

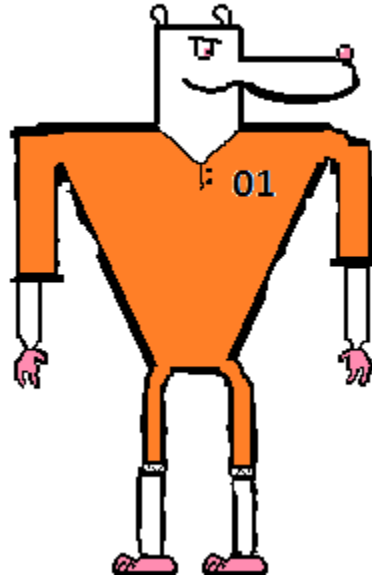
Lab Rat

Prototype Productions

Tech: Sean Halloran – sjhalloran

Art: Shane Stenson – sjstenson

Tech: Lindsay O'Donnell – lrodonnell



One Sentence Description

You, a simple lab rat, must explore strange environments, fight off deadly creatures, and rescue your friends in order to escape your vast laboratory prison!

Game Summary

Lab Rat combines elements of platforming, puzzle solving, and an open exploration. The player will travel through a chemistry lab filled with deadly acid and traps, a robotics lab filled with dangerous robots and machines, a virtual lab where the player must travel inside a computer, and a biology lab teeming with vicious creatures. Along the way, the player will collect key cards to open the final exit to the outside world. To help him escape, the player will find unique items such as an acid cannon to fight off enemies and destroy obstacles, a hacking tool to open locked doors and hack computers, and an oxygen bubble to allow the player to travel into areas with poisonous gases.

Game Overview

Lab Rat is non-linear 2D platformer. The player controls a rat trying to escape from a lab. To do this, the player must collect key cards from four different labs in order to escape. At first, the player only

has access to the first lab, the chemistry lab, because the entrances to all the other labs are blocked by an obstacle which can be passed by using an item found in a previous lab. Each lab has a different theme: chemistry, robotics, computers, and biology. Each lab also has an item to be obtained, enemies to defeat, a rat to free, and a key card. Saving the rat in each lab is optional, but increases the player's maximum health. The rats are easy to find and get to in the early labs, but in later labs they take extra time and effort to reach. To traverse each lab, the player will have to engage in platforming, combat, and puzzle solving, using the items obtained in each lab.

Comparison to Previous Successes

The game play style is similar to classic 2D action adventure games such as Super Metroid or Castlevania, but with a more lighthearted cartoon tone. Lab Rat draws on non-linear style levels from these games where the player is not simply moving from point A to B in one possible path. The player may have to retrace his steps to escape a lab, or go back and explore an area he missed. Like these classic games, Lab Rat also gives the player a variety of items used in combat and puzzle solving.

Lab Rat does bear resemblance to *The Three States of Greg*, one of the games described in the sample treatments, where the player controls a scientist escaping from a lab and saving puppies. Lab Rat differentiates itself with collectable items instead of transforming states and arranging the levels in a nonlinear fashion instead of simply traveling from room to room in a set manner.

Controls

The player moves the rat left and right with the 'A' and 'D' keys. The player can enter doors with the 'W' key. Spacebar is used to jump, keys 1-3 select different items, and 'J' uses the selected item, whether that is firing the acid cannon or using the hacking tool.

Game Setting

The setting of Lab Rat is a high-tech laboratory where futuristic experiments are being conducted on the rats. The main character is the only rat that survived in his experiment and gained the intelligence to escape. There are four main "levels" in the game and an overworld that connects them.

