Stray

Level: "The Flat"

Story

Player is a stray cat that begins the game living with its friends in a seemingly post-apocalyptic landscape. One day, while making a routine jump, the pipe the player lands on falls, causing the player to tumble to the decaying city beneath their every-day world.

Location/Setting

A world devoid of humans, likely in the future. Robots with very human-seeming emotions remain and labor at very human activities such as drinking at the bar or strumming a guitar idly. Throughout the game, the player will encounter rich, verdant landscapes; rust-colored industrial complexes heavy on corrugated steel; and neon-colored techno-cities filled with robot inhabitants.

Mission Objective

- Discover what the mysterious presence in the apartment is trying to tell you.
- Move to the next area.

Gameplay Mechanics

- Move/Look: Left & Right Stick
- Jump: A button
- Interact: X button
- Special Action: Y button

Special Mechanics

- Jumping from platform to platform using the character and camera's current direction.
- Player is shown markers for where they can jump, ala Assassin's Creed.

Playable Characters

- The titular unnamed stray cat.

Enemies

- None in this level.

Non-Playable Characters (NPCs)

- Your Companion, B12.

Victory Conditions
- Repair B12.
- Unlock all four doors.

Failure Conditions
- No failure conditions in this (puzzle) level.

Mission Walkthrough

1. **(IGE) Intro:**
   - Player enters the apartment through a window above a bed.

2. **(GP) Apartment Exploration:**
   - Player emerges into a grungy, empty apartment.
   - Through a beaded door, they see a flashing monitor in the next room. The monitor reads "NEED. HELP."
   - A radio plays a quiet jaunty tune from a shelf nearby. There are two CCTV cameras in the apartment that track the player as if someone is watching.

3. **(GP) Door A Puzzle:**
   - Player must walk on the keyboard in front of the monitor.
   - Each time sends nonsense commands to the terminal and generates a response on the monitor.
   - After the third time, the monitor displays "ENTER THE DOOR. FIND A BODY."

4. **(IGC) Door A Opening:**
   - The camera cuts to Door A opening as the pocket door slowly slides into the wall.
   - Camera cuts back to player and zooms in.

5. **(GP) Battery Puzzle for Door B:**
   - Player enters the room behind the now-open Door B and finds another small room packed to the brim with electronics; it looks like some sort of surveillance room with the number of monitors and switchboard-esque equipment.
   - Three fluorescent bulbs shine brightly above the room's main terminal; four empty sockets glow on the terminal's wall near the floor. A brightly lit handle is the only other object of note in the room.
   - Jumping on the handle causes a small terminal next to it to move on a track to a new position, exposing the terminal's Battery to illustrate the purpose of this room to the player.

   There are four batteries for player to find in total:
   1. The battery found by jumping on the switch handle;
   2. One on a high shelf that can be reached by jumping up on Battery 1's terminal;
   3. One on top of a bookshelf that can be reached by jumping on a stool first;
   4. One on the table in the center of the room.

   Inserting all 4 Batteries into their sockets will trigger an IGC of Door B opening.

6. (IGC) Door B Opening:
   o Camera cuts to the bookshelf that Battery 3 was atop as it slides to open, revealing a secret passage.
   o Camera zooms back in on player.
   o Off-screen, Door A closes again.

7. (GP) Puzzle to Assemble Companion:
   o Player enters a storage room strewn with boxes and mechanical/electronic parts. At the far end stands some sort of oblong pod; hunched against the pod is a broken robot, wires sloppily hanging out. There are a few small flickering monitors in the room displaying a symbol that looks a bit like a curious robot.
   o Player jumps atop the robot, then to the pod, and then to a bookshelf near the ceiling, where they find an open cardboard box labeled Drone Companion.
   o Player knocks the box off the shelf and picks up the Companion's body in their mouth. As they pick it up, the monitors in the room all turn off; back in the surveillance room, a warm desk lamp turns on at the main terminal and the screens of the terminals around it change to arrows all pointing at it.
   o Player jumps up and drops the Companion's body in the marked location.

8. (IGC) Companion is Assembled and Introduced:
   o Camera pulls back as all the monitors change from arrow signs to the text "UPLOADING" and data cables attached to the terminal begin to pulse.
   o Camera begins to zoom in again as the Companion Body bobs and spins in place; camera cuts to a close-up as the Companion's eyes flicker on. It struggles to engage its flying thruster and the eyes and thruster both click off as the Companion tumbles lifelessly off the desk and onto the floor.
   o Slowly, the Companion's power comes back on and it delicately begins to hover and look around, noticing the player then edging closer. Being a cat, player swats curiously at the Companion, knocking it to the ground twice before it bounces back up and the cutscene fades back to gameplay.
   o Monitors all turn off.

9. (GP) Companion Ability Intro (Remote Grab) & Key to Door C:
   o Companion introduces itself to player using its model number, B12, as its name. B12 tells the player that it has been watching the player through the CCTV cameras while trapped in the electronic network.
   o B12 tells the player to follow it in order to leave the apartment. Door A opens again.
   o B12 turns on a warm light by the rack of keys and tells the player that it can fetch the keys on the wall that are too high for the player to reach.
   o Player learns that B12 can now Interact with objects that were previously out of the player's reach.

10. (IGE) Player Receives In-Universe HUD Equipment:
    o B12 explains to player that its battery is low and must be recharged by player's movement. Player dons a vest that resembles a wetsuit for cats combined with an iPhone workout arm strap. Being a cat, player immediately rolls over and refuses to move.
    o During this sequence, player moves slowly, slunk low to the floor (exactly like a cat wearing something they don't want to).
    o Eventually, the diegetic HUD display on the back of the vest lights up and B12 explains that the player has recharged its batteries sufficiently. This display will light up and animate as the player moves around the world in order to indicate different events or actions.
    o B12 introduces the player's inventory using the Key to Door C.

11. (GP) Companion Ability Intro (Torchlight):
    o Player uses the Key to open Door C, emerging into a dark hallway. B12 teaches the player how to turn on its attached torchlight in order to see better.
    o Player reaches Door D at the end of the hallway, which is locked by a keypad.
    o Player finds a dark room halfway down the hallway with the words "CODE 35…" graffitied on the wall; the remaining digits of the code are obscured by paint cans.
    o Player jumps on the shelf and knocks the paint cans off, revealing the full code.

12. (IGE) Player Enters Keycode & Mission End:
    o B12 enters the hidden keycode for the player; the door unlocks and squeakily opens a crack.
    o Player Interacts with the door to push it open (by standing on their hind legs) and emerges into a warmly lit area backed by laid-back electronic music, as they enter the game's first town.