

Nanonator's

Original Game & Analysis Project

Milestone 1 – GDD

Game Design II

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GAME DESIGN DOCUMENT

Overview

What if our computer technology was infiltrated by wayward Nano robotic creatures? A new force of Nanotech is unleashed to exterminate corrupted nanotechnology. Nanonator's are injected into polluted areas. To keep Nanonator's from being detected it is necessary to deposit this secret weapon in two portions or kinds of robots. Each kind of Nanonator, part A & B, needs to be brought together at just the right place and time to detonate the weapon destroying the corrupted area.

The player will lead each Nanonator simultaneously with a point and click action that leads both part A & B to come together at the click point origin. Working out pathway obstacles and challenges the player will learn to bring the two part together at just the right place and time to destroy the Nano pests infesting inner world computer tech.

Theme

It is necessary for the player to work two sides of an interjoining tech map to accomplish a single goal. Because both parts of the Nanonator are deposited on 2 separate maps, move in unison to the players command, this fulfills the game theme of Play Both Sides for the design challenge. The two separate maps have a single or multiple joining points that the player must find and access that allow the two Nanonator's to finally join and touch creating a destructive detonation elimination zone where any corrupted nanotech is destroyed.

Detailed Mechanics

LEVEL: The main mechanics of the game are player mapping in a Nano computer hostile environment. Movement through two adjoining maps requires a sense of timing and placement based off of obstacle collisions and moving threats that complicate the space available for the player to navigate. Movement is a simple point and click action but spatial awareness is the challenge for movement for two or more A & B Nanonator's.

CAMERA: This is a top down perspective 3D view for players to navigate. Map moves and centers only on the point and click of the player choice. This creates a unique condition when trying to keep track of multiple objects in the field of view. This reflects/simulates the players spy glass into the inner world of Nano sized environments.

CONTROLLER: Controls for the player are simple. Using the *left mouse button* for movement is the main action. *Right mouse button* is for the Equalization of Nanonator life/power meters. *Center mouse button/spacebar* is for the shield feature players use to protect and destroy nearby threats with a cost.

USER INTERFACE: Menu Page has buttons for player interface control.

- **Menu** - using the esc key
- **Start** – begins the game
- **Quit** – ends the game
- **Restart** – this is used for player frustration or stagnant conditions during the game. Restarts at the last Section completed 1 of 5 sections.
- **Credits** – for work done and references

*(Related sub-mechanics in the game)

OBSTACLES: The obstacles in this game are set up in a balanced IPM standard for 5 sections to equal a single level experience. There are four interacted obstacles for the player to work with.

1. **NORMAL** - Regular walls/barriers that block the Nanonator's and cancel redirection when contacted so that the player will need to point and click again in a direction for that Nanonator to move freely in a new direction.
2. **MOVING** - Moving walls/barriers that will trigger with the collision of a Nanonator that can be favorable or not in navigating to the players desired outcome. This animation may or may not be reproducible or correctable.
3. **FAKE** - False wall/barrier that appears solid with a clue marked identification that can lead players to use hidden pathways. This visual obstacle if missed can complicate a simple path.
4. **HOLES** - Holes or missing flooring that Nanonator's must navigate around or fall through destroying the bot.

LIFE/POWER: Each Nanonator for both A & B parts has a visible life/power meter bar that indicates important information to the player.

1. **SPEED** - Not only does this show how much life or power the Nanonator has it also reflects the speed that the bot can move. Full charge reflects the full speed the bot is capable of while a low meter only allows the bot to move respectably slower. No power = no life and the bot stay there where only the correct other part can get to it to activate the weapon.

2. **RECHARGE** - Recharge ability for the Nanonator's comes in the form of random moving glowing balls of light that upon impact/passing through will recharge a Nanonator. It does not destroy the moving glowing balls of light as they move freely round the maps.
3. **EQUALIZATION** - Special feature players gain is the ability to equalize the power of all Nanonator's on the maps. An activated right mouse click will divide all the power from all the bots to equal remaining levels. This might be important to buying more time for a struggling Nanonator close to its target. This affects all Nanonator's speed as well.
4. **SHIELD** - Special feature players gain is the shield option that can be favorable or not in specific circumstances. Center mouse wheel press or spacebar will active this 3 second shield that any threat in the specific distance will be annihilated. It also uses a % of energy (life/power) from all Nanonator's across the map as all of them are activated whether they need it or not.

ENEMIES/THREATS: This is a diverse Nano world mingled in a computer technology setting. Player will need to be aware of these threats.



