

LITTLE
NIGHTMARES™
III
CANDY FACTORY THE PRODUCTION LINE

LEVEL CONCEPT

SET IN THE NOWHERE'S CANDY FACTORY. THIS LEVEL WILL TAKE LOW AND ALONE ON A JOURNEY THROUGH THE MANUFACTURING PROCESS OF THE CANDY.

LOW AND ALONE WILL START NEAR A DEPOSITING STATION FOR THE RAW, SUGARY SLURRY THAT FORMS THE BASE OF THE CANDY AND USE IT TO OUTMANOEUVRE THE FACTORY'S RAMPANT CANDY WEEVIL INFESTATION

THEY WILL THEN MOVE ON TO A PREP STATION WHERE THEY WILL WITNESS FIRST HAND THE CASUAL CRUELTY OF THE SUPERVISOR WHO THEY WILL HAVE TO STEALTH AROUND AS SHE SEARCHES HER VAST ARCHIVES FOR THE CORRECT PAPERWORK TO FILE AFTER HER OUTBURST.

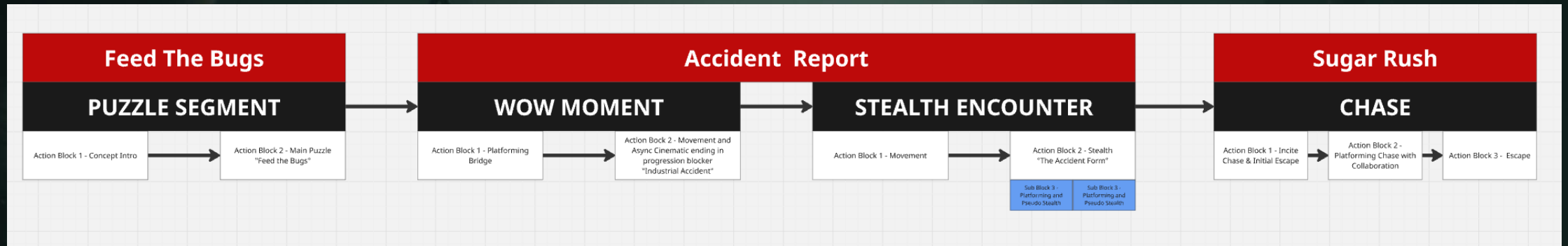
THE KIDS WILL EVENTUALLY ATTRACT HER ATTENTION AND BE PURSUED BY HER IN SPIDER FORM THROUGH ONE OF THE FACTORIES MANY ASSEMBLY LINES, ONLY NARROWLY ESCAPING HER WRATH BY WORKING TOGETHER TO SURVIVE

CORE THEMES/NARRATIVE

THE UNDERLYING STORY SHOWS HOW THE FACTORY IS A DANGEROUS AND UNDESIRABLE PLACE TO WORK. ITS WORKERS ARE MOVED AROUND ON SLINGS LIKE CATTLE. ACCIDENTS HAPPEN FREQUENTLY AND IF YOU AREN'T KILLED IN A WORKPLACE ACCIDENT, ONE SLIP UP WILL INCUR THE WRATH OF THE SUPERVISOR, WHO WILL DEAL A VICIOUS, PERMANENT DISMISSAL FROM EXISTENCE.

DURING THEIR TRIP THROUGH THE FACTORY LOW AND ALONE WILL BE DIRECTLY INVOLVED WITH THE USE OF THE FACTORY MACHINES, AS WELL AS BE THE CAUSE OF A WORKPLACE INCIDENT WHICH WILL BRING THEM INTO CONTACT WITH THE SUPERVISOR.

LEVEL STRUCTURE



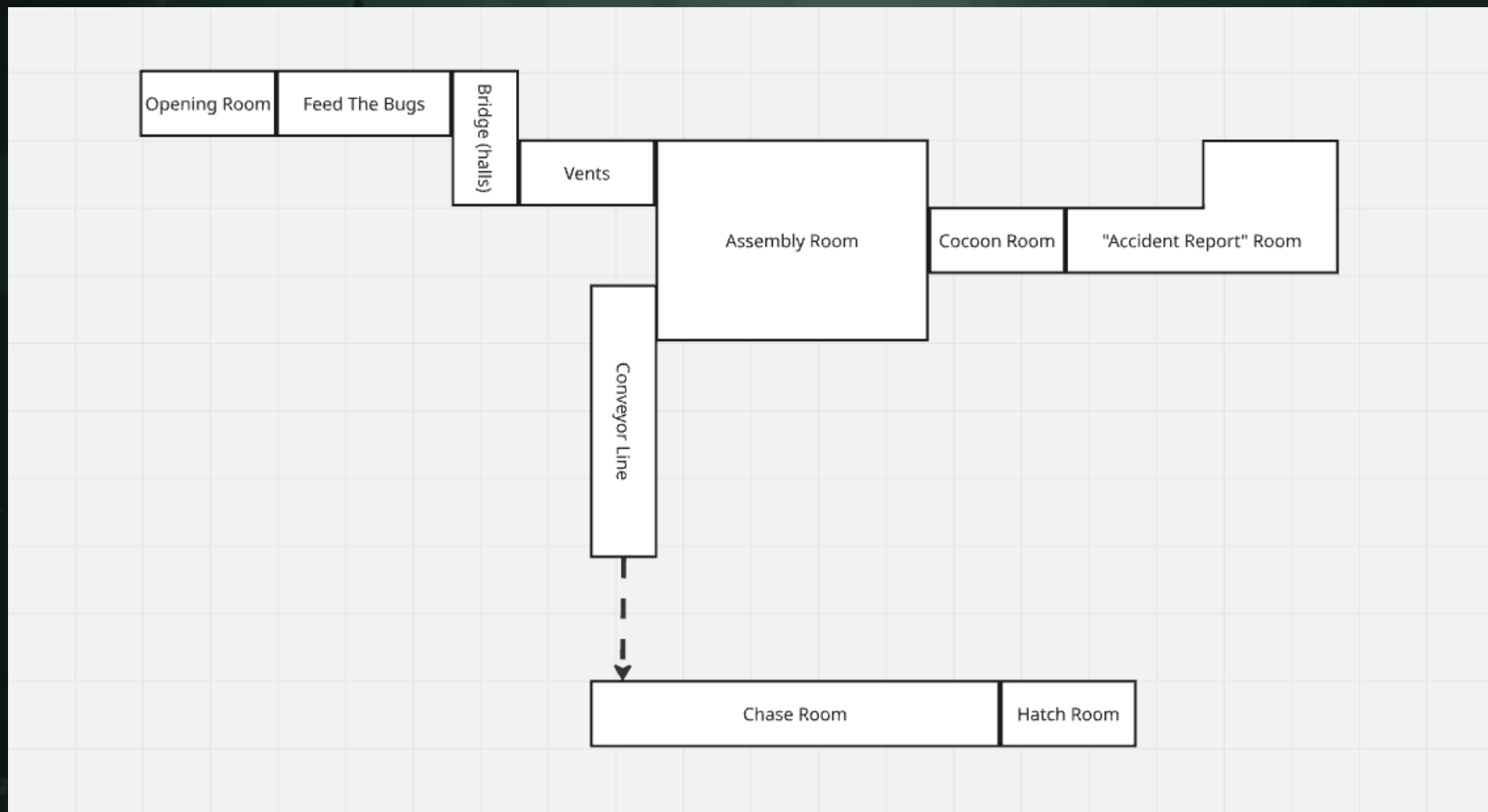
THE LEVEL IS STRUCTURED INTO THREE MAIN PARTS, ONE FOR EACH SCENARIO.

