

# **Mr. Keyloggie's Time Trials**

Alex Hoffman  
Game Design Technologies  
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Tim Samoff

## The Concept

*Mr. Keyloggie's Time Trials* demonstrates a simple, yet expandable concept: teach the player mechanics of the game through seemingly random objectives and scenarios, eventually leading to a grand conclusion.

Just like Daniel Larusso in the 1984 classic, "The Karate Kid", the player is presented with scenarios completely independent from one another. From setting up and playing limbo at the beach, to setting off fireworks at a concert, the player is gradually conditioned and prepared for the final mission: an art museum heist.

Each scenario's mechanics translate to the heist. The limbo level teaches the player how to lift/put down objects (to carry paintings during the heist) as well as maneuvering under obstacles (to get through the security laser beams). The second level teaches the player how to light fuses (to blow open the vault and retrieve the paintings) as well as how to sprint (to get away from the museum after stealing the paintings).

## Player Mechanics

- Lifting / putting objects down
  - Used for limbo poles and art paintings
- Maneuvering under objects (lowering view height)
  - Used during the limbo game and going under laser alarms
- Activating fuses for explosives
  - Used to activate fireworks and light dynamite for the vault
- Jogging
  - Used to run from the fireworks as they ignite and escaping the art museum after stealing the paintings

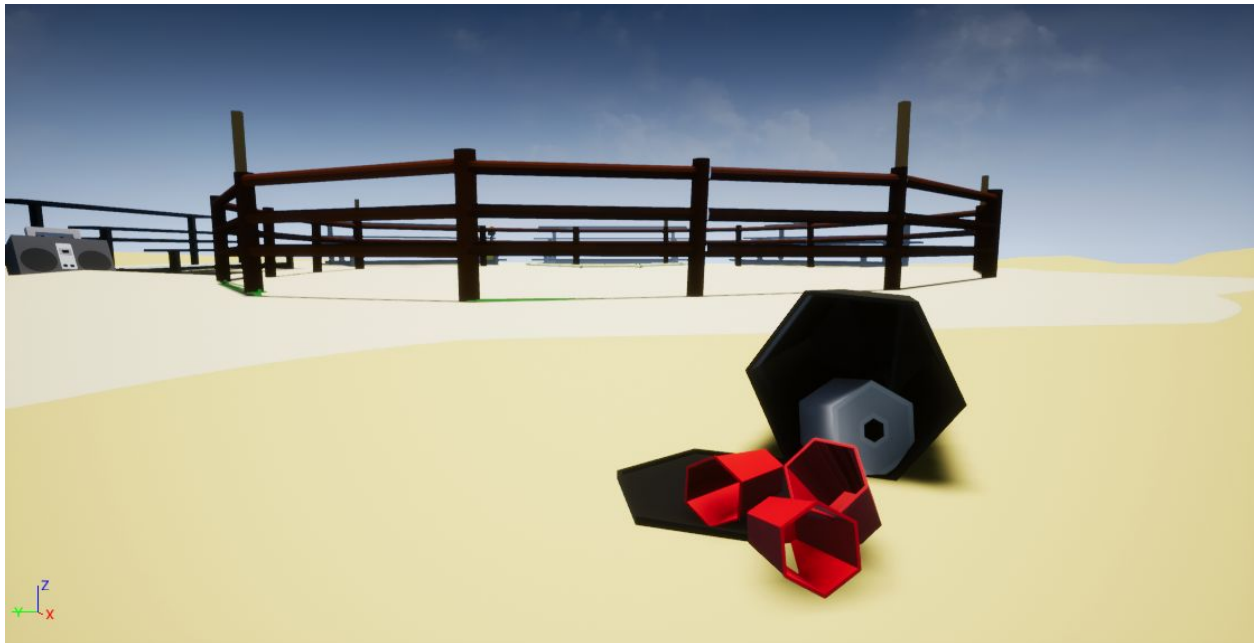
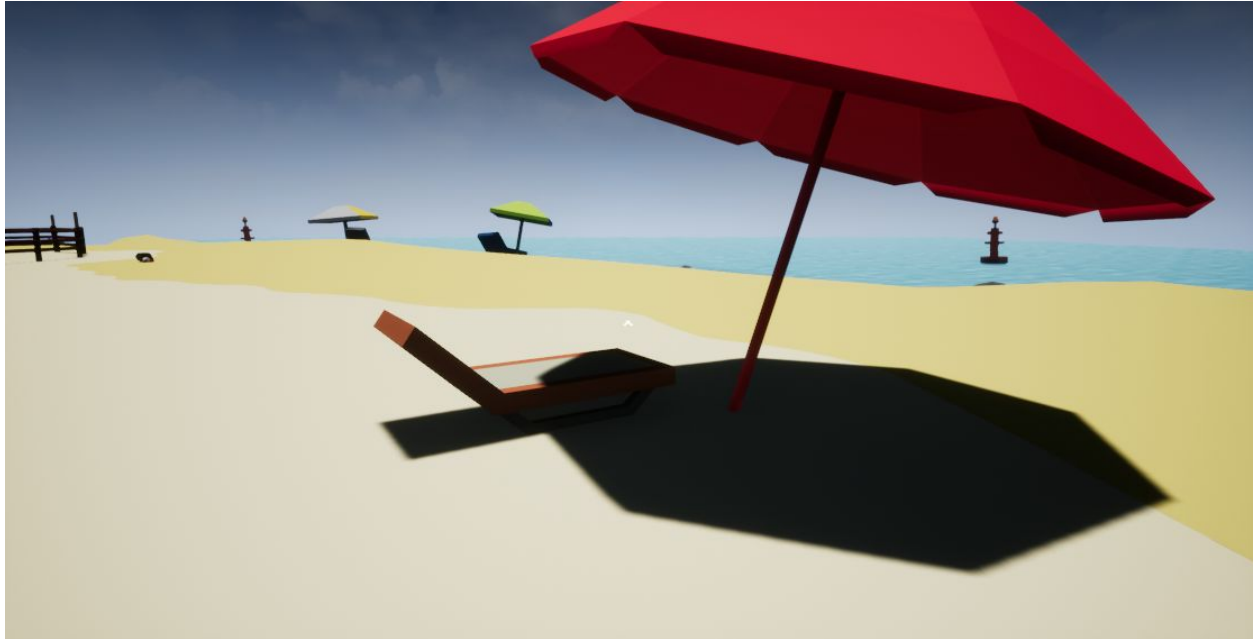
## Various Looks And Feels