Blind Rouge

1. **BLIND ROUGE** - Cannibal rouge blind Nano creatures roam randomly around for anything with life/power. They cannot follow or detect and can only drain life/power upon contact per collision and can be repeated for a deadly consequence of fully draining a Nanonator over multiple contacts if player cannot get away or destroy the entity. Can also eat other Nano creature threats.
2. **HUNTER A:** Hunter's look for foreign bodies in the environment but can only seek one kind of Nanonator A part. This provides a unique challenge for the player to protecting the A part with defenses or navigation. Hunter's for "A" type Nanonator's and are limited in their movement ability and speed.
3. **HUNTER B:** Hunter's look for foreign bodies in the environment but can only seek one kind of Nanonator B part. This provides a unique challenge for the player to protecting the B part with defenses or navigation. Hunter's for "B" type Nanonator's and are limited in their movement ability and speed.
4. **NANO BOSS:** The main Nano BOSS is the target goal for the player to complete the level of the 5 sections. The player will need to use all mastered abilities and skills to defeat the Nano BOSS. This will have moving parts that shield the BOSS from a possible detonation of jointing Nanonator's being to close.

Goals

The main goal is for the player to safely guide and navigate two or more Nanonator's on a duel map to a joining point where the two parts of the Nanonator can join and detonate. The player is led through 5 sections that increase in complexity and increase added abilities, as well as

increased dangers. The final destination that the player is leading the Nanonator's is to the destructive Nano Boss. Beating the boss is the winning point for the player. This represents a single level of gameplay meeting the expected time goal/restraint for the project.

Along the way the player will:

- Navigate two or more Nanonator's from adjoining maps with constrained visual ability.
- Become aware of Nanonator speed abilities based on the life/power level displayed for each bot.
- Pass check-points to advance to progression start points for each section 1 – 5.
- Solve puzzle pathways of walls/structures, moving walls/structures, hidden wall/structures, and empty flooring or holes on the surface to avoid.
- Use special REWARD abilities to give advantages to Nanonator's for each section
- Avoid enemy/threats along the way that will slow or stop the players progression.
- Collide with moving recharge items to restore the life/power meter.

Rules

Nanonator's:

- Player uses a point and click to activate Nanonator's on both maps simultaneously to move in the direction of center point of the players location point. This works for all Nanonator's for that section of the maps whether they can be seen by the player or not.
- Players will avoid dangerous nanotech such as Blind Rouges, Hunter's A & B, and avoid damage from the Nano Boss while trying to destroy it with two correct Nanonator parts A & B activating by collision near or on the Nano Boss.
- Complete each section that builds up to the final Nano Boss fight. Finding these checkpoints will help the player with restart options if a section fails.
- Find recharge opportunities along the way to ensure full ability of the Nanonator's.

Obstacles:

- **Normal**, **Moving**, and **Fake** walls are part of the design that brings new challenges for the player. These are adjusted per map and ensures the player is Playing Both Sides of the map that these features create. These can affect not only the player and their Nanonator's they lead but the enemies/threats that also interact with these features. Player has a privileged advantage accessing the Moving, Fake wall/structures.
- The **Holes** in the floor affect all nanotech in each section so it can be damaging to enemies/threats as well as the nanonator's A & B parts moving on the two maps.

Life/Power:

- This meter is a dual system for players to account for. It is not only an indicator of a usable Nanonator if the power reaches zero and it no longer moves but is the indicator of the speed available to the player to adjust to in map navigation for timing and location desired. Players will have to work one side of the maps more or less depending on needed results for an end location detonation per section. It is the **speed** that player will interact with the most.
- If player can navigate quickly enough with the slow-moving **recharge** glowing balls moving randomly on the screen it will recharge the Nanonator's to a full condition. It can even recharge an empty Nanonator if a random collision takes place. Recharge for a

Nanonator is an individual event per bot collision not all in the player's control condition.

- **Equalization** of all life/power meters is an ability the player earns along the way. This feature allows a player to give more life/power to a Nanonator that is about to stop movement because of no life/power remaining. This affects all Nanonator's on the section the player is playing whether the bots are seen or not. All respective speeds of the bots will also be reflective of the players choice.
- The player does gain a defense ability as an earned ability along the way. This is the **shield** that can be activated for 3 seconds that stop all contact from enemies/threats in a specific distance. This destroys those enemies/threats but uses some life/power from the Nanonator's. This action when performed affects all Nanonator's in the given section whether they are seen or not by the player. Players will learn when to use this or not depending on advantages perceived.