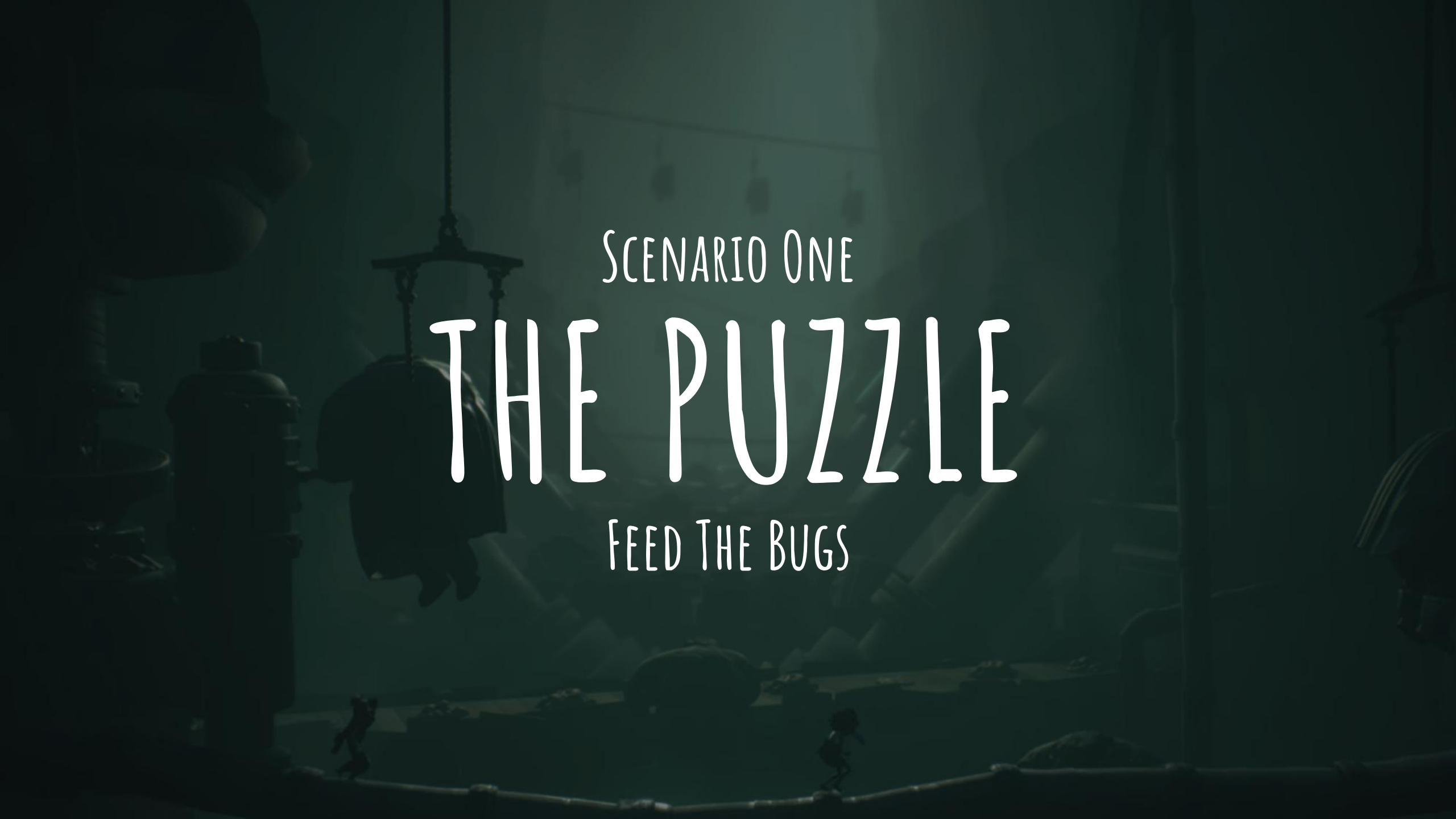
EACH PART IS FURTHER BROKEN DOWN INTO SEGMENTS AND ACTION BLOCKS, WITH EACH ACTION BLOCK BEING COMPRISED OF A SET OF MOMENT-TO-MOMENT LEVEL BEATS.

REFERENCE AND MOOD



TOP DOWN ROUGHMAP



The background is a dark, moody scene from the game 'The Bug Collector'. It shows a character hanging from a swing in the center-left. In the foreground, two small characters are walking on a path. The overall tone is mysterious and dark, with a greenish-grey color palette.

SCENARIO ONE

THE PUZZLE

FEED THE BUGS

CONCEPT

CANDY WEEVILS BLOCK LOW AND ALONE'S PATH FORWARD.

WITH NO MOVABLE LIGHT SOURCES AT THEIR DISPOSAL, THEY MUST USE GLOBULES OF RAW, SUGARY SLURRY TO DISTRACT THE RAVENOUS CRITTERS AND SPRINT PAST BEFORE THEY GOBBLE UP THEIR SWEET TREAT.