Overworld

- The starting room
- A hallway with doors to the other four labs and the exit

Chemistry Lab

- has vats of acid as obstacles
- countertops, beakers, and chemistry equipment are in the background
- the main collectible item in this lab is the acid cannon

Robot Lab

- has spiky moving robotic arms, main collectible item is a hacking tool that can open some doors
- this lab resembles a machine shop and has an industrial aesthetic

Virtual Lab

- A simple room with nothing but a computer, but when the player hacks the computer with his new hacking tool, he enters a virtual reality where he must run and jump his way through the virtual level in the computer

Bio Lab

- Bears resemblance to the chemistry lab, but is overrun with plants
- Some parts of the lab have been contaminated with poisonous gases which require an oxygen bubble to pass through

Items

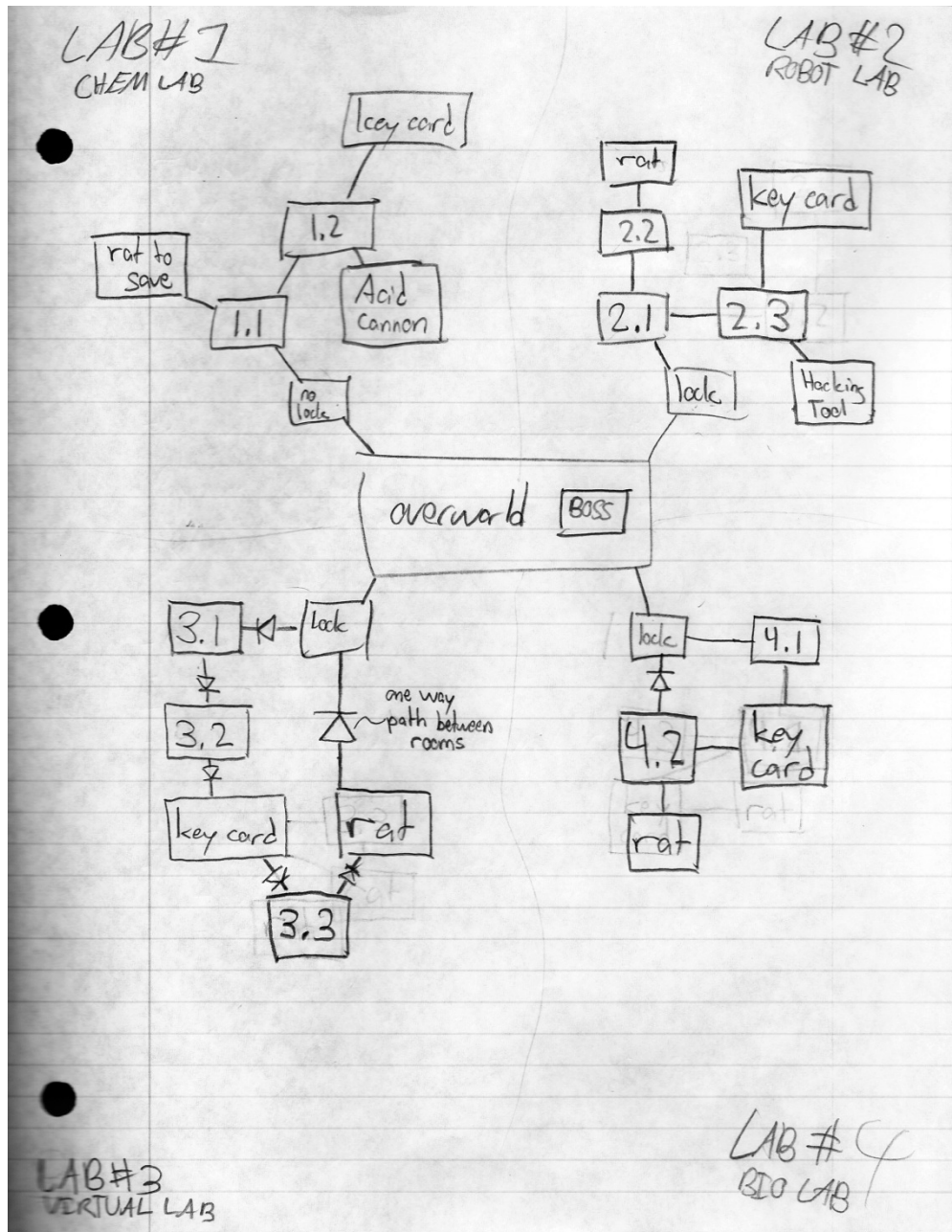
- *Acid Cannon*: Picked up in the chemistry lab, the acid cannon mounts to the rat's back and shoots acid which melts enemies and certain obstacles, allowing the player to access new areas with this item.
- *Hacking Tool*: Picked up in the robot lab, allows the player to hack into computers and security systems to do a variety of things like open doors and disable cameras and robots.
- *Bubble Shield*: Picked up in the biology lab, the bubble will protect the player from poisonous gases, but it can only be used for so long before it must be deactivated to recharge.
- *Key Cards(4)*: One in each lab, player must collect all four to win the game.