Enemies/Threats:

- There are four threats in this game that players will avoid contact with. This is a physical contact that they are avoiding. Each threat has different values of damage done to the Nanonator's. Different tactics will be developed by the player in dealing with the characteristics that each enemy/threat has.
- **Blind Rouges** are the cannibals of the nanotech world that will drain life from any Nanotech they touch. For the player it will drain a percentage of life/power amount per collision. Multiple collisions are bad for the players Nanonator's. When Blind Rouges touch another Blind Rouge, they simple cancel each other out and do not move any longer. When Blind Rouges touch a Hunter A or B they stun the Hunter for a period of time before they regain movement again for both Blind Rouge and Hunter A or B. Blind Rouges do not affect the Nano Boss in anyway because of the size of the Boss more relates to a micro level of tech.
- A more dangerous enemy/threat is the **Hunters A and B**. They seek out unknown nanotech. These will have a trigger area where once activated will follow the player's Nanonator on the map side they reside. They may start as moving sentry's or stationery guards. Triggering them will allow them to follow without collision stops to interrupt their follow orders.
- **Nano Boss** is the final goal of the player. There is a rotating physical shield that can impede the Nanonator's progression of contact with another Nanonator to activate a collision weapon. It will only take a single Nanonator connection within a close distance to destroy the Nano Boss. Players will have multiple Nanonator's to work with if the player is good enough to lead many but only two are needed for the final successful detonation. Boss is stationary and stays in one place on the map.

Actions

The player strategy has multiple overlaying conditions. These can be broken down into 4 steps of action. All of these interact with the *Sub-Mechanics of **Obstacles, Life/Power, and Enemies/Threats**. Player actions for the game are centered on the control of Nanonator's. The player does have User Interface controls that work outside of the main actions that the player engages in for the 5 sections for the level experience.

1. **Free Navigation**- Learn how to control two or more Nanonator's that exist on two separate adjoining maps. By using point and click on different areas of the map and watching what each Nanonator does in relation to the space they reside. Players will

learn an important tactic of *timing and location connection*. This might be tested on the following areas. (Appropriate for Section 1 of the level)

- Clicking all areas outside of the two visible Nanonator's will pull/lead both bots to a distant line direction. This consists of up, down, left, right, and anything in-between those directions outside of the visible imaginary ring the Nanonator's reside. Effect might be one bot reaching the clicked space while the other arrives later.
- Clicking any area inside the two Nanonator's the imaginary ring they reside. Both will move to that location but also arrive respectively to their distance apart.

2. **Restricted Navigation** – Players will learn how each Nanonator A & B reacts to walls/barriers. This combines *timing and location connection* in a greater way.

- Effect might be one bot reaching the clicked space while the other stops at a wall/structure barrier.
- Both will move to that location but be separated by a wall/structure barrier that prevents a collision.
- By looking to find spacious patterns in the map layout players can move the Nanonator's to certain spots that allow passage through hallways, open rooms, corner directed pathways, and curved mapping.

3. **Avoidance Navigation** – This requires a little more attention by the player as it consists of two areas. Avoidance uses the players ability of timing and location connection understanding.

- Players avoid the Nanotech threats from each section. This consists of Blind Rouges, Hunters A & B, Nano Boss. Each one has different behaviors and conditions where they operate. Players can counter the behaviors with special abilities earned at a cost. Players learn how to use defensive and offensive tactics in the avoidance conditions.
- A visual operation for players to take into consideration while mastering timing and location connection is the Holes in the flooring that will eliminate any passing Nanonator, including enemies/threats moving over those spaces. It is possible for players to place themselves between a moving threat and a hole to be used as a protection or tactic of eliminating an enemy.

4. **Timing Navigation** – This is the meat of the players learned ability. How to get two Nanonator's part A & B to connect together in the desired place? For the early sections the connection brings about a weapon detonation that covers a large area of influence for a successful check point activation. The final Nano Boss fight will require players to use that knowledge to get close enough to detonate a destructive blow within the right range providing a victory for the player.

- Players will manipulate slowing their own bots on walls, corners, speed considerations in the progression of the map details in relation to the desired connection point. Getting it close enough can bring success but the goal will be based off the experience from past sections of consisted behavior.

- Using benefits earned the player gains more ability to get to that desired location for detonation. Using Recharge, Equalization, and Shield is a great benefit for success.