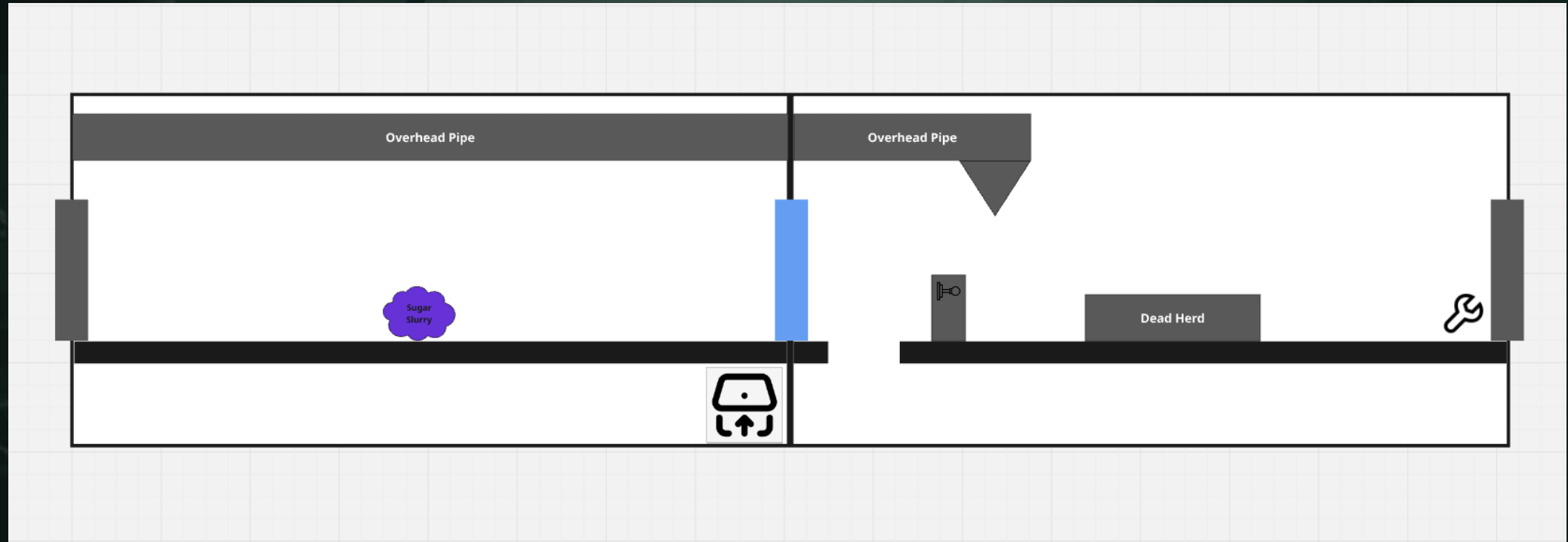
FEATURES USED

- 2 PLAYER SWITCHES
- PICKING UP AND THROWING
- CANDY WEEVILS
- ALONE'S WRENCH

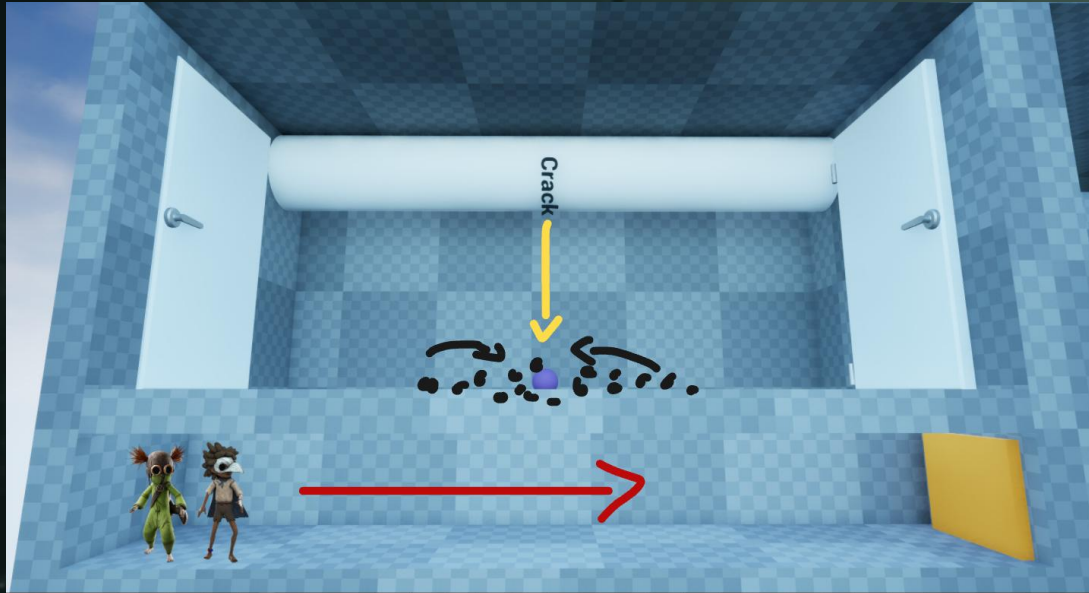
REFERENCE



2D ROUGHMAP

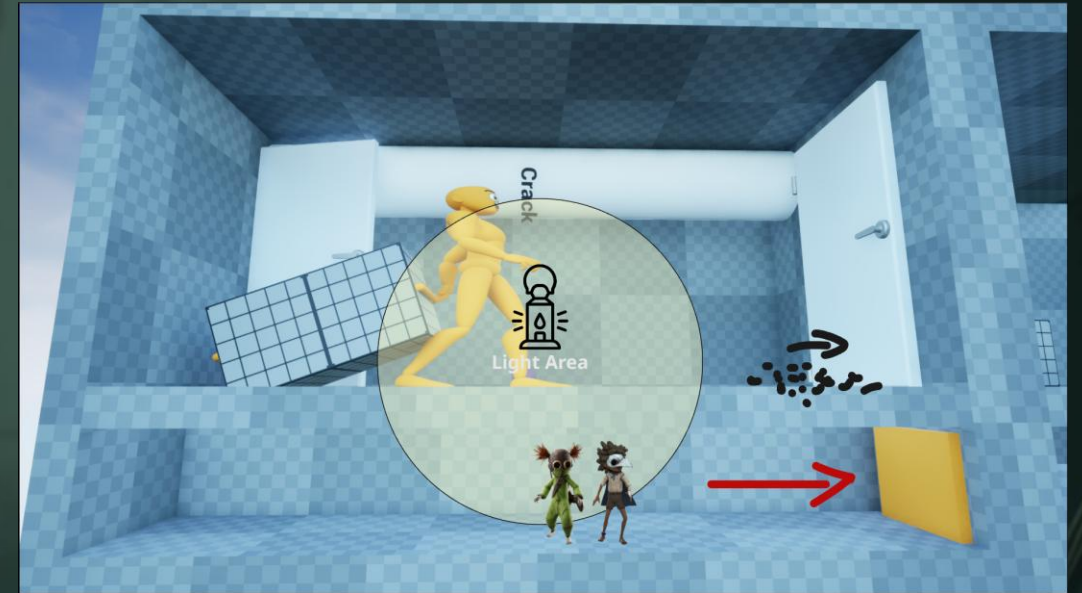


BLOCKOUT AND BEATS



LOW AND ALONE SIT IN A VENT BELOW A ROOM WITH A LARGE PIPE, THE FLOOR ABOVE IS CRAWLING WITH WEEVILS

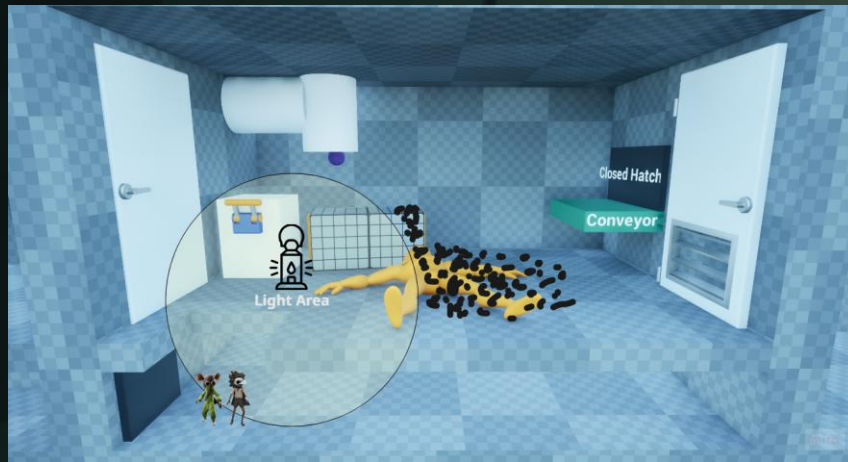
AS THEY MOVE THROUGH IT TOWARDS THE VENT ON THE FAR SIDE, A GLOB OF SUGAR SLURRY DRIPS. THE WEEVILS RUSH TO IT IN A TIGHT PILE, CLEARING THE SURROUNDING FLOOR



AS THEY GET HALFWAY ACROSS THE ROOM, A STAFF HERD MOVES IN FROM THE LEFT CARRYING A LANTERN AND TRAILING A CART.

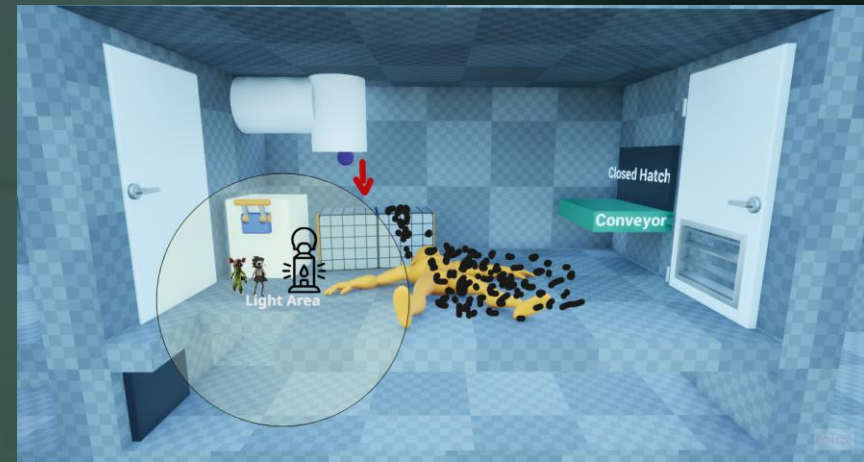
THE BUGS ARE PUSHED INTO THE NEXT ROOM AS THE HERD TRAVELS AHEAD OF LOW AND ALONE AS THEY WORK TOGETHER TO OPEN A HATCH IN THEIR WAY.

A LOUD CLANG IS HEARD ONCE THE HERD HAS ENTERED THE NEXT ROOM.

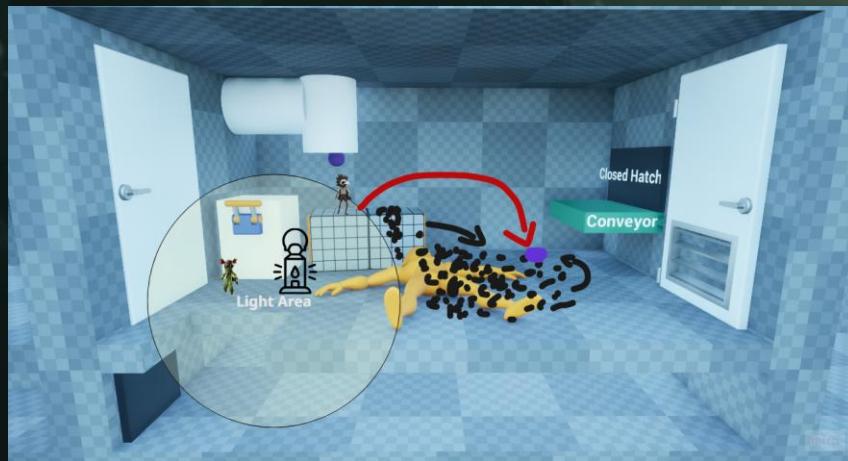


LOW AND ALONE PASS THROUGH THE HATCH AND SEE THAT THE HERD HAS FALLEN FROM HIS SLING AND IS NOW BEING CONSUMED BY A WRITHING MASS OF BUGS COVERING HIS BODY.

THEY CLIMB UP THE GAP IN THE FLOORING



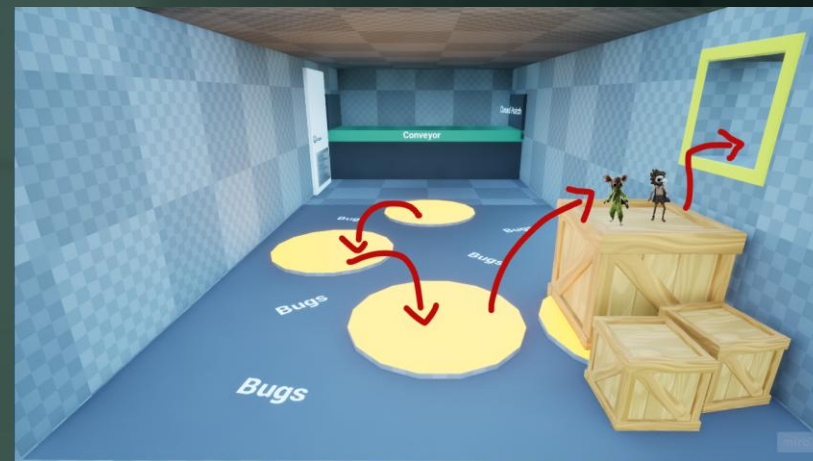
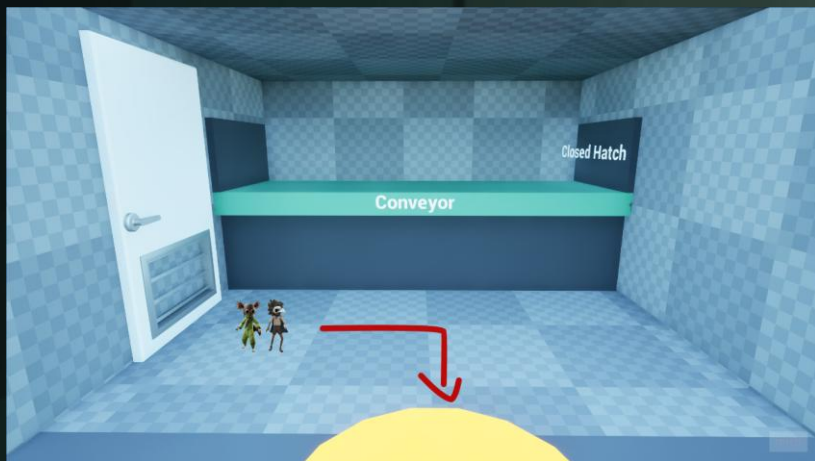
HIS LANTERN HAS FALLEN AND IS STILL FUNCTIONAL BUT IS TOO HEAVY FOR THE KIDS TO LIFT. IT DOES HOWEVER ILLUMINATE A SWITCH THAT THE TWO MUST WORK TOGETHER TO PULL, WHICH CAUSES A LUMP OF SLURRY TO ATOP THE FALLEN CART.



