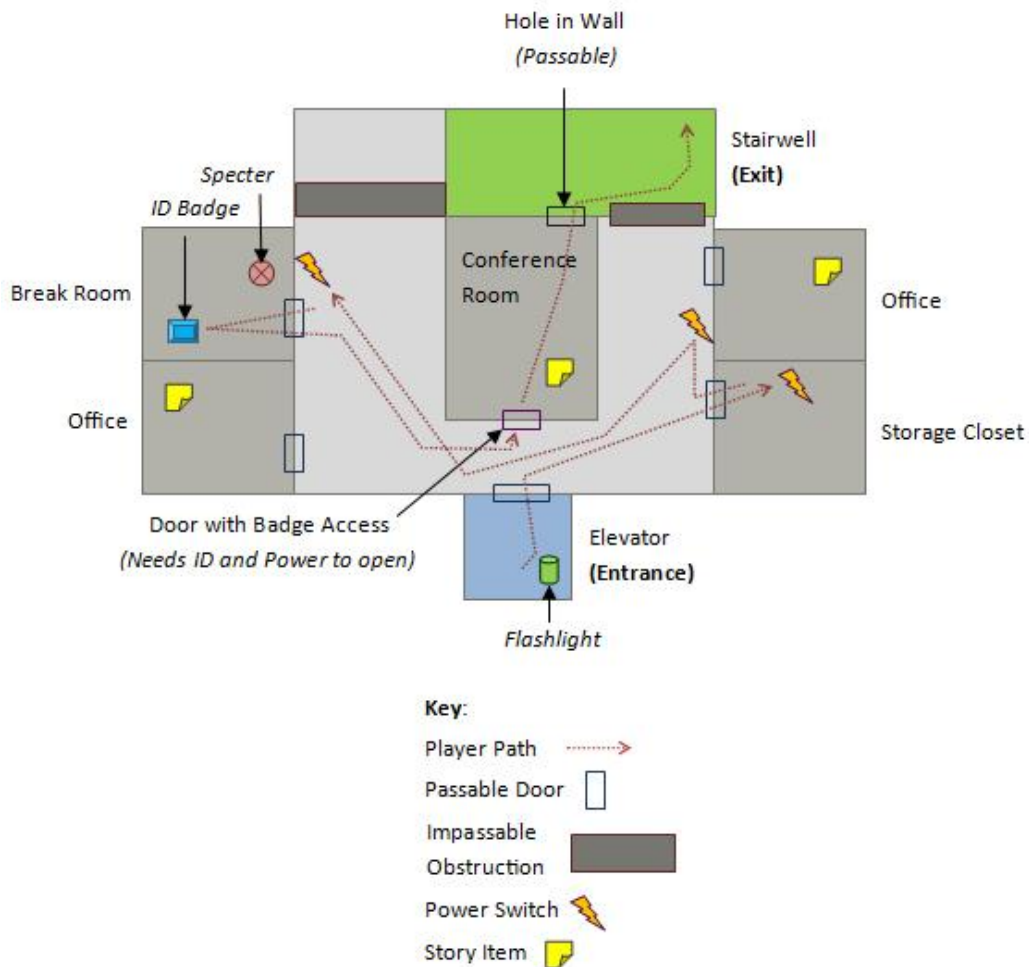
WALKTHROUGH

- The player starts off in the office. A voice outside says, "Hey, it's five. Let's get outta here."
- The player walks to the door, and the only thing to interact with is the light. The player can switch off the light, and the light in the room turns off.
- The player hears a sudden boom and a spectral noise.
- The player can then open the door and walk out to see that the main hallway is blocked.
- As the player goes down to the other end of the hallway, the lights begin turning off one by one.
- The player arrives at the elevator and pushes the elevator button.
- The player must wait while noises sound around him/her.
- Finally the elevator arrives and opens its doors.
- The player gets on and pushes the button, initializing the load to the next level.

THIRD FLOOR

(LEVEL 2)

OVERHEAD MAP



INTERACTIVE ELEMENTS

The following is a list of objects and their associated actions:

- **Flash Light:** Pick up flashlight, turn flashlight on/off. (Cannot put it down.)
- **Doors:** Open/close doors.
- **Breaker Box:** Switch the breakers in breaker box to turn on electricity.
- **ID Badge:** Pick up ID badge, use ID badge. (Cannot put it down.)
- **Door Badge Access:** Requires ID badge and electricity in order to unlock.

- **Cellphone:** Use it to hear Edith talking.

SPECTER ENCOUNTERS

The Specter is located in the break room with the ID badge.

The Specter can be eliminated by switching on the breaker just outside the room.

The Specter cannot come out of the room.

TRIGGER EVENTS

The following is a table of events and the specific player actions which trigger them:

TRIGGER	EVENT
Pick up flashlight	Flashlight is attached to player
Step outside of elevator	Brief Specter appearance
Hallway triggers	Cue Specter noises
Turn on sub-breaker 1	Lights turn on in half of level
Turn on sub-breaker 2	Lights turn on in other half of level
Lights turned on in break room	Specter vanishes
Specter vanishes	Break room door unlocks
ID card found and power on	Conference room door unlocks
Enter conference room	Cellphone begins ringing
Go into the stairwell	Load next level

STORY ITEMS

The following is a table of events and the specific player actions which trigger them:

ITEM	SCRIPT
Answering Machine	"Hey, Edith, got your message. I'm afraid you can't. Not tonight. Have a good night."
Post-It Note	"TO DO: GO HOME. GO HOME. GO HOME."
Cellphone	"Someone picked up. Whoever you are, you've got to help me. I'm on the second floor. I don't know what's happening. Everyone's gone. I can't...I can't..."