Transitions

How the game transitions from one state to another

- A single level is separated into 5 parts called Sections. These have been set up with check points between each one for the purpose of player progression. These can be used by the player by way of Menu<Restart option if the Section is not working the way the player wants. This is in place to help with frustration of difficult circumstances during play that the player believes are correctable with another go. It is the Check point system that is also accessed with the player death/defeat condition detected in the section played. Condition applied suggested:
 - Player has only one kind of Nanonator A or B and cannot create a detonation condition.
 - Player loses all Nanonators due to no life/power in remaining A & B Nanonator's. Automatically will not wait for Recharge opportunities in this condition.
- Esc key is used to access Main Menu during play. Main Menu Is the starting operation when game launches. Options for player's consist of:
 - Menu Button – brings the player back to the main screen from the credits page.
 - Start Button – This is the New Game option for players wanting to start fresh at Section 1 for the first game or repeated games.
 - Quit Button – This closes the game from the Main Menu.
 - Restart Button – This starts the player at the last check point they successfully cleared. This is used to relieve players frustrated with the non-working section they may be experiencing.
 - Credits – This serves as a new page showing all due credit and references of the game. This can be accessed independently or triggered at the end of a victorious game, beating the final boss.
- When the player dies a condition where no more Nanonator's can successfully complete a connection condition or they are all lost in a hole in the floor; the player is then brought to a restart condition to the last checkpoint that was successfully cleared. This is done by bringing up the Main Menu where the restart button is located giving the player a choice to retry again. Verbiage is present on each button to describe the correct action if pressed. Providing the other button option is needed to allow player to perform another desired action if wanted. Having the Restart button also acts like a save point.
- What happens when the player wants to Quit? The game closes and there are no saved game conditions for the player to go back to later. This is not needed for a 5 to 8-minute game experience.
- Game victory is when the final Nano Boss is defeated and the screen transitions to the credits page with the option of Main Menu on that same page. Defeating the boss shows a CONGRATULATIONS! text overlay just before the credits page. This is a text animation as part of the condition of triggered victory.

Items

Everything the player can interact with

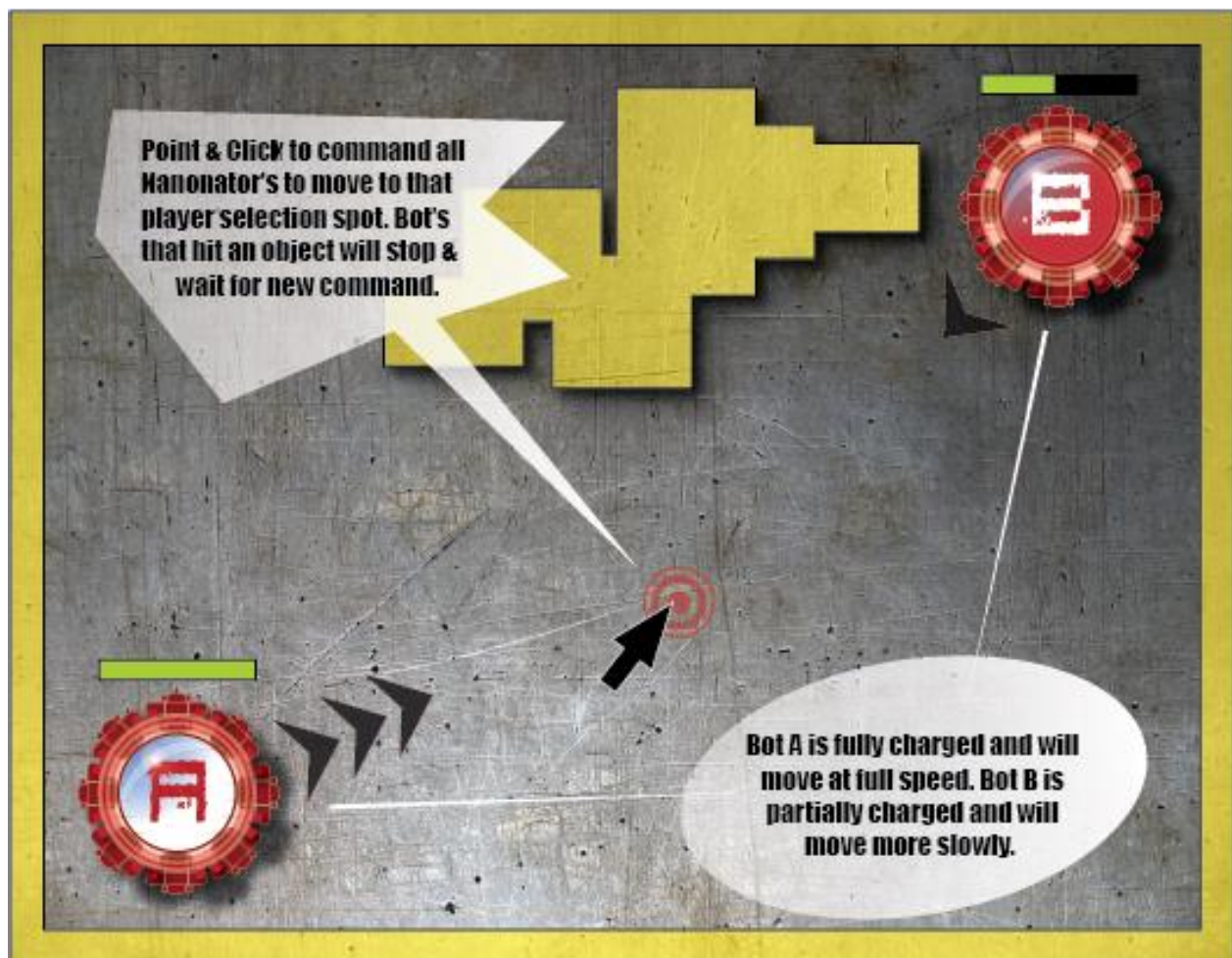
- Movement – Player controlled interaction for Nanonator's

