The game needs some sort of help system to help players out IF they ever get stuck and don’t know what to do next. While the game is a puzzle game where such things most of the time aren’t implemented, there should be some concept at the least for a help system, even if we decide not to implement it.

The biggest issue with a help system is that for the lazy player, it will become a staple for them to use. Just as someone who is making a speech shouldn’t bring help cards or they will constantly look at them, if we offer the player help they might come to take it as soon as they run into the slightest challenge, thus removing the entire challenge of the game.

Ways to combat that is to have the help systems either not be 100% effective (they only give hints, not entire solutions) or adding some kind of confirmation for the player asking if they really want to use the tip, even though it takes away from the core of the game (the puzzles)

**1: In-game cameras**

The player can through a computer terminal at the start of each room, hack themselves into the cameras in the room to get a better viewpoint of what’s going on.

As for power to the cameras there are several possibilities:

1. The cameras are on a separate circuit and as such can always be used
2. The cameras are very low power and therefore can be used as long as the neighbouring circuit is online (to not give the player access to the entire room but have them work through it)
3. The cameras are only online when the circuit they are on are online but due to their high position, they can be used to look into offline areas
4. The cameras are constantly online, but to access them the player must first bring power to a computer to be able to use them

**Visual:** The cameras would look like the small half-dome cameras that are used in most games and real life positions currently, and will be stuck on walls or ceiling, this can be used to limit what each camera can se. Some cameras might be able to rotate around while others will be fixed. Offline cameras are completely black while online might have a small green/red light to show that they can be used to more easily discern which cameras are where.

**Auditorial:** The cameras should have a very mechanical buzzing/whirring sound going on, especially when they are moving. When not using a camera they should stay silent (alt. If we go for the cameras can be used depending on circuits they are on/near they make a very low sound while online).

**Logical:** Used through the terminal at the start of the level alt. The information computers scattered around the room. When used changes the point of view to first person from the camera's viewpoint. The player won’t be able to control the character while in the camera and must stand still at the computer terminal to keep looking through the camera. If the camera has movement the player should be able to control it using the mouse.

**Narrative:** It’s an abandoned research facility, it’d be insane not to have cameras inside of it

**2: Follow light**

**Visual**

**Auditorial**

**Logical**

**narrative**

**Maintenance logs in computers**

The maintenance logs in the computers could be written in styles to help the player understand whats going on, such as “Yesterday i was locked out of the room because i forgot to CHARGE the BATTERY” etc

Make it very personal, x mechanics working together using these to communicate “damnit kevin, don’t tell me you spilled coffe on the machine again”