ONE OF THE KIDS CAN PICK UP THE LUMP AND THROW IT TO DISTRACT THE WEEVILS. THEY MUST THEN QUICKLY CLAMBER OVER THE DEAD HERD'S PARTIALLY EATEN BODY TO REACH THE OTHER SIDE, WHERE ALONE MUST USE HER WRENCH TO SMASH THE WINDOW ALLOWING THEM THROUGH THE DOOR.

THE WEEVILS WILL NOT BE DISTRACTED FOR LONG THOUGH. IF THEY RUN OUT OF CANDY THEY WILL COME FOR LOW AND ALONE. IF THEY WANT TO SURVIVE, THEY MUST HURRY BACK TO THE LIGHT AND REPEAT THE PROCESS OVER AGAIN.





IN THE NEXT ROOM LOW AND ALONE FIND THEMSELVES IN A HALLWAY. THE CONVEYOR CARRIES ON TO THE RIGHT, BUT THEY CANNOT MOVE THROUGH THE CLOSED HATCH.

THE FLOOR HEADING DEEPER INTO THE ROOM IS COVERED WITH WEEVILS, BUT THE WRITHING MASS IS BROKEN UP BY POOLS OF LIGHT FROM THE FEW FUNCTIONING OVERHEAD LAMPS.

THE KIDS MUST JUMP BETWEEN THE POOLS OF LIGHT TO AVOID THE BUGS AND CLIMB UP INTO A VENT.



THE VENTS PROVIDE A SHORT BUT NEEDED LULL FOR LOW AND ALONE. BUT SOONER OR LATER THEY MUST MOVE ON



SCENARIO TWO

THE ENCOUNTER

ACCIDENT REPORT

CONCEPT

LOW AND ALONE ENTER AN ASSEMBLY LINE SPACE FROM ABOVE. ON ONE SIDE OF THE ROOM, THEY SEE A CONVEYOR BRINGING IN PILES OF SUGAR SLURRY, AND ON THE OTHER IS ANOTHER CONVEYOR THAT LEADS DEEPER INTO THE FACTORY.

AS THEY TAKE IN THE VISTA THEY SEE A SINGLE HERD WORKING BELOW. HE IS MOULDING THE SUGAR SLURRY INTO BALLS ON A TRAY, THEN TAKING THE CANDIES TO THE FAR SIDE CONVEYOR AND PULLING A LEVER WHICH ACTIVATES THE CONVEYOR AND TAKES THE CANDIES AWAY.

THROUGH A BACKLIT WINDOW ON THE FAR SIDE OF THE ROOM THEY SEE THE DISTINCT SILHOUETTE OF THE SUPERVISOR, KEEPING A WATCHFUL EYE ON HER SUBORDINATE'S WORK.

THE PAIR MAKE THEIR WAY TO THE FLOOR AND TRY AND USE THE LEVER TO ACTIVATE THE OUTWARD CONVEYOR, BUT AN ELECTRICAL PROBLEM OCCURS, INCURRING THE WRATH OF THE SUPERVISOR, WHO DRAGS AWAY HER HERD WORKER.

LOW AND ALONE MUST SNEAK PAST THE SUPERVISOR IN ORDER TO FIX THE LEVER AND CONTINUE THEIR ESCAPE.

FEATURES USED:

- 2 PLAYER LEVERS
- MOVING PLATFORMS
- STALKER ENEMIES.
- DISTRACTIONS
- LOW'S BOW
- SWITCHES
- CCTV CAMERAS (PASSIVE)
- 2 PLAYER PUSH DOORS
- CLIMBING ROPES
- 2 PLAYER CLIMB-UPS

REFERENCE



Diagram illustrating a beam structure. A vertical beam is labeled "Beam" and a horizontal beam is labeled "Beam". A small vertical beam is shown at the bottom left, containing two yellow circles.

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FILING ROOM - LOWER LEVEL WITH PATROL ROUTE

BLOCKOUT AND BEATS



LOW AND ALONE MAKE THEIR WAY ALONG THE BEAMS THAT CLING TO THE ROOM'S CEILING. AT THE END OF THE NETWORK IS A VACANT HERD SLING THAT THEY CAN JUMP ON AND SHIMMY DOWN.



LOW AND ALONE MAKE THEIR WAY ALONG THE SHOP FLOOR TOWARDS THE LEVER THAT ACTIVATES THE CONVEYOR. THEY WORK TOGETHER TO PULL IT.

ONCE THEY PULL THE LEVER THE POWER FLUCTUATES WILDLY. THE LIGHTS FLICKER OUT MOMENTARILY, AND THE SUPERVISOR CAN BE HEARD SCREECHING ALONG WITH THE LOUD CLANG OF DOORS SLAMMING.

ONCE THE LIGHTING RETURNS, THE HERD WORKER'S SLING HAS COLLAPSED FROM THE CEILING, AND HE IS MISSING. IN THE WINDOW ABOVE, THE LOWER HALF OF THE SUPERVISOR'S DRESS IS ALL THAT REMAINS.

A CABLE LEADS FROM THE LEVER THROUGH THE DOUBLE DOORS. THE KIDS CANNOT OPEN IT FROM THIS SIDE.

THE KIDS MAKE THEIR WAY ACROSS THE ROOM AND HELP EACH OTHER CLIMB UP TO THE TOP OF A CABINET TO MOVE THROUGH A CRACK IN THE WALL.

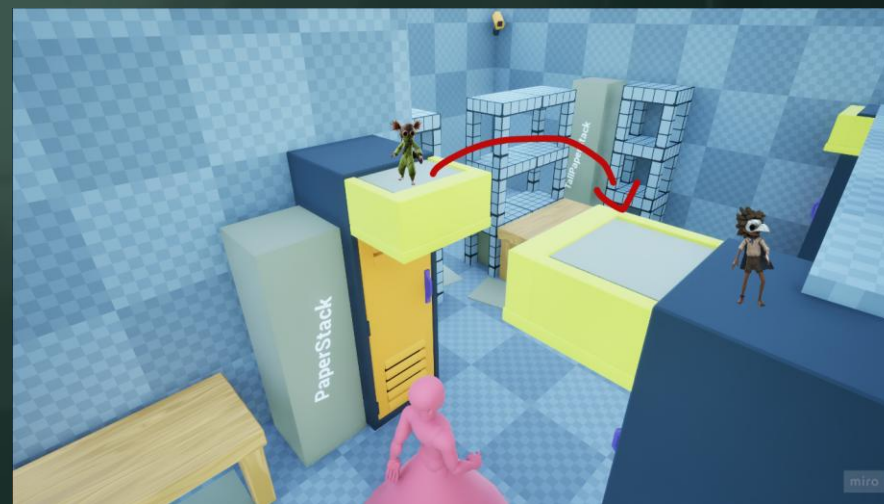


LOW AND ALONE ENTER THE SIDE ROOM, THEY ARE ATOP A METAL SHEET WITH A BEAM EXTENDING FROM IT. THE ROOM IS LIT BY 4 TV SCREENS IN THE SHAPE OF A SPIDER'S EYES. DOWN BELOW THE CABLE CONNECTS TO A CONSOLE THAT HAS TWO SWITCHES AFFIXED TO IT. ONE OF THE SUPERVISOR'S LOWER HALVES CAN BE SEEN ON THE GROUND BELOW.

THE KIDS MAKE THEIR WAY ACROSS THE BEAM, AS THEY DO THE BODY OF THE WORKER HERD DROPS FROM THE CEILING. IT HAS BEEN WRAPPED UP AS THOUGH ENTOMBED BY A SPIDER FOR LATER CONSUMPTION.

AS THE KIDS REACH THE FAR SIDE OF THE BEAM THE SUPERVISOR SCUTTLES DOWN FROM THE CEILING, SHE DOES NOT NOTICE THE KIDS AND MOUNTS HER LOWER HALF BEFORE PUSHING HERSELF THROUGH THE DOORWAY TO THE RIGHT.

THE KIDS CONTINUE ON, JUMPING FROM THE SHEET AT THE END OF THE BEAM ONTO AN EXTENDED CABINET DRAWER AND THROUGH ANOTHER CRACK IN THE WALL.