Enemies and Obstacles

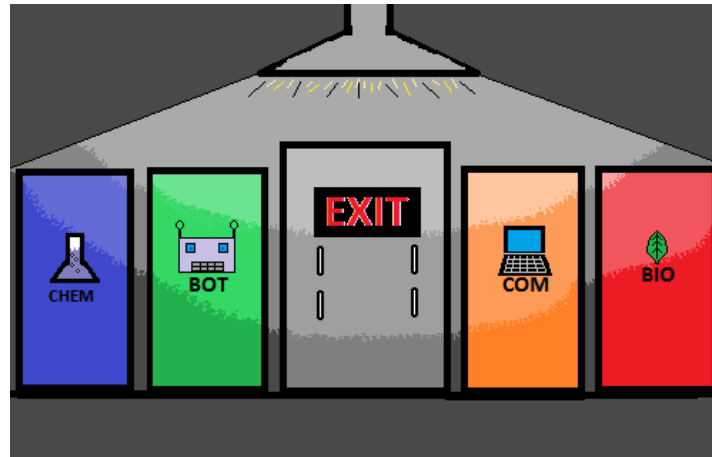
- *Beaker Baddies*: Walking beakers of various shapes and sizes filled with acid. Can be avoided or destroyed with the acid cannon. They are found in the chemistry lab. If time permits, when they are destroyed, they will leave acid on the ground which can hurt the player.
- *Acid Pit*: Pits of acid can be found in the chemistry lab. Falling into one will kill the player, taking away one life.
- *Security Cameras*: Found in the robot lab, a camera has a visible field of view that turns on and off. If the player is caught in its view, security bots spawn behind the player.
- *Security Bot*: A little robot that roams the robot lab on treads. If it sees the player, it shoots at him/her.
- *Falling Spike Traps*: In the robot lab, suspended platforms covered in spikes will fall when the player walks under them.
- *Firewall*: In the virtual lab, a wall of computerized "fire" may block the player's path. Touching it will hurt the player, and to pass it the player must deactivate it with the hacking tool at a terminal in the room.

- *Thorned Vines*: These vines are found draped around the bio lab. The spikes on them hurt the player if they come in contact with them.
- *Bugs*: Walk around the bio lab. They hurt the player if they hit him. They can be destroyed with the acid cannon.
- *Poison Gas*: Poison gas fills areas in the bio lab. If the player isn't using the bubble to protect himself, then he will lose health.
- *Rusty Door*: This obstacle can be destroyed with the acid cannon, and is used in several places to limit where the player can go before obtaining the acid cannon.

Game Walkthrough



Beginning



The player starts in a room with four lab doors and an exit door, *the overworld*. The exit door is locked, and requires four key cards to be opened, as indicated by signage on the door.