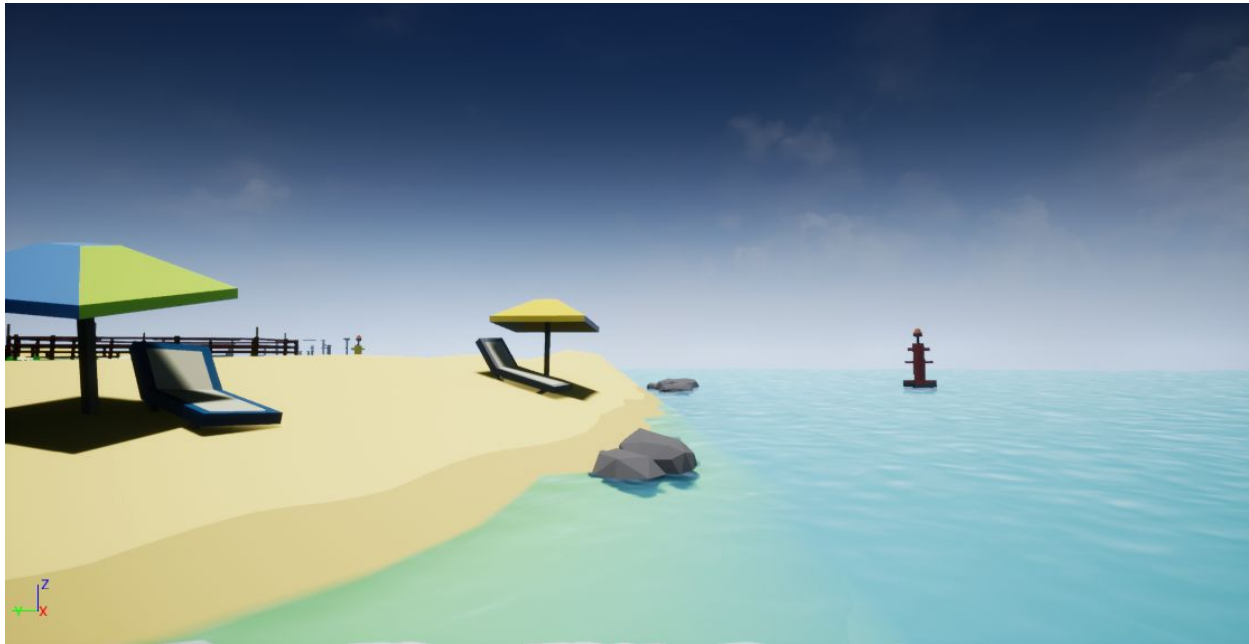
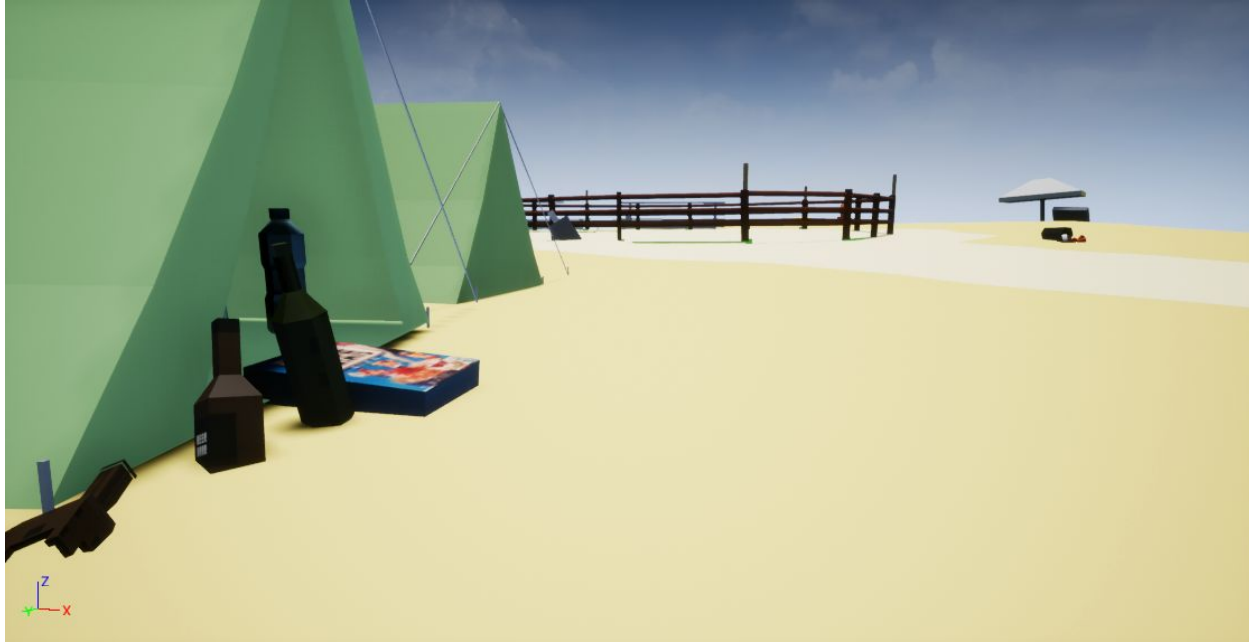
### The Main Menu



