

# Concept



## Start

Conversation to explain current game tasks:

**Find and remove the alarms within ten minutes**

# Concept



10:00

## ● Countdown

As soon as their conversation ends, the ten minute countdown will start.

# Concept



## ● Fun Chats

While in the street, Ada says some interesting things.

# Concept



09:16

## ● Security Lights

Dynamic lights with two colors: red and yellow.

If the light is red, Ada needs to avoid it.

# Concept



## ● Policemen

AI Policemen with security lights.

When Ada is first found, the camera will look at the policeman.



# Concept

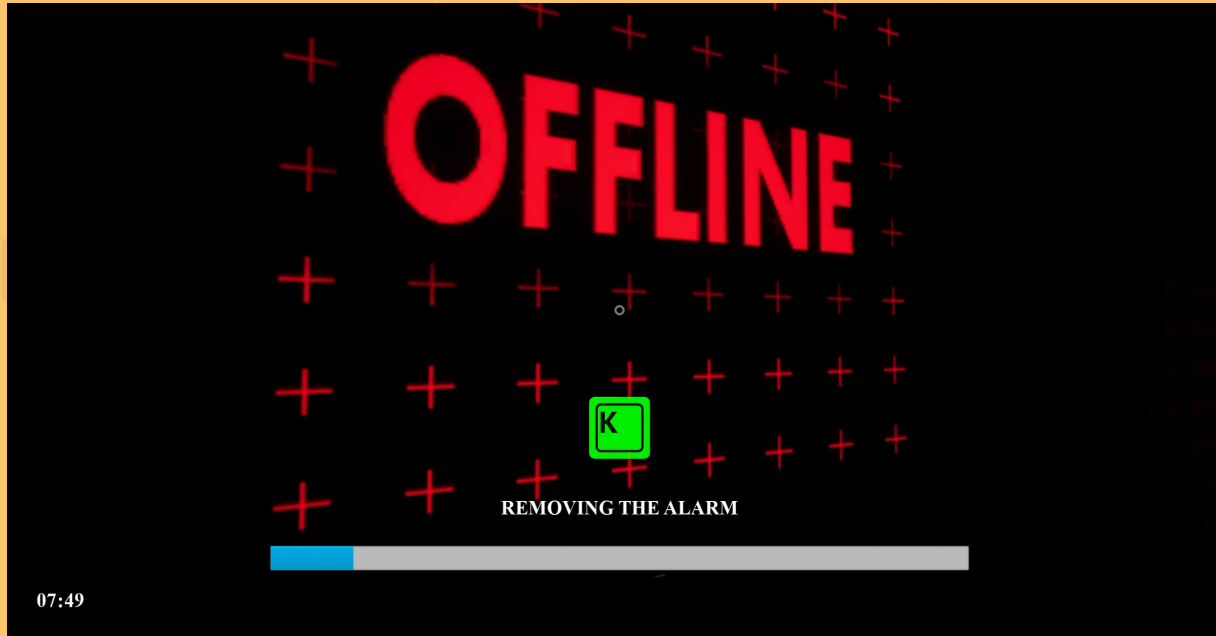


## ● Death

If Ada is found by the red security light, he dies in this level.

Before the game restarts, camera will move to the security light so that players can learn for next time.

# Concept



## ● Alarm

When removing the alarm, players will be required to press 'K' randomly.

If they miss it or press 'K' when they shouldn't, the progress bar will be reduced.

# Concept



Narrator: Well done Ada! Now go upstairs and get them!

## Alarms Removed

When players successfully removed all the four alarms, narrator informs next game task:

**Go upstairs.**



# Concept



## ● Dog

The dog is preventing Ada from going upstairs.

Conversations then suggest

# Concept



- **Vending Machine**

Ada can find some meat from the vending machine.

# Concept



## ● **Locked Door**

The door to the experimental center is locked at first.

Note that there is an S – Shape picture near the door.

# Concept



- **Ladder**

There is a ladder for players to climb up.

# Concept



## ● Candles

After climbing up the ladder, there are 15 candles.

Lighter is needed to light these candles.



# Concept

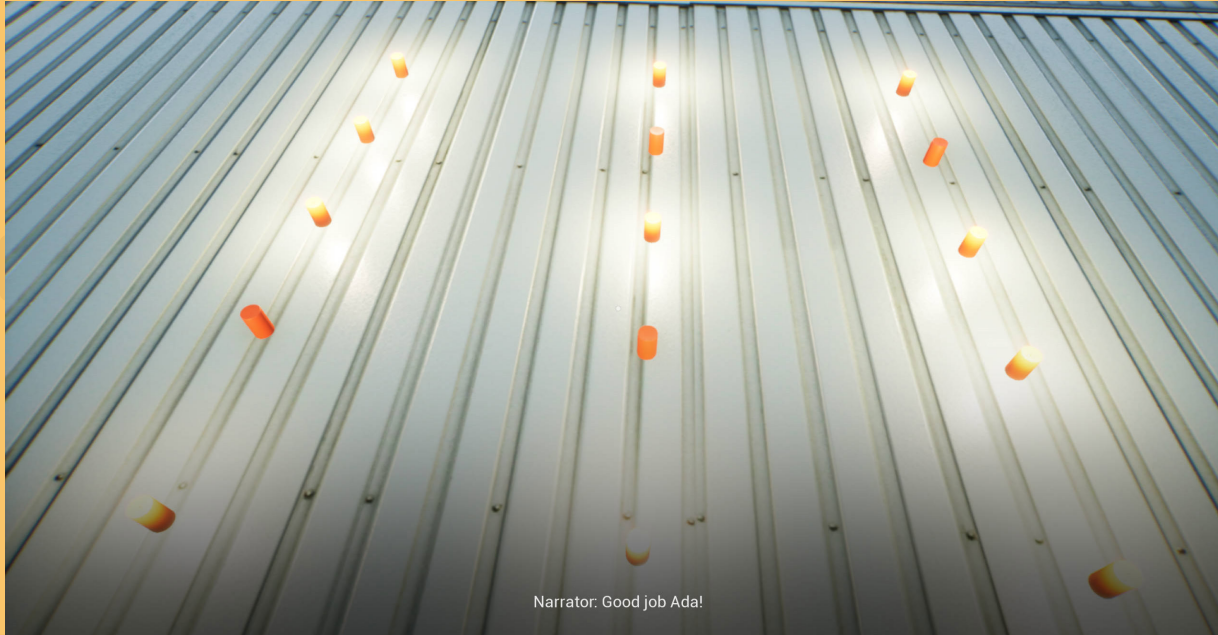


## ● **Lighter**

The lighter and lighter oil are hidden somewhere on the stairs.



# Concept



## ● Candles

The solution of these candles is to make an S – Shape.

# Concept



## ● Unlocked Door

The door to the experimental center is unlocked now.