- Equalization – Player controlled action for distributing life/power levels.
- Recharges – Collision controlled condition that recharges the life/power meter. Free floating light orbs follow random pathways and are not absorbed on passing over Nanonator's.
- Shields – Player controlled action that provides protection for 3 seconds at a % cost of life/power levels.
- Life/Power Meter – per Nanonator is item information for player conditions.
- Enemies/Threats - Interaction reduces life/power levels.
- Obstacles – Provide challenges and have conditions of interaction as a puzzle item to be solved.

Setup

The initial state of the game/level(s)

SECTION 1 – Located as the starting point for the player where the player can clearly see an open room among the technology environment design. This top down view shows two Nanonator's on each side of the room. In the room separating the two Nanonator's is a single obstacle not very large and very easy to move around.



- **Nanonator's** identification (IPM) - Player is introduced to the two variations of Nanonator.

- Both have an identifiable shape unique to them that compliments their belonging as the type of technology.
 - Each have their own color arrangement of two colors in dominating variance. This could be represented as Red and White where Nanonator A has red Text “A” while Nanonator B has white Text “B”, but both share the dual color blend.
 - Each has a life/power meter above them showing the appropriate level represented by florescent green.
 - Each has a small text graphic under the life/power meter but on the design of the bot represented as a circle with an A and B respectively.
- **Obstacles** (IPM) - Player is introduced to the Normal Wall/Structure in this first open room.
 - A cue will inform the player to click in the middle of the room between the two Nanonator’s where the two Nanonator’s will attempt to get to but one is stop by hitting the wall/structure in their way while the other is successful. Player is then left to explore what happens with more point and click actions till the two bots meet together and an animated detonation explosion is played out. *Note: If by chance the player clicks elsewhere from the cue and the bots connect first try it is okay for the learning process.*
 - **Life/Power** (IPM) - Player is introduced to how the life/power meter works in the initial start.
 - One of the Nanonator’s only has a small amount of life/power so that when the player clicks the point of location this bot moves much slower letting the player know that movement speed is based on this power level.
 - **Enemies/Threats** (IPM) - Player is not introduced to any of these on this learning section.
 - N/A

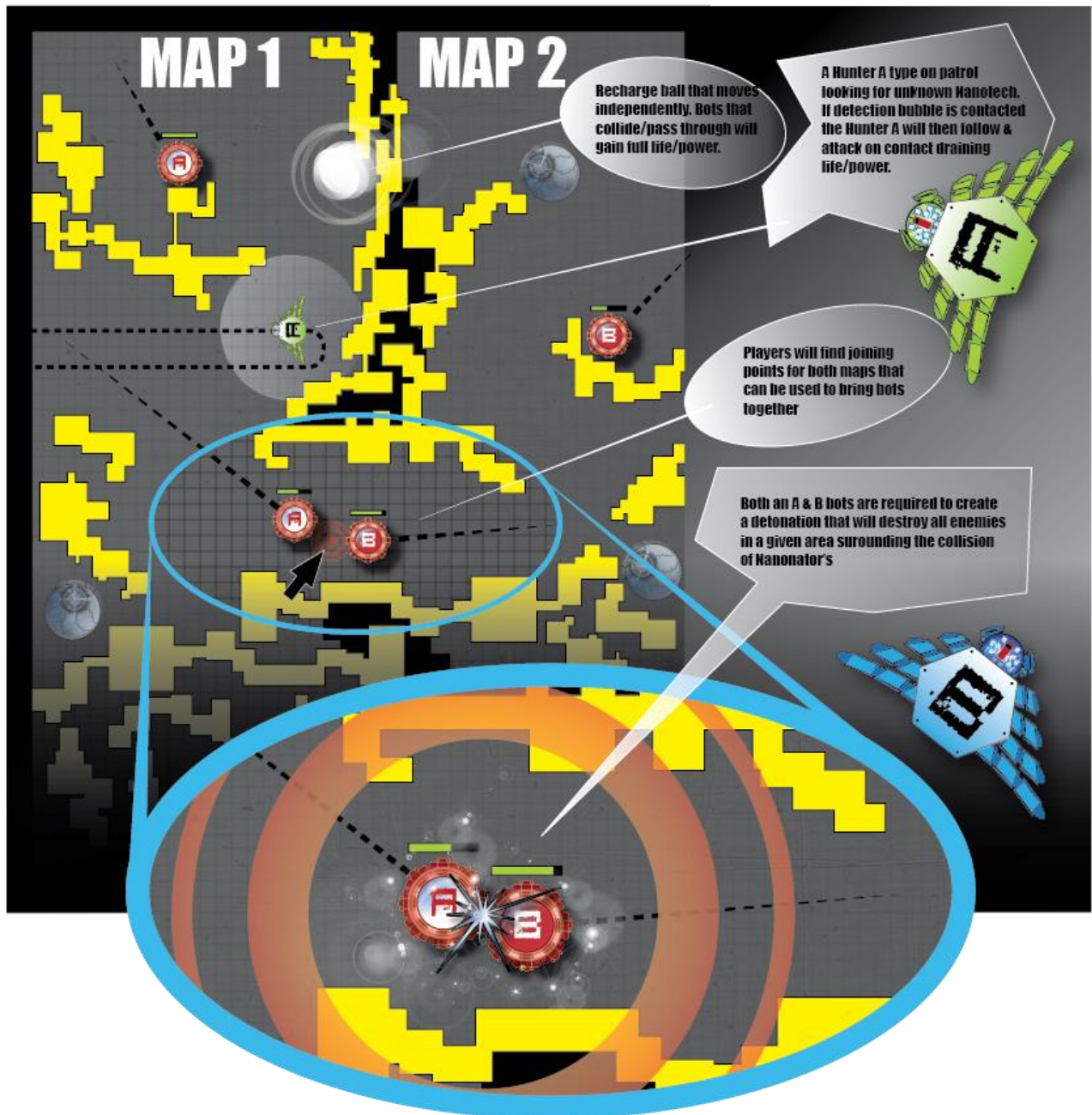
SECTION 2 – Designed with more complexity from the starting room and slightly larger for the player to see how navigation moves the camera revealing more map space. This is where the player is recognizes the that the map appears to have two separate designs distinct from each other but joined closely together. Maze or puzzle like with some obvious openings leading player to explore what is beyond.

