

Design Project: **Entropy Rising** - Media

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Gameplay Video:

Video with pre-release: https://youtu.be/sNQ_pDqRu6E

Please use the video to get an impression of the gameplay elements.

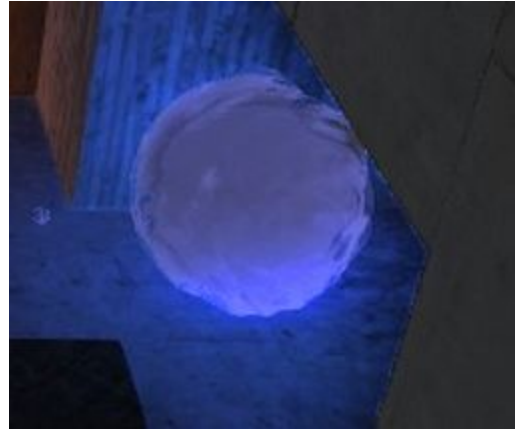
Video with pre-release footage (do not publish!)

List of main gameplay elements:

Spheres	
Lava sphere Dangerous, cant be touched/dragged. Triggers heat sensors. Can be cooled by water and acid - which will make it turn to stone.	
Acid sphere Dangerous but can be dragged for a short time. Triggers acidity Sensors. Can cool down lava and will mix with water.	

Water sphere

Harmless, can be dragged. Can cool down lava and will mix with water.



Stone sphere

Can be dragged. Triggers scales. Can be heated by lava spheres.



Grabber/Gravigun

The player quickly obtains the **grabber** - it can be used to move spheres around (first picture).

Not long afterwards, the grabber is upgraded and becomes the **gravigun** - giving it the ability to create and move gravi-bubbles (second picture).



Orbs (Thrower)

Pink Orb

Guides the player through the whole game. moves closer towards the exit when the player approaches it. Transports the player in the intro level and outro level, making him immovable.



Lava Orb

Hovers in the air. Throws a lava sphere at the player when he gets to close. (*Very dangerous to the player*)



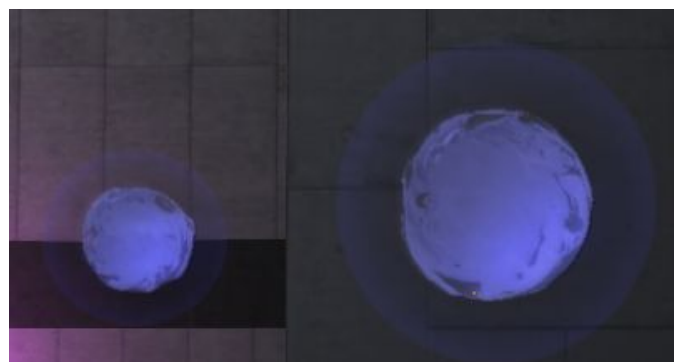
Acid Orb

Hovers in the air. Throws an acid sphere at the player when he gets to close. (Can only push/slightly harm the player). Will cool down lava sphere and mix with



Water Orb

Hovers in the air. Throws a water sphere at the player when he gets to close. (Can only push the player around)



Stone Orb

Hovers in the air.

Throws a water sphere at the player when he gets to close. *(Can crush the player)*

**Construction Orb**

Hovers in the air. When a player comes close, it will move somewhere, pick up a block, move it somewhere, and place it down again. during that time, the player can scare the orb which will cause it to drop the block, which can be picked up for optional points.



Gravity influencing things

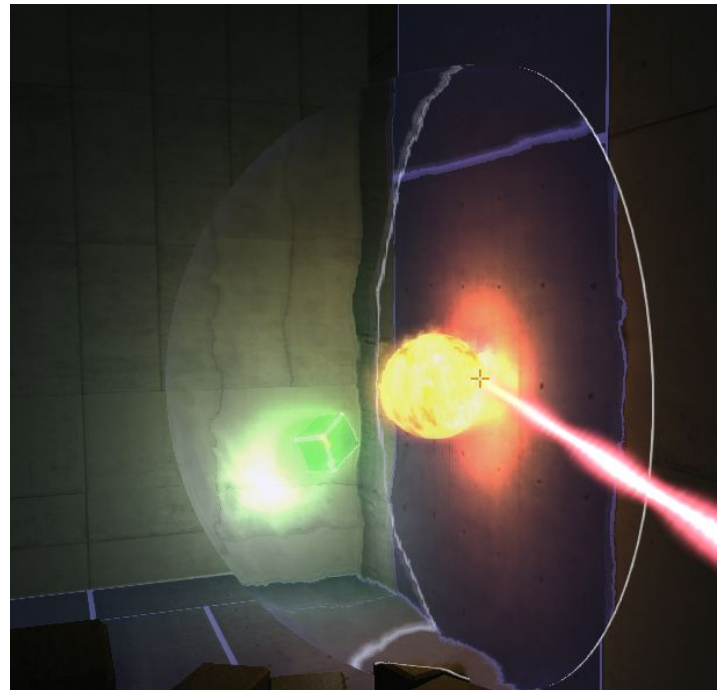
Gravishots, different states:

- Transparent bubbles.
- Pull spheres inside of them toward their center.
- Will pop and slightly harm the player if he touches them.

There are multiple types:

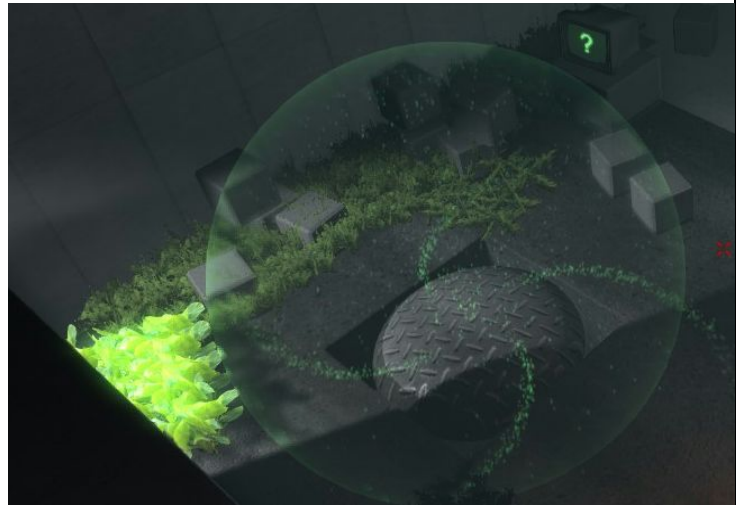
- **Static**(pre-existing in the level), player cannot move it but he can destroy it by jumping into them.
- **Moving**, controlled by the player through the gravity gun.
- **Fixed**: spawned by the player at a fixed position

Second picture, wall: "Accept surface" that is able to hold a gravity shot. Only blue surfaces can be targeted by the gravgun.



Tilter

The player can enter it and tilt the world with it, causing everything not attached to something to move around accordingly.



Triggers

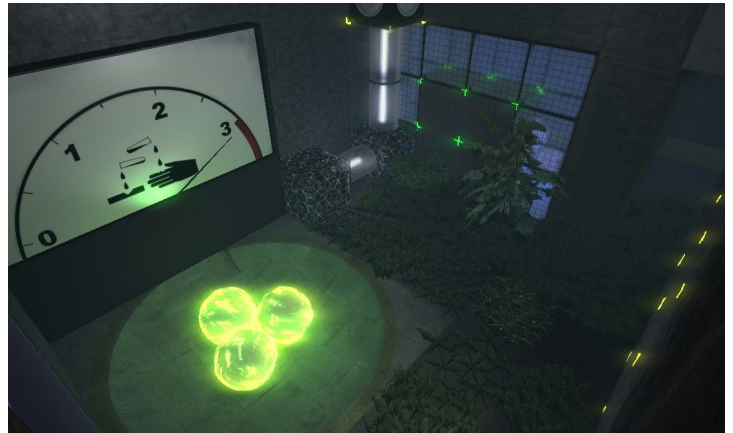
Weight Trigger

Triggers when the amount of mass on the trigger surface has exceeded a certain amount.



Acid Trigger

Triggers when a threshold of acid orbs is reached.