Chemistry Lab



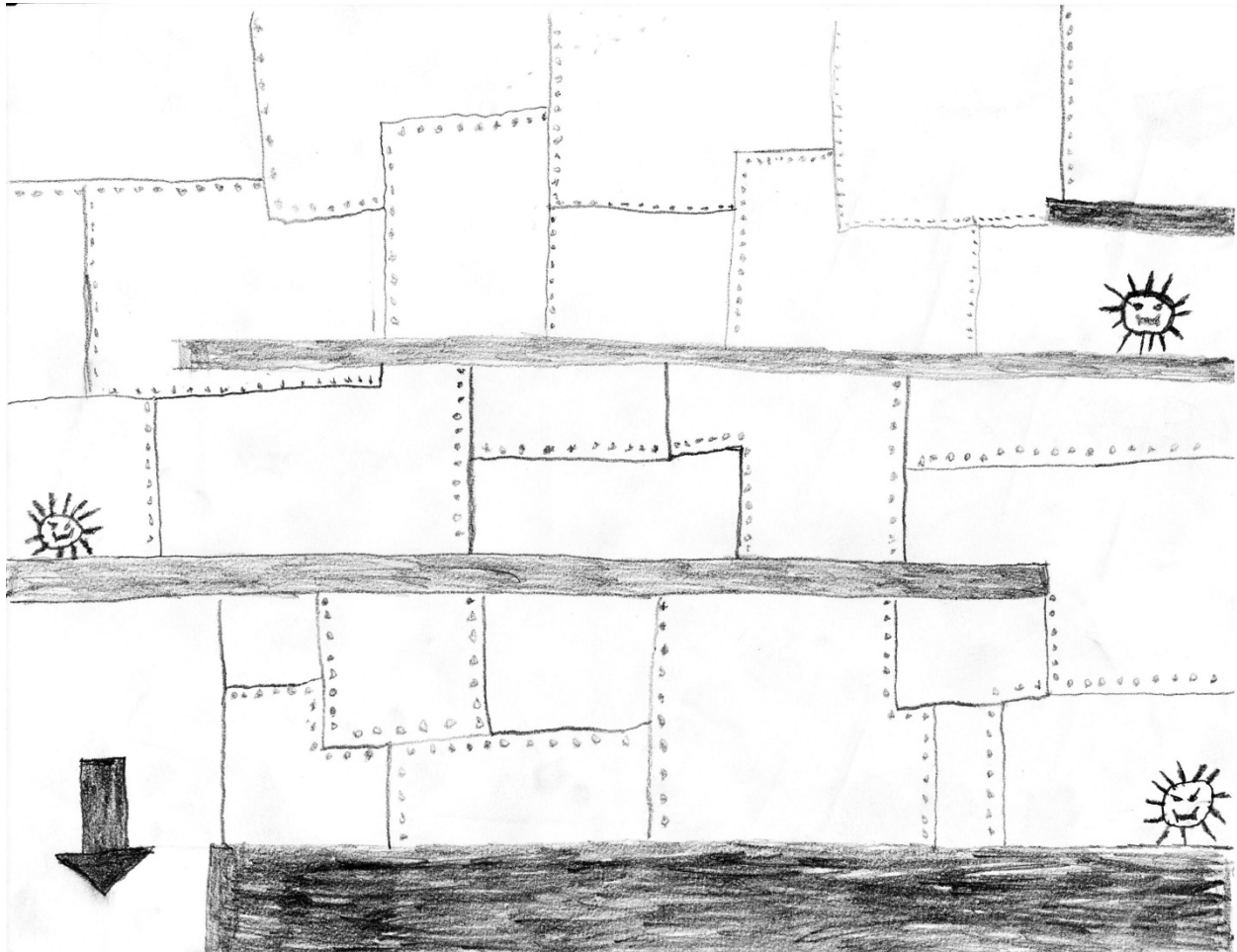
This is the first lab the player can enter. It has no obstacle preventing the player from entering, unlike the other labs.

- Room 1.1: In this room, the player is introduced to platforming, and is given space to learn the jumping mechanics. Also in the room, is a very obvious entrance to a room with another imprisoned rat. There is no puzzle or obstacle in the way of saving this rat, as to introduce the

player to the mechanic of saving rats to get a reward. When this first rat is saved, he tells the player to also save his other friends, and they will help him too.

- Room 1.2: This is the first room with enemies (beaker baddies). The player cannot defeat these enemies until he picks up the acid cannon found in an adjacent room. Then with the acid cannon, he can move into the room with the keycard. Once the player has the keycard, he must fight his way back to the overworld and into the next lab.
- Acid Cannon Room: When the player enters this room a rusty door closes behind him which can be destroyed with the acid cannon. This forces the player to learn to use the acid cannon.