- **Nanonator’s** (IPM) - Player is able to practice movement of the visible in the starting spaces but clearly separated by the wall/structure design.
 - As player explores beyond the visible map leading the Nanonator’s there appears another type A or B but locked in a room with no opening but trying to follow the direction of the commands the player is controlling the others successfully with.
 - Further exploration reveals a second bot A or B that freely joins with the matching bot on one side of the map. No detonation occurs showing a player

that both A & B are needed and that there might be bots that are locked away that the player cannot access full control over.

- **Obstacles** (IPM) - Player further explores a more complex wall/structure design to practice navigation on. Player is also introduced to the Movable Wall/Structure in this environment.
 - One of the Nanonator's appears to approach a dead end but upon contact the wall animation activates and opens an obvious hallway traveling in the right direction. Player learns that it might be good for bot to collide with various walls that might have a trigger door for them to take advantage of.

- **Life/Power** (IPM) - Player is introduced to how the life/power meter works with the recharge action. This will also help player identify the source of the recharge.
 - One of the Nanonator's only has a small amount of life/power at the start of the second section. There are random slow-moving glowing orbs on this map that seem to not care about any obstacle and pass over/through everything. One of those is strategically placed so that it hits the one bot that only has partial life/power. The full resulting charge informs the player to allow these to collide with his Nanonator's.



- **Enemies/Threats (IPM)** - Player is introduced to two of the enemies/threats on this section. There are only one of each so that the player can learn what they are.
 - Blind Rouge is on one side of the map and is randomly moving around bouncing off wall/structures. This Nano creature looks fearsome with an odd coloring warning player by its look to avoid it. If player has a collision with this creature it will absorb a small amount of damage on the Nanonator with visual effects reinforcing attention on the collision of this creature.
 - Hunter A is on the opposite side as the Blind Rouge. This one is triggered automatically as part of the path the player will trigger in route to an open room for the two Nanonator's to join together. When the Hunter collides with the players bot for that side of the map it completely drains it or the player out runs it with partial or no damage. This is the same side as the extra Nanonator to give the player an additional chance just in case the first one is drained completely

and stops moving. This trigger is seen as a bubble silhouette that if triggered will chase the players bot for Nanonator A

SECTION 3 – A much bigger design for both maps in this section. Players will get to continue to practice introduced actions learned. There are also new things to be learned here and introduced to the player that will build upon the foundation already set for each of the sub-mechanics.