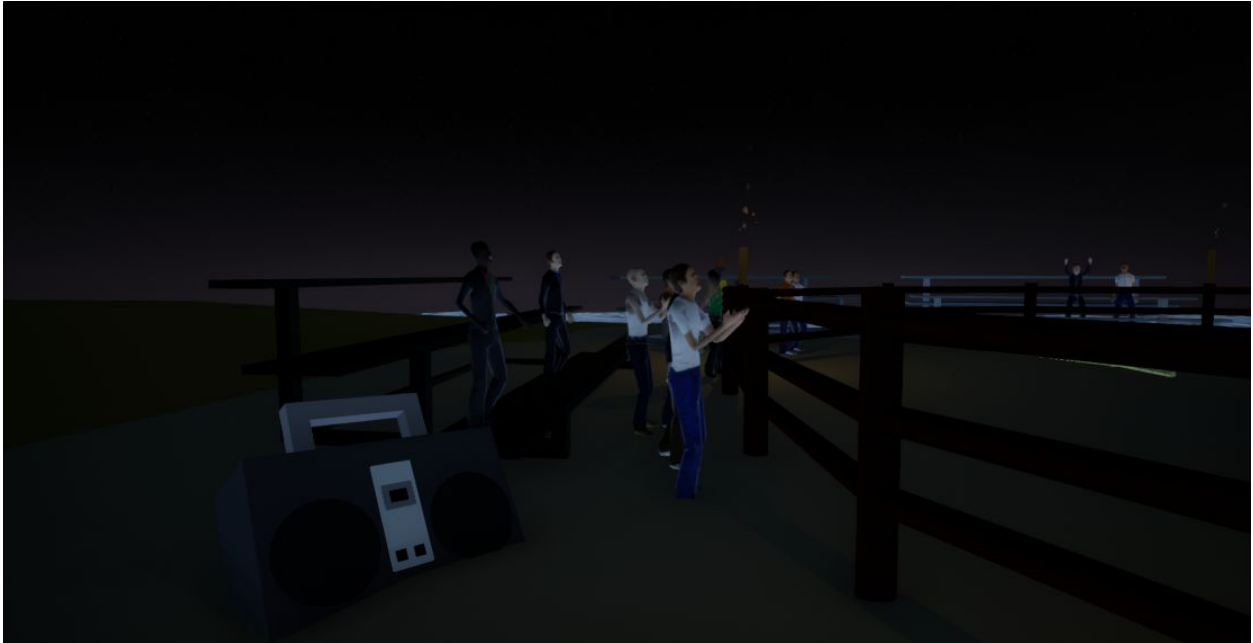
The main menu, giving the player a subtle hint as to who this mysterious person (Keyloggie) is, and peaking their interest