WALKTHROUGH

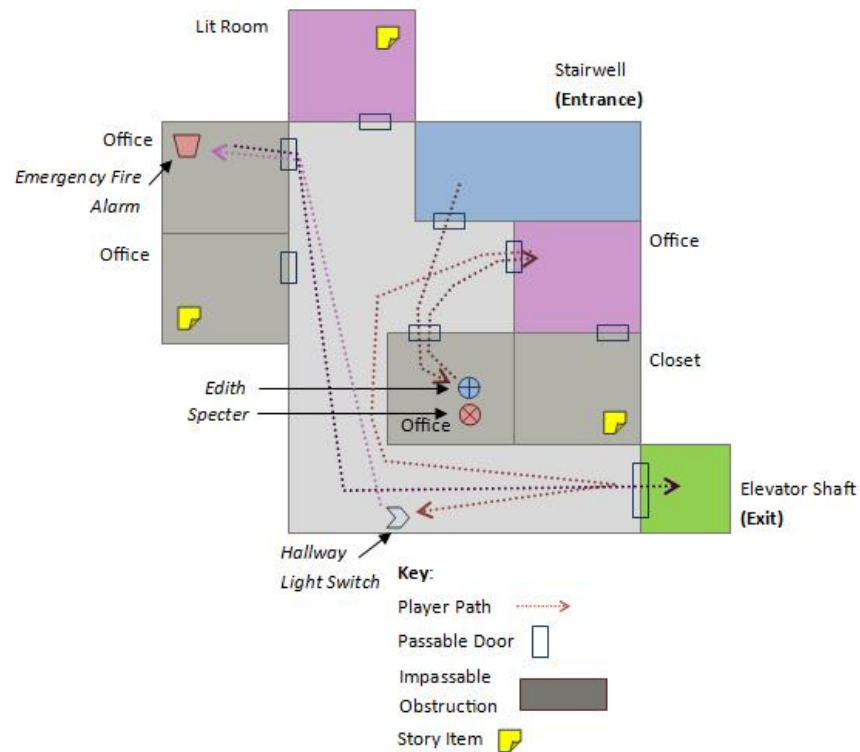
- The player starts off in the elevator, which emits a terrible grinding noise, signaling that it was forcefully stopped.

- A small light comes on, showing the emergency flashlight.
- The player picks up the flashlight, and the elevator doors slowly open, revealing that it is stuck slightly below the floor, forcing the player to jump. (Message display to let the player know about the controls.)
- The player walks out to see the main hallway, and there's a conference room. In the back wall of the conference room is a large hole through which a large shaft of light is being emitted.
- The player tries to enter the room but finds that the door is locked.
- The player begins exploring down the hallway and eventually finds that there's an emergency breaker in the janitorial closet, so the player switches it on.
- Small lights on the sub-breakers in the hallway turn on, and player switches the first one, and some of the lights in the hall turn on.
- The player then goes down the hallway and finds the Specter inside of the break room.
- The door to the break room will not open, but there is a sub-breaker outside the room.
- The player switches this, which turns on the lights in the hallway and break room, and the Specter instantly vanishes once the lights come on.
- The player can now enter the room and finds an ID badge sitting on the table.
- The player then goes back to the conference room, opens the door, and enters.
- Once in, a cellphone on the conference table begins to ring. The player can pick it up and hear Edith, who tells the player that she is caught by the Specter in the second floor of the building.
- The player then jumps through the broken back wall of the conference room to get to the staircase that leads down to the second floor, initializing the load for the second level.

SECOND FLOOR

(LEVEL 3)

OVERHEAD MAP



INTERACTIVE ELEMENTS

The following is a list of objects and their associated actions:

- **Doors:** Open and close.
- **Lights:** On and off.
- **Fire Alarm:** Set off, the elevator doors open, alarm sound blaring.

SPECTER ENCOUNTERS

The Specter appears in place of Edith in the room she's supposedly located in.

The Specter can be 'killed' if the player switches on the light in the room.

The Specter can also be killed if it is in the hallway and the player turns on the light.

TRIGGER EVENTS

The following is a table of events and the specific player actions which trigger them:

TRIGGER	EVENT
Player arrives in hallway	Sounds from Edith asking for help Lights flickering on and off
Player opens Edith's door	Specter appears Lights stay off
Specter in hallway light or office light	Specter disappears
Player pulls the fire alarm	Alarm noise goes off Elevator doors open

STORY ITEMS

The following is a table of events and the specific player actions which trigger them:

ITEM	SCRIPT
Radio Message	Static noise accompanied by spectral whispering, "I've got to get out of here. I'm so sick of this place."
Answering Machine	"Hi, it's Edith. I wanted to see if I could—" a sharp noise plays, and the sound cuts off.
Message on Computer	Last updated status on website: "I'd do anything to get out of here. Anything."

WALKTHROUGH

- The player walks out of the stairwell into the hallway and hears Edith crying for help and sees lights flickering on and off in one of the offices.
- The player walks into the office. The lights are office, and the Specter appears.
- The player turns on the light switch in the room, and the Specter vanishes.
- The player walks down the hallway and finds that the elevator doors, which are painted with the words, "Going home?" are closed shut. There is a posted sign next to the elevator that says, "Warning: Doors will open in case of fire alarm emergency."
- The player then searches through the offices until he/she finds the fire alarm and pulls it, causing the alarm to go off.
- The player goes to the elevator, where there is a single red light now on. The elevator isn't there; it's just an empty elevator shaft. The back wall of the shaft has an arrow painted on it with the words next to it, "Go home." The next floor is visible.
- The player jumps down the shaft, causing the next level to load.