Temperature Trigger

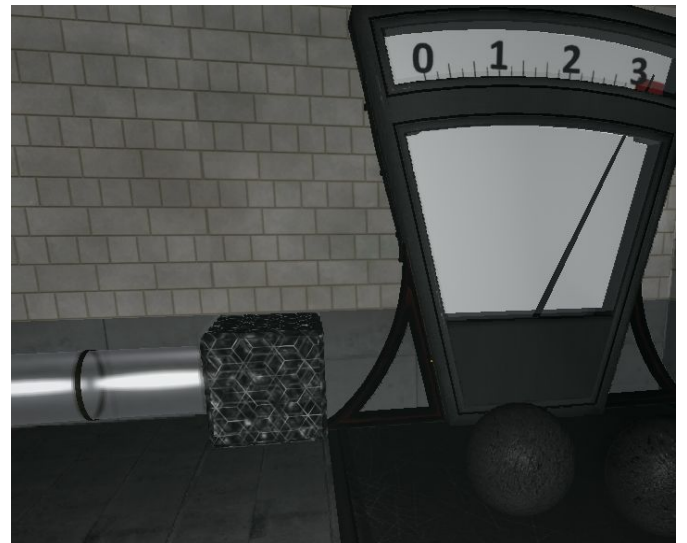
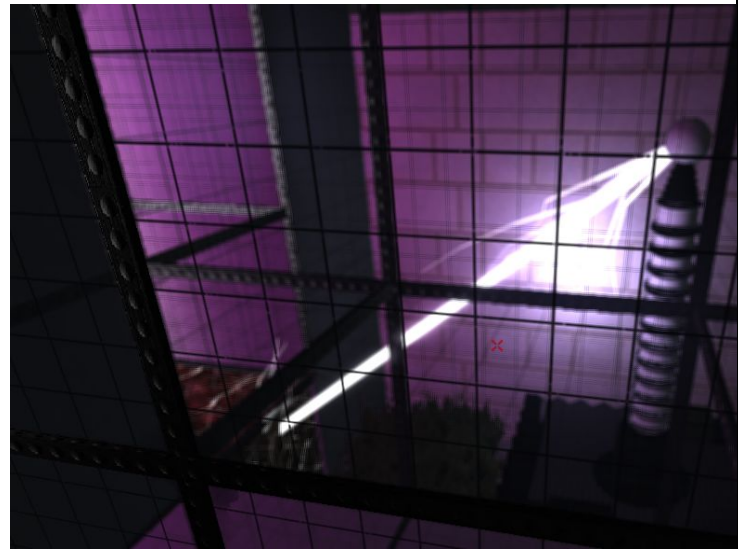
Triggers when a threshold of hot lava / hot stones is reached.



Electricity

Electricity Sources

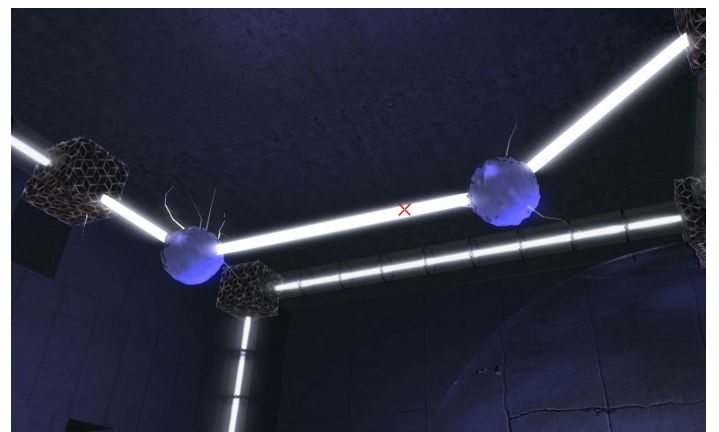
Electricity is generated by electricity sources and activates triggers



Electricity Connections

Electricity can be conducted through water, acid, conductive material and conductive pipes.

It connects water and acid spheres with an energetic beam.



Triggerboxes

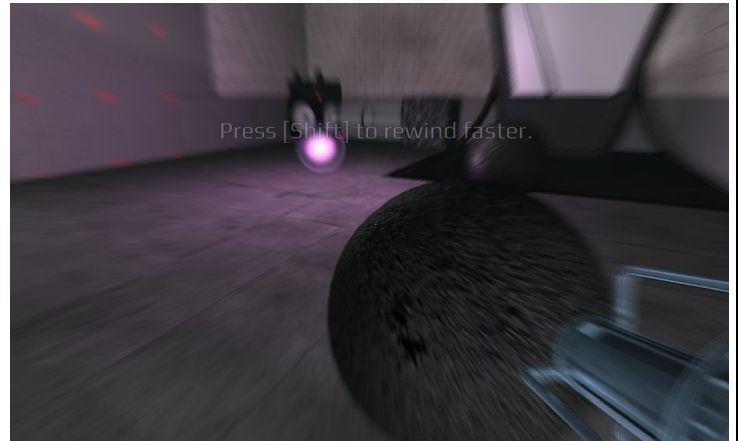
Boxes make same colored blocks appear/disappear when powered with electricity.