LOW AND ALONE ENTER THE NEXT ROOM. IT IS A PACKED SPACE FILLED WITH PAPER STACKS AND FILING CABINETS. THE SUPERVISOR IS DOWN BELOW RIFLING THROUGH PAPERS ON A DESK. LOW AND ALONE MUST FOLLOW HER THROUGH THE ROOM ATOP THE CABINETS.

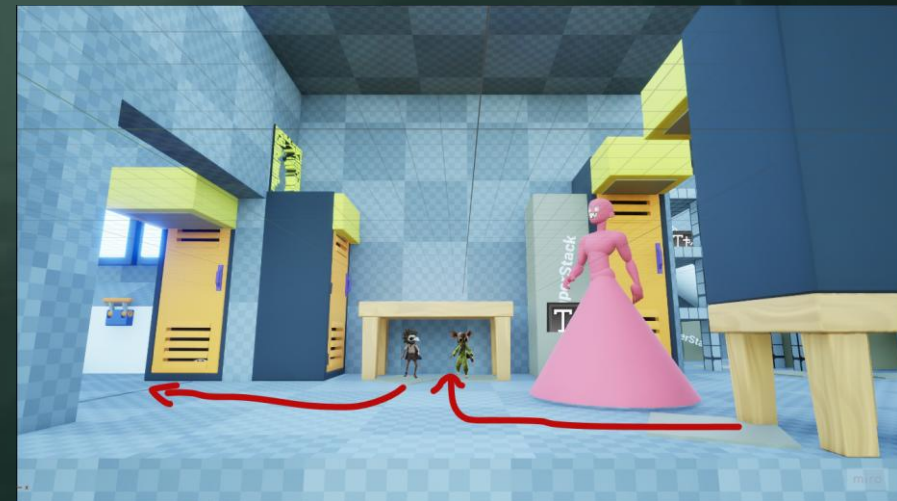
THE SUPERVISOR IS SEARCHING FOR SOMETHING, USING HER LONG SPINDLY ARMS TO REACH UP AND OPEN DRAWERS GIVING LOW AND ALONE BRIDGES TO JUMP LARGER GAPS. THEY MUSTN'T BE TOO HASTY THOUGH, IF THEY TOUCH HER ARMS WHILE SHE IS RUMMAGING, SHE WILL GRAB AND KILL THE KIDS.



THE KIDS MAKE IT TO THE OTHER SIDE OF THE ROOM, MOVING DEEPER INTO SPACE FILLED WITH SHELVING UNITS. ATOP ONE OF THE SHELVES SITS A BAG OF SUGAR.

THERE IS A SMALL TEAR IN THE BAG AND A PILE OF SUGAR CAN BE SEEN ON A SMALL STACK OF PAPERS BELOW.

ALONE USES HIS BOW TO FURTHER PIERCE THE BAG, CAUSING SUGAR TO RUSH OUT FORMING A SLOPE THAT THE KIDS CAN SLIDE DOWN, THE SOFT SOUND GOING UNHEARD BY THE SUPERVISOR.



NOW AT GROUND LEVEL AND IN FULL VIEW OF THE SUPERVISOR, LOW AND ALONE MUST STAY OUT OF SIGHT AND MAKE IT BACK TO THE ROOM WITH THE TWO SWITCHES IN ORDER TO RE-POWER THE LEVER AND ESCAPE.

THE FLOOR OF THE ROOM IS COVERED IN PAPER SHEETS AND SCRUNCED UP PAPER BALLS THAT HAVE FALLEN FROM THE DESKS AND CABINETS ABOVE. IF THEY ARE SAVVY ENOUGH, LOW AND ALONE CAN USE THESE SCRUNCED UP BALLS TO DISTRACT THE SUPERVISOR AND HASTEN THEIR ESCAPE.



LOW AND ALONE RE ENTER THE COCOON ROOM AT GROUND LEVEL.

THEY BOTH MUST JUMP UP AND PULL THE SWITCHES SIMULTANEOUSLY FOR THE POWER TO THE LEVER TO BE RESTORED. THE LIGHTS BRIGHTEN AND THE TV'S ON THE WALL SHOW IMAGES OF THE SUPERVISOR IN THE NEXT ROOM, CONTINUING TO SEARCH FOR HER PAPERWORK.

THEY THEN MUST WORK TOGETHER TO PUSH OPEN THE DOUBLE DOORS THAT WILL LEAD THEM BACK TO THE ASSEMBLY ROOM. HOWEVER, THE LOUD SCRAPING SOUNDS OF THE STEEL DOOR ON THE METAL FLOOR ALERT THE SUPERVISOR. ON THE TV'S SHE CAN BE SEEN SCREECHING AND LEAPING OFF OF HER LOWER HALF.

THE CHASE, IS ON!



SCENARIO THREE

THE CHASE

SUGAR RUSH

CONCEPT

LOW AND ALONE SPRINT DOWN THE CONVEYOR WITH THE SUPERVISOR IN HOT PURSUIT, TAKING ON HER SPIDER FORM. THE MOVEMENT OF THE BELT GIVING THEM AN INITIAL SPEED ADVANTAGE.

THEY ARE EVENTUALLY CAUGHT UP IN A CHUTE AND SEPARATED, WITH THE SUPERVISOR INITIALLY CHASING LOW. ALONE MUST HELP HER COMPANION BY KEEPING THE WAY AHEAD CLEAR USING FACTORY SWITCHES AND HER HANDY WRENCH.

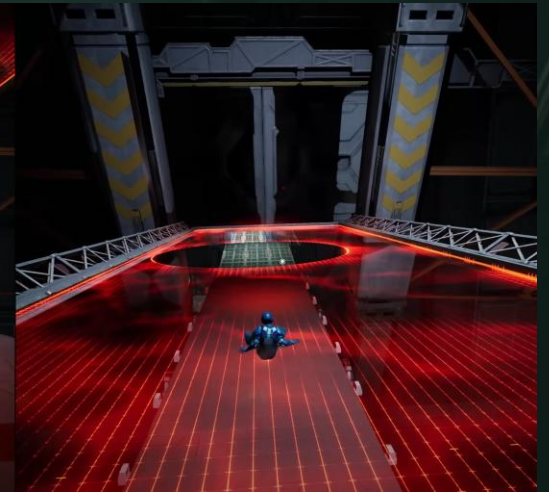
THE SUPERVISOR THEN CHANGES PLACES, NOW CHASING ALONE. LOW MUST RETURN THE FAVOUR AND HELP ALONE AVOID A GRIZZLY END.

THE TWO EVENTUALLY RECONVENE AND CLIMB THROUGH A PIPE TO IN A ROOM COVERED IN CANDY WEEVILS. LOW AND ALONE CLEAR THEM USING CANDY BALLS FROM THE PIPE AND ENTER THE ROOM. THE SUPERVISOR CATCHES UP AND STRUGGLES TO ENTER. THE KIDS MUST WORK TOGETHER TO OPEN A HATCH IN THE FLOOR AND ESCAPE FOR GOOD.

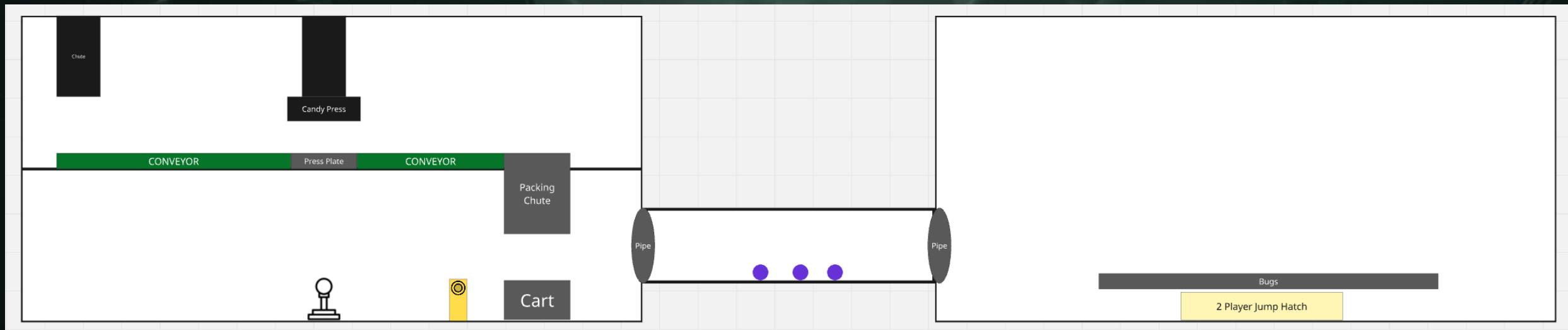
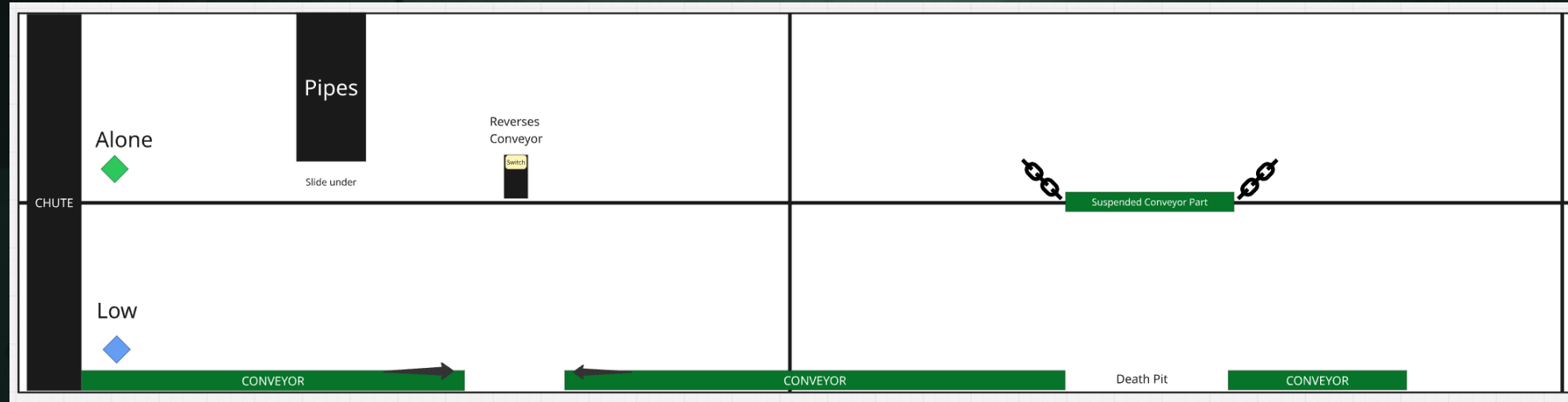
FEATURES USED:

- | | | |
|-------------|------------------|--------------------------|
| - SLIDING | - ALONE'S WRENCH | - 2 PLAYER FLOOR HATCHES |
| - SWITCHES | - LEVERS | - CANDY WEEVILS |
| - LOW'S BOW | - BOX PUSHING | - CHASE ENEMY |

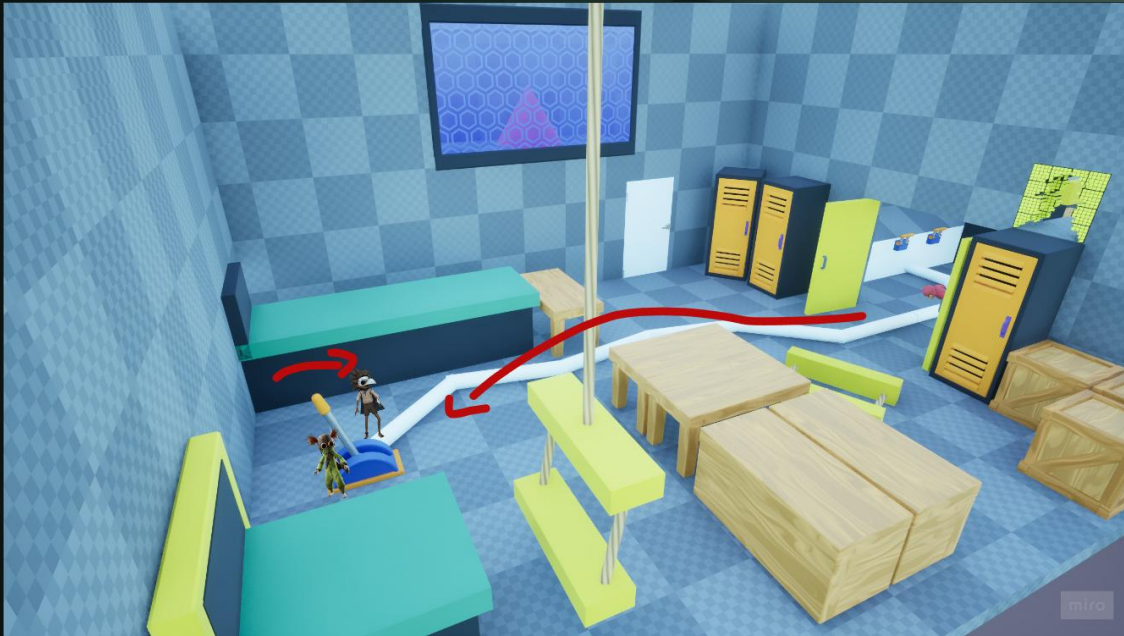
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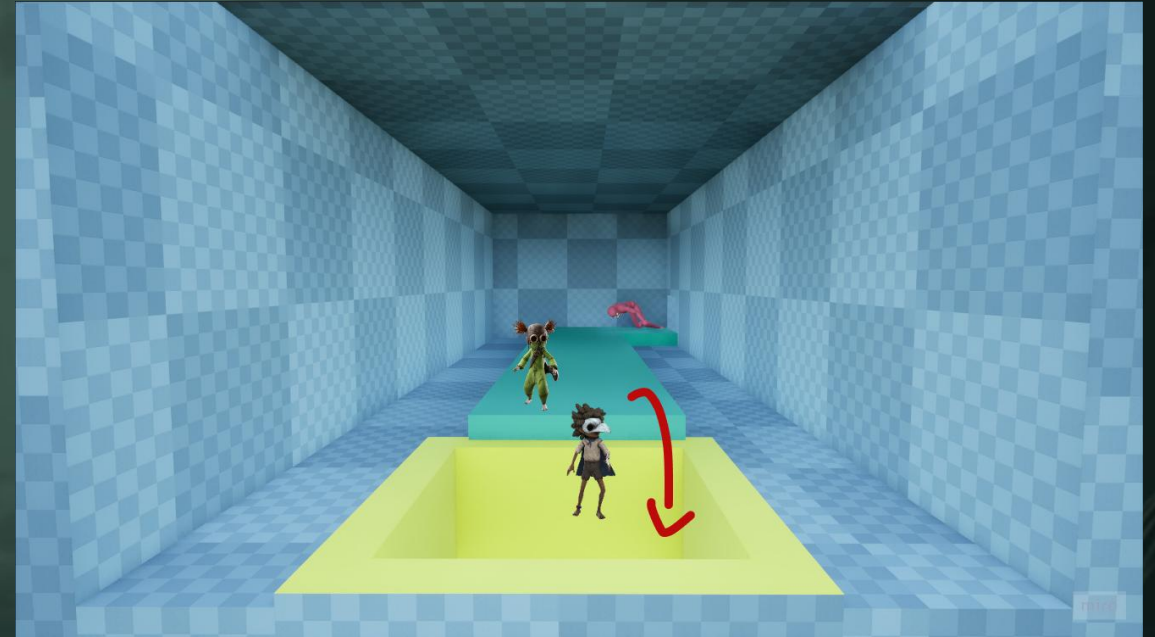
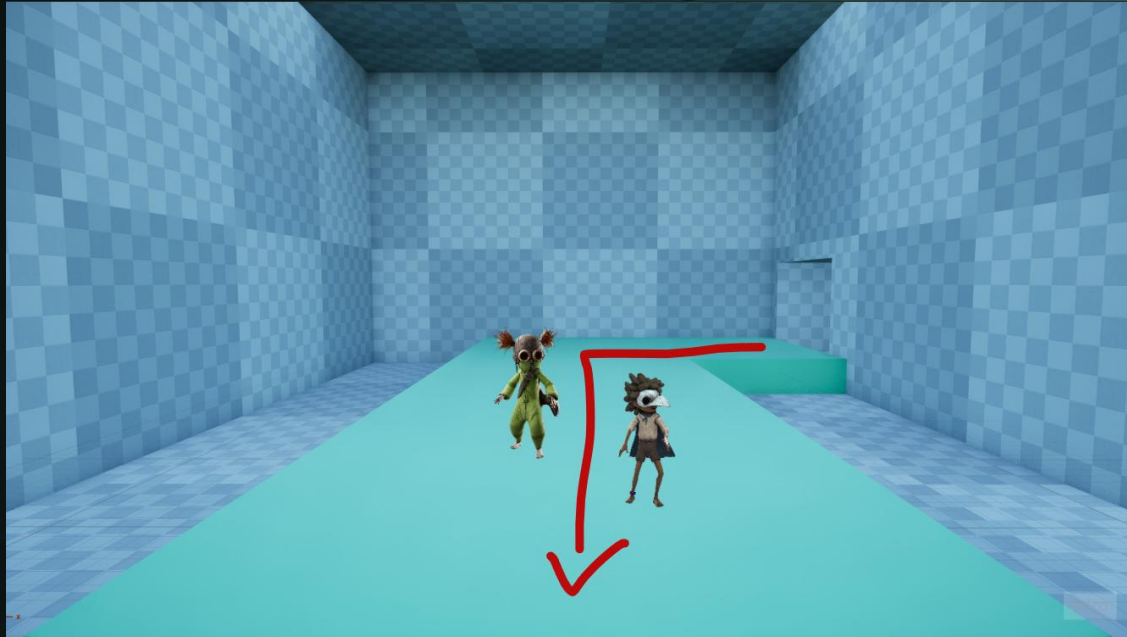
2D ROUGHMAP



BLOCKOUT AND BEATS



LOW AND ALONE RE ENTER THE ASSEMBLY ROOM AND ACTIVATE THE CONVEYOR. THEY JUMP ON AS THE SUPERVISOR PURSUES IN HER SPIDER FORM.