## Level 1: The Beach Level

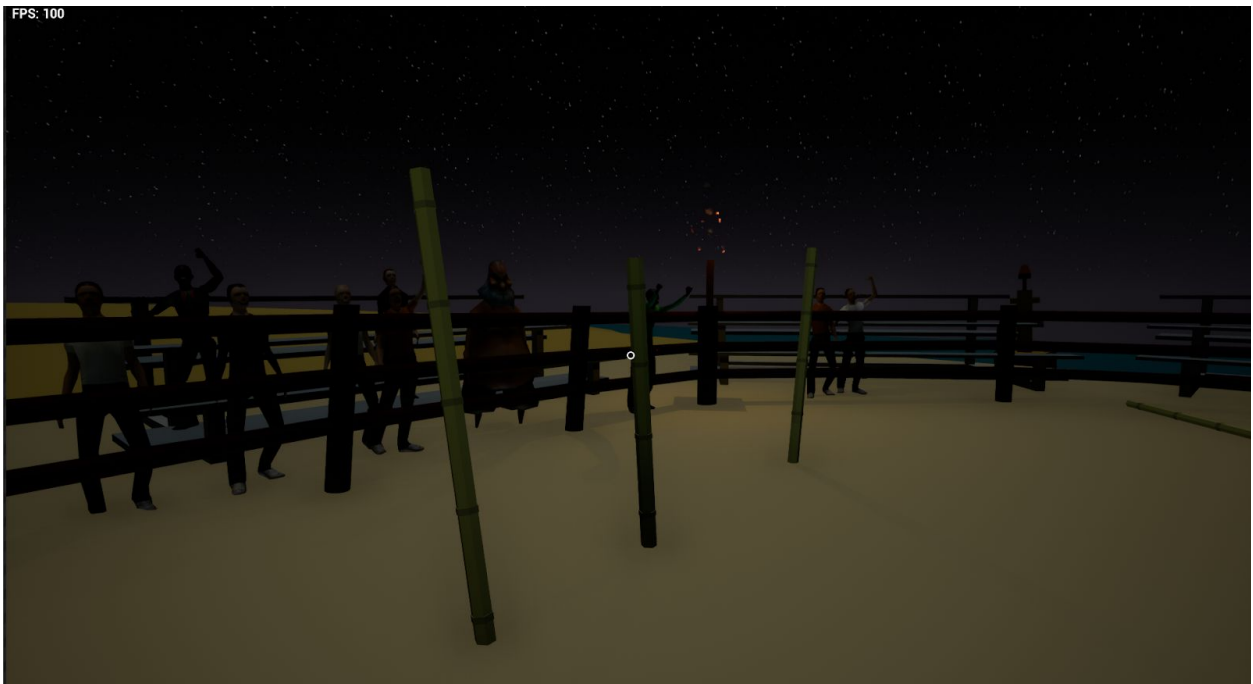


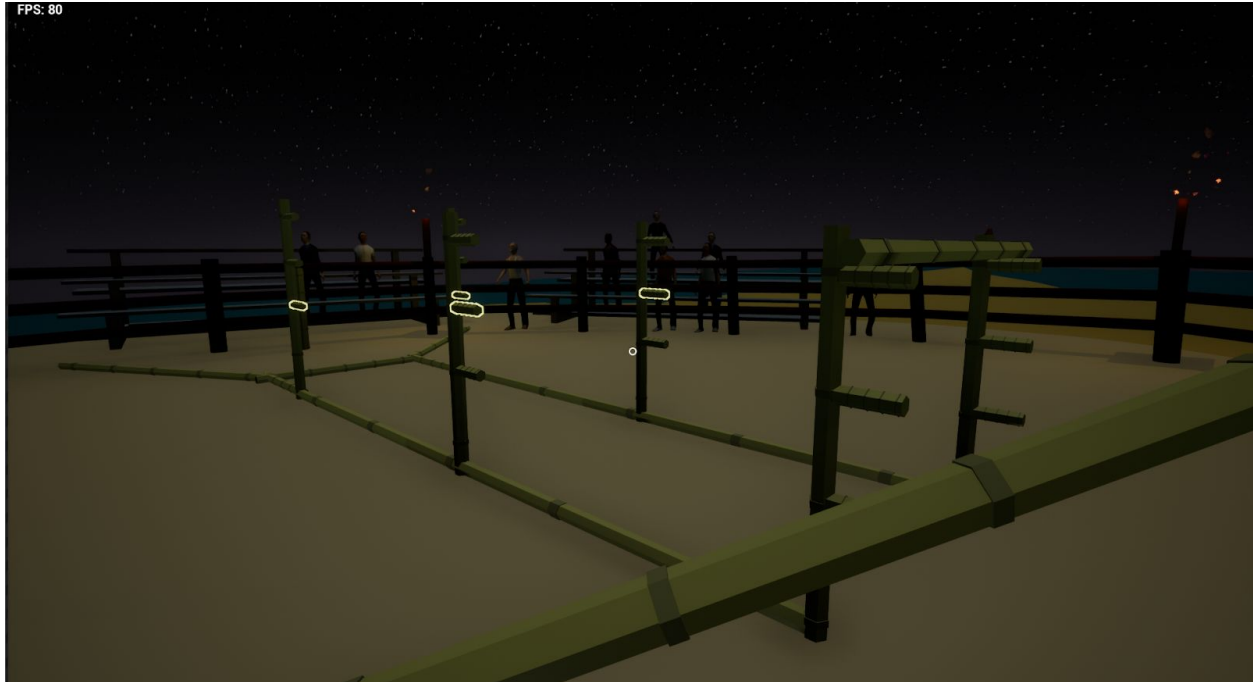


- As the player approaches the fenced area, day turns to night dynamically, and the beach party begins