- **Nanonator's** (IPM) - Player is able to practice movement of the visible and looking for possible movable wall/structures. Introduction to freeing a locked bot is the key to this section for Nanonator's. Player will also have more bots to work with on this section.
 - One of the complex rooms that has a nanonator in it triggers a wall to open when the player gets high enough on the map allowing this nanonator to join with the other the player is leading.
 - There are 3 Nanonator A types with one locked up, one appears early, while the last appears later. There are 3 nanonator B types with one locked up (to be freed), another appears early, while the last appears later.
- **Obstacles** (IPM) - Player further explores a more complex wall/structure design to practice navigation on. Player is also practicing to find Movable Wall/Structure in this environment. Introduce on this section is the Fake wall/structure for the players to advance their environmental understanding.
 - An obvious dead end is only an illusion for players that take an only path to this location for one side of the map. As the player connects with the wall it flashes and the Nanonator passes through easily. There is a subtle cosmetic indicator that will allow player to find other Fake visual obstacles that can be used as normal pathways.
- **Life/Power** (IPM) - Player is introduced to how the life/power meter works with the Equalization action. This will help players save a struggling bot with low or no life/power. Player will also continue to interact with the Recharge action on this map as well be reinforced with the life/power meter display.
 - One of the Nanonator's only has a small amount of life/power at the start of the third section. A que lets the player know at the beginning of the 3rd section that by right clicking it will distribute and equalize all power between all the Nanonator's on this section. A visible struggling bot is at the focal point. A player that successfully pressing the right mouse button will see the desired effect of the bot being greatly powered up while other will have a small amount diminished.
- **Enemies/Threats** (IPM) - Player is immersed with dealing with two of the enemies on this level and is introduced to a new Hunter. Only one new Hunter is activated in this section and it is similar to the other hunter.

- Hunter B will only go after the other type of Nanonator B and also has its trigger zone that players will want to take an accounting of. This trigger is seen as a bubble silhouette that if triggered will chase the player's bot for Nanonator B. Likewise this will do damage like the other Hunter A. Players should be able to identify the similarities and be wary of it from the beginning as this one patrols a path that the player can time.

SECTION 4 – A much bigger design for both maps in this section. Players will get to continue to practice introduced actions learned. There are also new things to be learned here and introduced to the player that will build upon the foundation already set for each of the sub-mechanics.

- **Nanonator's** (IPM) - Player is able to practice the movement of the visible and looking for possible movable wall/structures. Practice freeing a locked bot is the key to this section for Nanonator's. Player will also have more bots to work with on this section.
 - There are 4 Nanonator A types with two locked up (1 to be freed), one appears early, while the last appears later. There are 4 nanonator B types with two locked up (1 to be freed), another appears early, while the last appears later.
- **Obstacles** (IPM) - With all the wall/structure obstacles presented there is one more that is a little different. A small hole in the floor appears that is a visual cue only that something has changed. Too small for anything to fall through but something to notice.
 - No damage or loss of Nanonator's experienced only a sign that the floor is missing in parts.
- **Life/Power** (IPM) - Player is introduced to how the life/power meter works with the Shield action. This is an extra defense for players to use when dealing with many bots on the duel maps. Players will still practice Recharge and Equalization actions on this section.
 - A cue will inform the player at the beginning to press the center mouse button or the spacebar on the keyboard. A visual timer of 3 seconds will display and count down to zero. A visual bubble will appear around each Nanonator visible on the player screen. Any near passing enemies/threats will disappear immediately letting the player know that the shield also eliminates the danger. There is a cost of life/power that is taken from each bot at a certain percentage. This may or may not be seen by the player at first but will be when it is used more and more.
- **Enemies/Threats** (IPM) - Player is immersed with dealing with two of the enemies on this level and is introduced to a new Hunter. Only one new Hunter is activated in this section and it is similar to the other hunter.
 - Hunter B will only go after the other type of Nanonator B and also has its trigger zone that players will want to take an accounting of. This trigger is seen as a bubble silhouette that if triggered will chase the player's bot for Nanonator B.

Likewise this will do damage like the other Hunter A. Players should be able to identify the similarities and be wary of it from the beginning as this one patrols a path that the player can time.

SECTION 5 – All learning leads to the final boss. A Nano Boss that is stationary but very large with a moving shield type that will be hard to get two Nanonator's to connect in the right area. Player will continue to navigate and deal with challenges up to this point. If obstacles, enemies/threats have been taken care of the player can have a more strategic focus on this final timing and connection mastery conclusion.