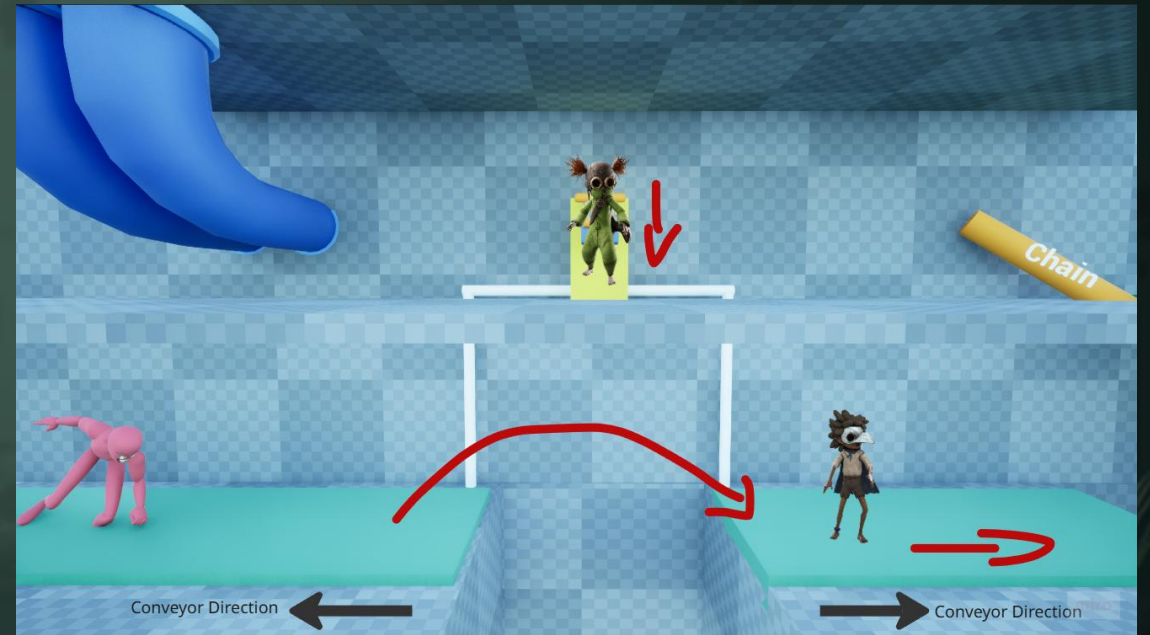


LOW AND ALONE RUN DOWN THE CONVEYOR SPACE, THE TRACK OF THE CONVEYOR GIVING THEM A SPEED BOOST OVER THE SUPERVISOR.

THEY JUMP DOWN THE CHUTE AT THE END OF THE CONVEYOR.

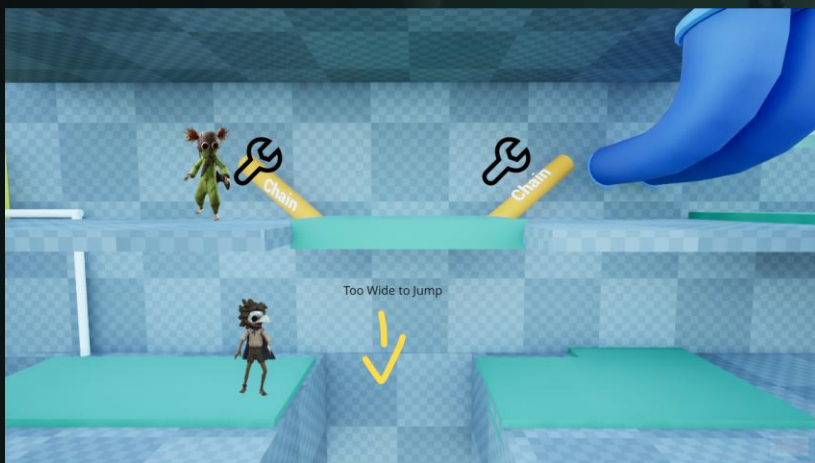


LOW AND ALONE ARE SPAT OUT OF THE CHUTE ON TWO DIFFERENT LEVELS OF THE SAME ROOM. LOW IS BELOW ON A CONVEYOR TRACK, ALONE IS ABOVE IN A SERVICE SPACE. THE SUPERVISOR EMERGES FROM THE CHUTE ON THE BOTTOM LEVEL, CHASING LOW.



AHEAD OF LOW THE CONVEYOR COMES TO A DROP, ACROSS THE GAP IS ANOTHER CONVEYOR MOVING IN THE OPPOSITE DIRECTION TO THE FIRST. TWO CABLES LEAD UP TO A SWITCH ON ALONE'S LEVEL.

ALONE THROWS THE SWITCH AND THE CONVEYORS REVERSE DIRECTION. LOW JUMPS TO THE OTHER SIDE AND CONTINUES.



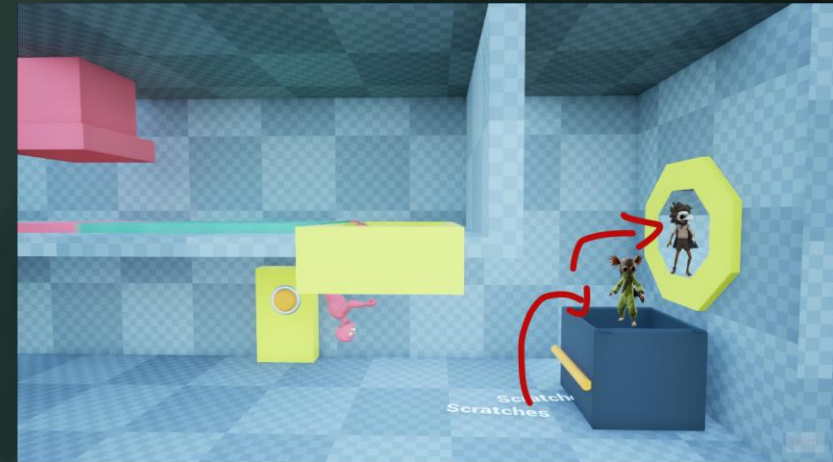
THE PAIR COME TO ANOTHER GAP IN THE PATH. A LARGE PIECE OF THE TRACK HAS BEEN LIFTED OUT OF PLACE FOR MAINTENANCE. IT IS HELD IN PLACE BY HEAVY CHAINS. ALONE MUST BREAK THEM, WHICH DROPS THE PIECE BACK INTO PLACE.

LOW CROSSES, BUT THE SUPERVISOR MOVES THROUGH THE GAP IN THE CEILING TO THE LEVEL ABOVE. SHE IS NOW CHASING ALONE!



A CONVEYOR RETURNS, NOW ON ALONE'S LEVEL, FEEDING CANDY TO A MACHINE THAT RAPIDLY STAMPS CANDY INTO LOLLIPOP FORM.

ON LOW'S LEVEL IS A LEVER THAT WILL STOP THE PRESS IN ITS CURRENT STATE. LOW MUST TIME HIS MOVEMENT TO STOP THE PRESS IN THE UPRIGHT POSITION, ALLOWING ALONE TO PASS UNDERNEATH.