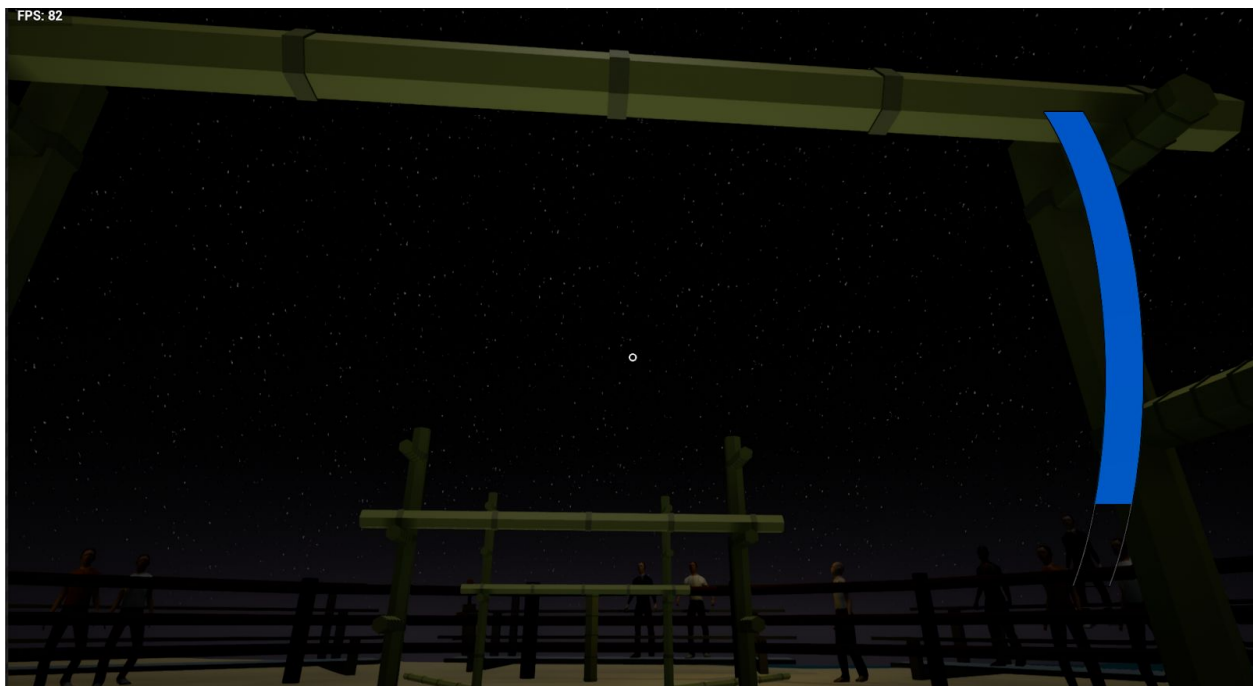


- The player is presented with three limbo poles and is directed to assemble them on the limbo bases by Mr. Keyloggie





- By holding space bar, the player can lower and raise their head to maneuver under the poles they placed



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Level 1: Beach Line

1 Cube = 1 UV

A beach and large  
screening system are  
used to remove debris  
and sand from the water.

Flow Line

Vertical Bridge

Clarifier

Sedimentation

After an 8000 square foot area,  
the water is treated by the UV  
and then enters the distribution system.