Robot Lab

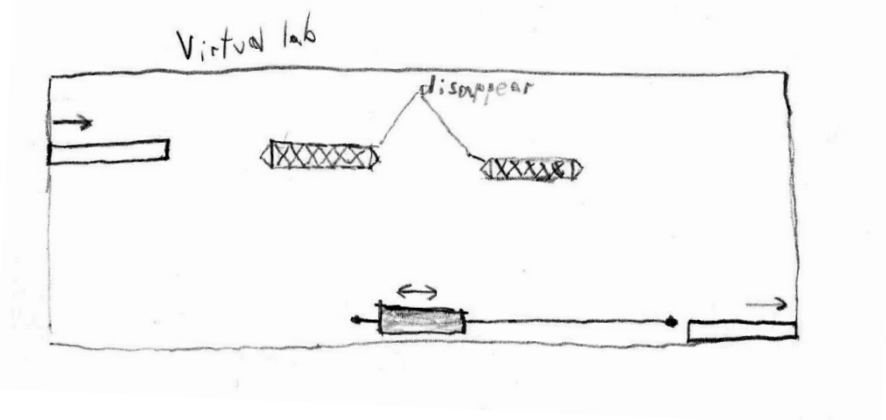


This lab can be accessed only once the player has acquired the acid cannon, because it is locked off with a rusty door.

- Room 2.1: This room is filled with security bots that are trying to kill the player. They must be destroyed with the acid cannon! At the end the room, there are two doors labeled RAT STORAGE and SECURITY OFFICE. One takes the player down a path to save another rat, and the other takes the player to get the next key card.

- Room 2.2: This room introduces security cameras in addition to the robots, and is the main obstacle in saving the rat in the robot lab.
- Room 2.3: This room introduces falling spike traps. There is a door labeled CYBER-SECURITY, which takes the player to the hacking tool, required to enter the virtual lab, as well as the key card.
- Hacking Tool Room: When the player enters this room, a security door closes behind him which can be opened again with the hacking tool. This forces the player to learn how to use the hacking tool.