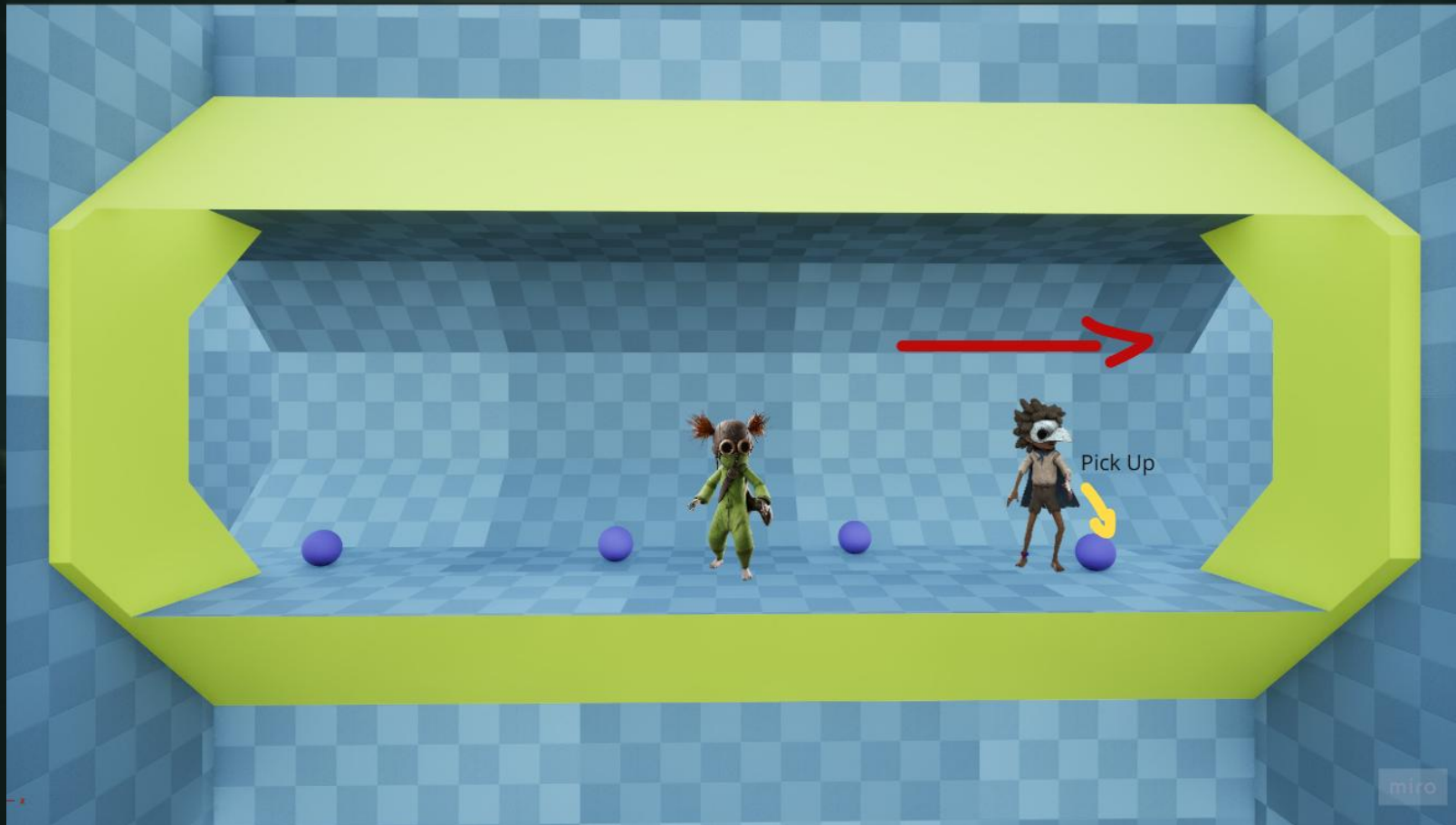


ALONE THEN COMES TO THE END OF HER CONVEYOR, SHE FALLS DOWN ANOTHER CHUTE AND INTO A MACHINE.

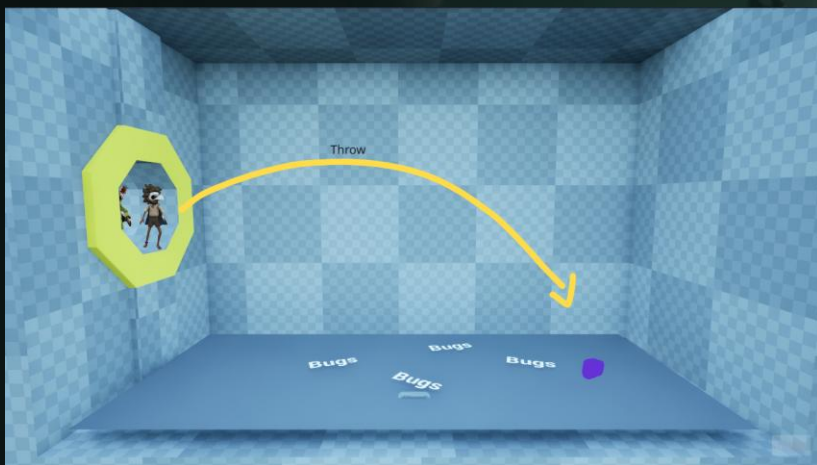
ON LOW'S LEVEL IS A CART WAITING BENEATH THE CHUTE, AND A BUTTON THAT HE MUST SHOOT WITH HIS BOW TO DROP ALONE AND A NUMBER OF LOLLIPOPS WHICH FILLS THE CART TO THE BRIM.

ALONE CLIMBS OUT OF THE CART AND THE TWO MUST PUSH IT AGAINST THE WALL WHILE THE SUPERVISOR WORMS HER WAY THROUGH THE MACHINE BACK TO THE LOWER LEVEL.

WITH THE CART IN POSITION, THE KIDS CAN CLIMB INTO A PIPE.



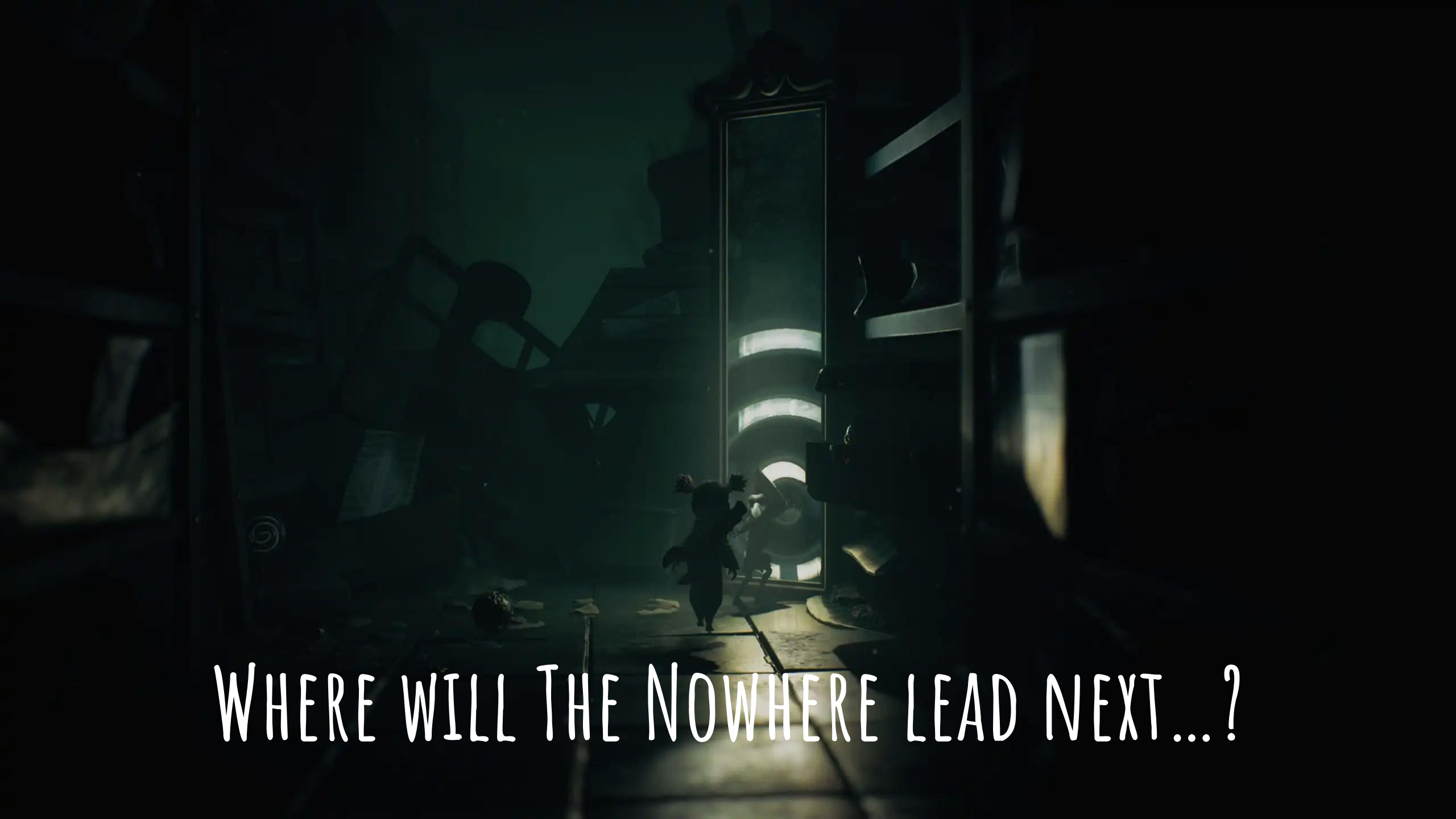
THE PIPE IS NARROW. THE SUPERVISOR WILL STRUGGLE TO FIT INSIDE IT. INSIDE ARE A SMALL NUMBER OF CANDY BALLS THAT LOW AND ALONE CAN PICK UP.



THE PIPE EMERGES IN A DARK ROOM. THE FLOOR IS CRAWLING WITH CANDY WEEVILS.

LOW AND ALONE MUST THROW ONE OF THE CANDY BALLS TO DISTRACT THE WEEVILS BEFORE THE SUPERVISOR CAN CATCH UP. ONCE THE BUGS CLEAR THE FLOOR A HATCH IS REVEALED.

LOW AND ALONE MUST JUMP IN TIME WITH EACH OTHER TO OPEN THE HATCH AND ESCAPE THE SUPERVISOR FOR GOOD.



WHERE WILL THE NOWHERE LEAD NEXT...?