## Level 2: Art Museum Heist



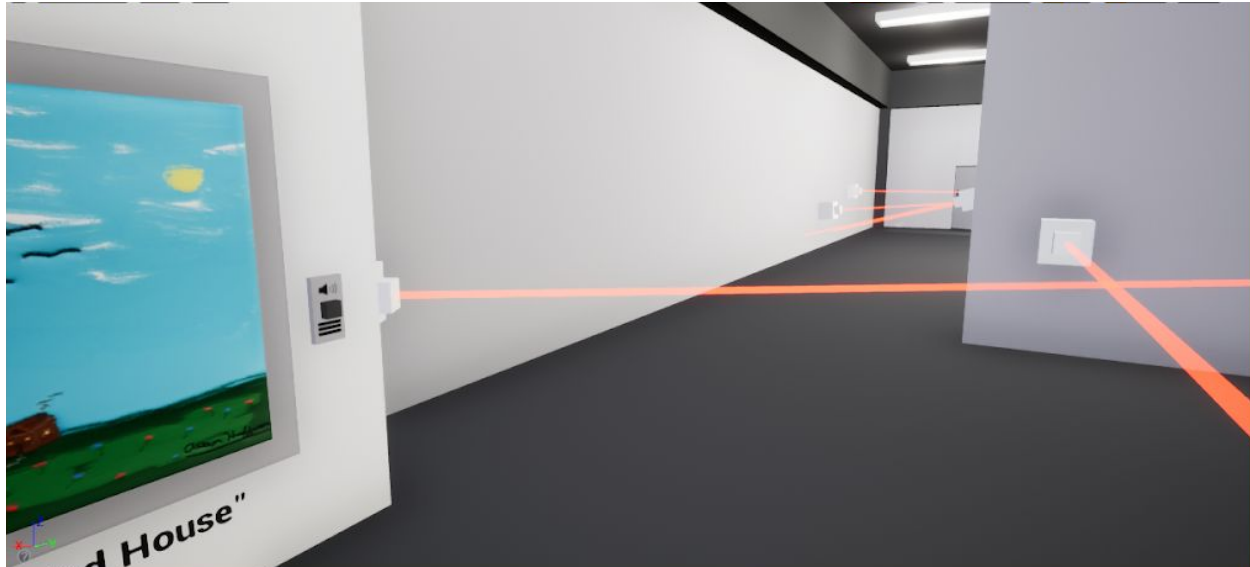
- The player's idea of who Mr. Keyloggie is changes when they enter the next level, and are presented with a laptop camera of Mr. Keyloggie on their screen and approach an art museum.



- The player is directed to go to the parking lot and retrieve a duffle bag to complete the heist.



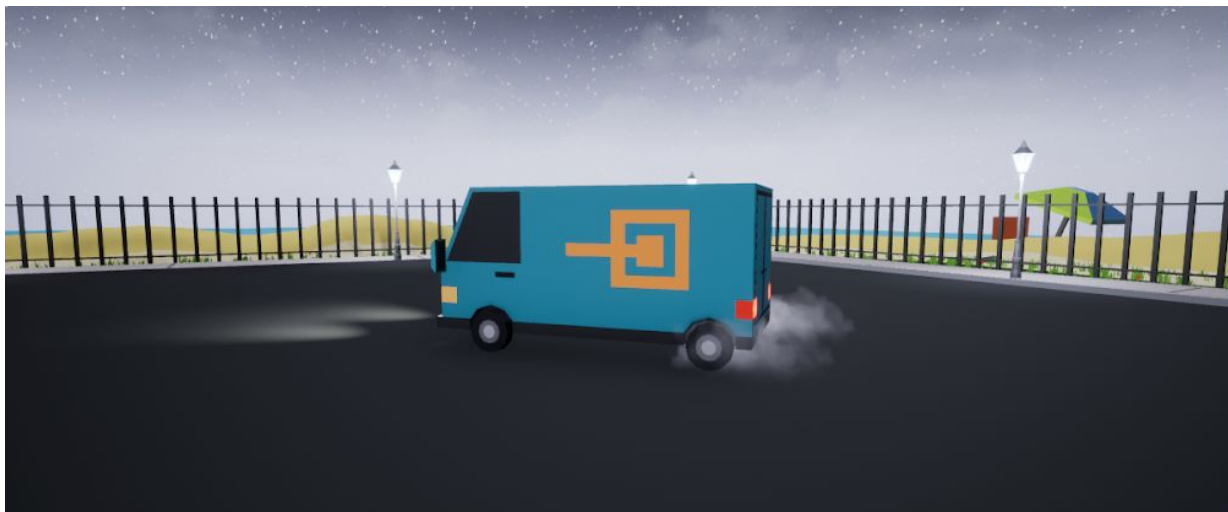
- The player is presented with obstacles that are solved using the same mechanics they are shown in the first level. Laser beams block the player and they must duck under to pass.



- The duffle bag unwraps to reveal two explosives and a panel identical to the one they activated in the first level to start the fireworks.



- After stealing the prized painting in the vault, the player runs out to see Mr. Keyloggie on his way, ready to escape.



## Level 3: Explore Museum

- Before and after the player beats the second level, they can enter a daytime version of the museum with all security disabled. They can explore it, listen to the art commentary, and just walk around.



- They can even see some familiar faces from the first level (audience members at the beach party).

