

Gameplay:

1. Player spawn in the center of the bottom left room.
2. After exploring they should note the following:
 - A red door blocked by a shelf.
 - A canon tied to a pole. Interacting with this should give a line saying "If this line isn't here, the canon would just slide down this tilted boat"
 - A broken door. Interacting will say "If only I have something heavy to break this door.
 - Shelves with one containing a scissors
3. Player should then use the scissors to cut the rope on the cannon and the cannon will slide down to the broken door smashing it open.
In doing so, the boat will tilt even more. This will cause the shelf blocking the red door to slide down as well.
4. Player now has access to the bottom right room.
5. After Exploring they will find a red key in the shelf in that room.
6. Player will use that key to open the red door.
7. After passing the red door, the player should notice that the chandelier relative to the ceiling is tilted to the right of the boat and swinging slightly due to the shift in weight distribution just now.
8. Exploring the large center room should give the following:
 - A empty key shelf on the bottom left that should contain the Light Blue Key
 - The Light Blue key behind bars which contains 5 Barrels.
 - Interact with the purple door to note that it is jammed and cannot be opened.
 - Interact with barrels and note that they can pull or push the 6 barrels in the center room.
9. Player should then note that their previous action with the barrel caused the boat to tilt so they can try and move the barrels to the left to make the boat tilt the other way.
10. After doing so the boat should tilt to the left, and the Light Blue Key should then be slid out of room of barrels behind bars.
11. Using that key they can open the Light Blue Door.
12. They will see the escape boat but interacting with it will tell the player they need to find the oars.
13. Exploring more, player will see a ladder.
14. Interacting with the ladder they will be prompted to either carry the ladder or climb the ladder.
15. After entering the upper storage area, they will see the oars.
16. (Optional) If they are sharp they might see that across the broken wall, on the other side of the boat there is treasure.

Without the treasure:

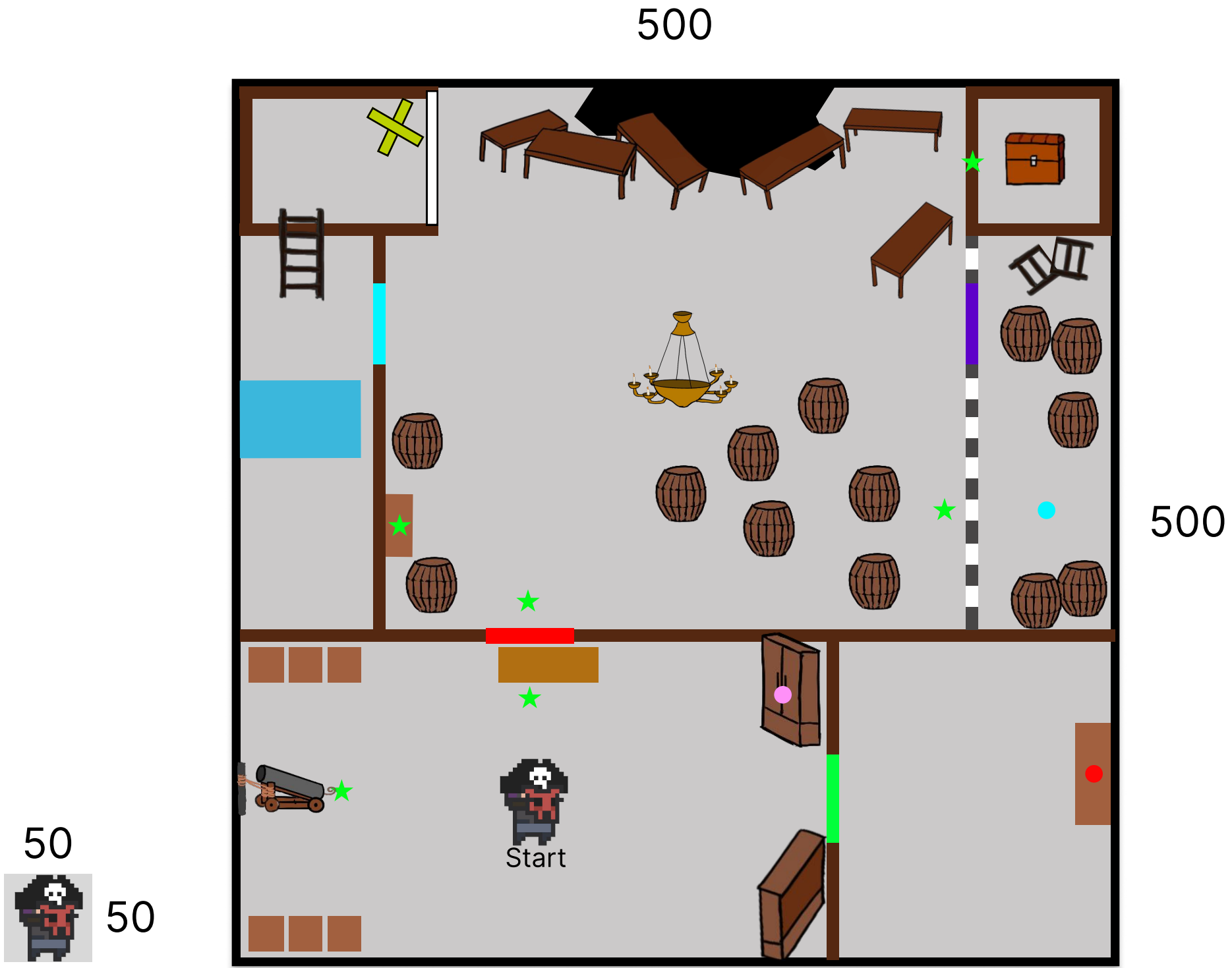
- 17a. They can just go to the escape boat and leave.

Getting the treasure:

- 17b. Player will go down the ladder and remember they can pick up the ladder.
18. Player pick up ladder and move towards the high broken wall of the right upper storage area with the treasure.
19. Player put down the ladder and climb the ladder.
20. Interacting with the treasure will add the treasure to inventory.
21. Player can now escape with the treasure and board the escape boat.

Theme: Pirate Ship

Description: This is a 2D representation of a 3D game. It is designed with the player's line of sight and what they can notice/ see when playing the game. As the player is on a ship, tilting the ship is part of it's main gameplay mechanic.



Legend:

- Scissors (Used to cut the rope on the canon)
- Red Key (Used to open the Red door)
- Light Blue Key (Used to open the Light Blue door)
- Oars (Needed to take the boat and escape)
- Boat (Need Oars to initiate escape. Can escape without treasure)
- Broken Door. Need to use the cannon to slide from left of boat to right to break
- Red Door (Need Red Key to open)
- A shelf blocking the Red Door (Will Slide away after sliding the Canon to break Broken Door)
- Un-openable Door (Player can see through this door)
- Light Blue Door (Need Light Blue Key)
- Open wall/Broken wall (Player can see through this wall)
- Interact-able Shelves
- Cannon tied to pole (Can use scissors to let it roll to the right to break the door.)
- Interact-able areas (To get information on the object or the state of it)
- Barrels (Can be moved, push/pull, by the player)
- Chest (optional) (For completionists)
- Ladder (When interacting, can choose to pick up or climb)
- Chandelier (Tilts based on the ship's tilting)