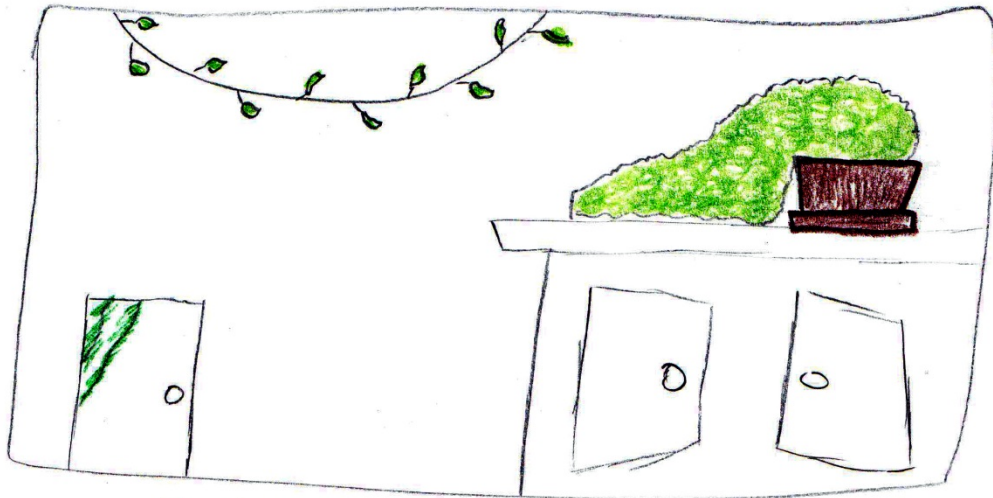
Virtual Lab



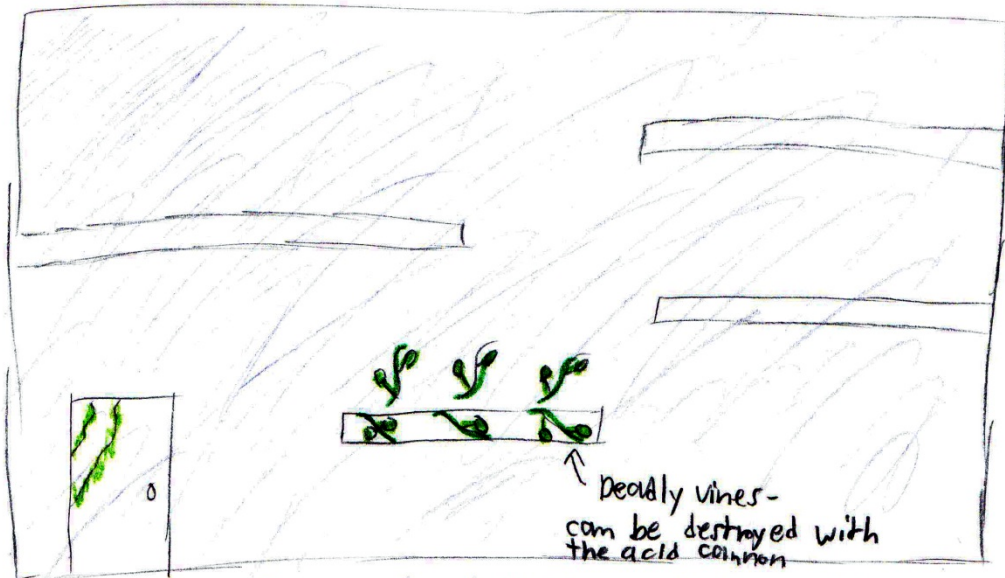
This lab can be accessed with the hacking tool, because all the levels take place inside a computer! When the hacking tool is used on the computer, the player is transported to room 3.1. A reach goal is to change the sprite for the rat and his items to match the old computer terminal art style of the level. This lab focuses on platforming, and has no enemies. To move between rooms, the player uses a teleporter.

- Room 3.1: When the player enters, they see a “firewall” with a computer terminal on the other side. This part of the room cannot be reached until the player has completed the rest of the lab. Has a “ferris wheel” style set of moving platforms that the player must time their jumps across correctly to survive. Also has several platforms over a pit that the player must use to get across.
- Room 3.2: Has platforms that disappear when the player stands on them for too long, so the player must make decisions quickly to make it across the room. A key card can be found at the end of this room.
- Room 3.3: Has one moving platform with several stationary obstacles. The player must ride the platform but avoid the obstacles as he approaches them. This room has a rat to be rescued and a teleporter that leads to the other side of room 3.1, behind the firewall. The player can then deactivate the firewall and leave the computer.

Bio Lab



Background (like the chemistry lab with counters, but with overgrown plants and vines everywhere)



Foreground - A light purple haze of poisonous gas blankets the lab. It can be survived for short periods of time with an oxygen suit

This lab can be accessed any time after the player acquires the acid cannon. This lab is similar to the chemistry lab in artwork, but has many vines and overgrown plants everywhere. There are moving bug enemies that injure the player if he collides with them. There are moving thorn vines that also injure the player. The bugs can be defeated with the acid cannon. The vines must be avoided. One room has poison gas released that the player can only survive if they have an oxygen bubble.

- Room 4.1: Has enemies to defeat and avoid. At the end there is a key card and an oxygen bubble.
- Room 4.2: Has poison gas that the player can only survive with the oxygen bubble equipped. Also has a rat to be saved (optional).

Endgame

When the player has gathered all four keycards, he can exit through the door in the overworld. If time allows, there will be one room requiring the player to use all the items he gathered to escape. Then the rat escapes to the parking lot outside, where he runs into a field passing by billboards with the credits on them as the screen fades to white and the word "Congratulations!" appears on screen.

Production Details

Week of 9/9-9/15

- Asset List Created-Shane, Sean, Lindsay
- Objects Begun - Sean and Lindsay (Basic Interactions between rat and platforms, rat and enemies)

Week of 9/16-9/22

- Basic Sprites (Rat, platforms) drawn and placed in game-Shane
- First lab laid out and playable (but not necessarily complete)-Sean and Lindsay

By 9/28 (First status report)

- All sprites complete-Shane
- Second lab laid out-Lindsay
- Third lab laid out-Sean

By 10/4 (Second status report)

- Fourth lab laid out-Lindsay or Sean
- Lives/Health/item collection status bar programmed- Lindsay or Sean
- Backgrounds drawn-Shane

By 10/8 (Polish and Present Prototype)

- Game Debugged-Sean and Lindsay
- Any remaining missing or placeholder art is created/replaced-Shane