- **Nanonator's** (IPM) - The player has mastered all the functions of the Nanonator's and will finalize any mastery along the path before the final boss.
 - There are 5 Nanonator A types with 2 locked up (1 to be freed), one appears early, while the last 2 appears later. There are 5 nanonator B types with 2 locked up (1 to be freed), another appears early, while the last 2 appears later.
- **Obstacles** (IPM) - Player has mastered the wall/structure obstacles and was introduced by a subtle visual of holes in the floor.
 - There are small holes still present but larger ones also appear where player will likely encounter a loss. One is revealed with a moving wall animation while others are immediately visible as the player progresses on the section toward the final boss. This will help the player with a more climatic effect when passing through to the boss having survived the obstacle progression path.
- **Life/Power** (IPM) - Mastery of how life/power meter and level interact with the game is the most essential in being successful. On this section player will be able to perfect anything missing before the final boss fight.
 - All of the actions of Recharge, Equalization, and Shield will benefit the player at the final boss fight
- **Enemies/Threats** (IPM) - Players that work through this section can set up a better encounter for the final boss. There are many more enemies/threats along the way here but the tools given the player should put the player at an advantage in the final boss fight.
 - The key to a successful win is eliminating as many enemies/threats along the way to the final boss. Then solving the final puzzle with the Nanonator's is less distracting from outside forces.

Diagrams

	SECTION ONE	SECTION TWO	SECTION THREE	SECTION FOUR	SECTION FIVE
Nanonator A Bot	1	2*	3*	4*	5*
Nanonator B Bot	1	2	3*	4*	5*
Blind Rouge	0	1	3	5	7
Hunter A Type	0	1	2	3	4
Hunter B Type	0	0	2	3	4
Recharge Ball	0	3	4	5	6

* One or More Nanonator's will be locked (may or may not be free-able)

Number Count of Anticipated Sections

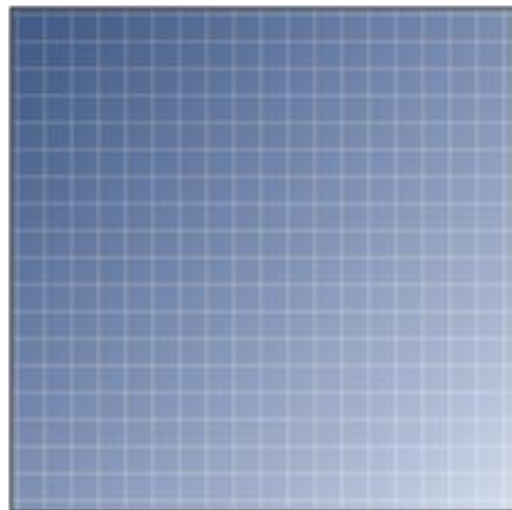
Map Sizes of Anticipated Sections



Section 1



Section 2



Section 3, 4, 5

Milestone 2 Playtest Report

Individual Playtests

Playtest #

Name:

Age:

Gaming Experience:

Observations:

1. At
2. Least
3. Three

Playtest #

Name:

Age:

Gaming Experience:

Observations:

1. At
2. Least
3. Three

Playtest #

Name:

Age:

Gaming Experience:

Observations:

1. At
2. Least
3. Three

Playtest #

Name:

Age:

Gaming Experience:

Observations:

1. At
2. Least
3. Three

Analysis

1. Aggregation of all playtests
2. General trends noticed
3. Conclusions drawn from the collected data
4. Charts and Graphs

Action Plan

1. Based on conclusions, what are you going to do about it?
2. Should be SPECIFIC **MECHANICAL** changes not generalizations
3. How do you expect this to change the player experience?
4. What will you add to/change in the playtest process (form) to make sure?

Milestone 3 Playtest Report

Individual Playtests

Playtest

Name:

Age:

Gaming Experience:

Observations:

4. At
5. Least
6. Three

Playtest #

Name:

Age:

Gaming Experience:

Observations:

4. At
5. Least
6. Three

Playtest #

Name:

Age:

Gaming Experience:

Observations:

4. At
5. Least
6. Three

Playtest #

Name:

Age:

Gaming Experience:

Observations:

4. At
5. Least
6. Three

Analysis

5. Aggregation of all playtests
6. General trends noticed
7. Conclusions drawn from the collected data
8. Charts and Graphs

Action Plan

5. Based on conclusions, what are you going to do about it?
6. Should be SPECIFIC **MECHANICAL** changes not generalizations
7. How do you expect this to change the player experience?
8. What will you add to/change in the playtest process (form) to make sure?

Milestone 4 Playtest Report

Individual Playtests

Playtest

Name:

Age:

Gaming Experience:

Observations:

7. At
8. Least
9. Three

Playtest #

Name:

Age:

Gaming Experience:

Observations:

7. At

8. Least

9. Three

Playtest #

Name:

Age:

Gaming Experience:

Observations:

7. At

8. Least

9. Three

Playtest #

Name:

Age:

Gaming Experience:

Observations:

7. At

8. Least

9. Three

Analysis

9. Aggregation of all playtests
10. General trends noticed
11. Conclusions drawn from the collected data
12. Charts and Graphs

Action Plan

9. Based on conclusions, what are you going to do about it?
10. Should be SPECIFIC **MECHANICAL** changes not generalizations
11. How do you expect this to change the player experience?
12. What will you add to/change in the playtest process (form) to make sure?