Other

Time Reverse

The player can quickly rewind time during the whole game.



Hidden Paintings

Players can find hidden paintings.(optional activity)



Construction Block

Dropped by construction orbs, can be picked up for optional points.

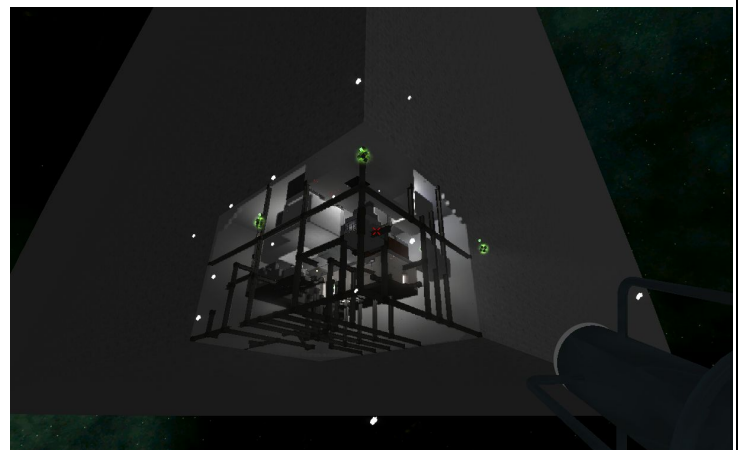
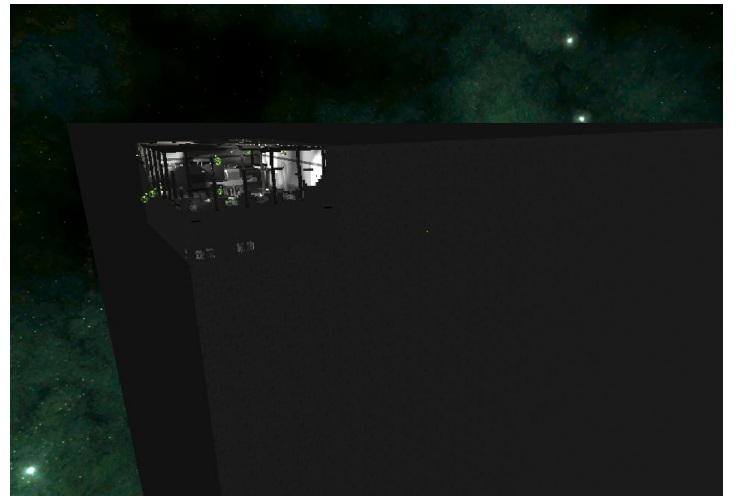


Computer

Will swivel around but focus on the player when he is close enough. Shows a question mark normally, but displays tutorial messages when being looked at.

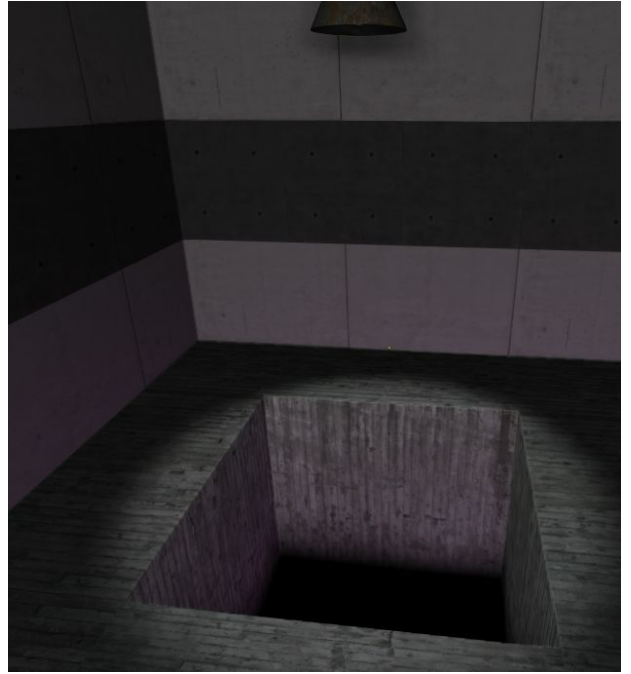
**Giant Cube**

The game starts at the top of a giant cube and ends at a lower corner. The player plays descending levels inside the cube.



Exit hole

The player always follows the pink orb to the next level by jumping down an exit hole. He lands in the next level.



Screenshots

