**Powering up the Lab**

When the player reaches a new room, they all look the same; No power, run down, rampant plantlife. Somewhat dark and gloomy. The player should be drawn towards the few sources of light where the roofs are broken and sunlight shines down. The points on the ground where the sunlight reaches is a “Light Spot” which the player can stand on to use the prism to redirect the light around the room. Using this mechanic, it's up to the player to find the points where power is mission (rundown generators, empty batteries, unplugged cords, etc) and restore the power to the lab. Returning power using these stations will each light up a part of the room and return functionality to it, starting the machines in the area (elevators, sliding platforms, lasers, etc). It is up to the player to decide what part of each room to fill with energy to move forward and reach the exit for each room. At the end of each wing, there will be a battery that the player needs to find a way to charge to reach the end room

**Prism**

“Long-ranged light shooting crystal, used for environmental manipulation and for powering certain machines. Must be used in a ‘Light Spot’”

Can be used to redirect light to other spots. Uses:

* Making plants grow with the light
* Powering up solar cells
	+ Solar cells can power up things as machines, elevators, and even recharge batteries if a recharge station is connected
* Lighting up the area and looking around

Alternative use, Burn/Slice

* Create a concentrated beam to cut/burn or somehow destroy old dried/dead plants
* Possible offensive use?

Powering up machines, The prism is an ancient thing, shrouded in mystery. Some constructs has a spot where it can fit and can be left there by the player to power up certain things (Such as creating a Light Bridge

**Apperance**:

A shape of crystal glowing slightly, held inside a round casing, slung around the characters shoulders to be worn as a satchel bag when not held. Upgrades add lenses to the holes in the casing that change how the light is focused when output.

Increases the output power of any light redirected by sevenfold (#cain)

**Tech Glove**

Powerful high-tech glove worn by player after receiving it. Can be used to manipulate different objects in the world:

Medium Ranged shooting glove used for transportation. Must be used on a specific type of game object (movable objects)

Store Blocks:

* In melee range, touch a block to minimize it and store it within the glove (Max 1 block at a time)
* At any point, the player can place down another block in near proximity to them, as long as they are standing still and have a block stored inside the glove
* While a block is stored, the player cannot use the Swap Position function

Alt use: Swap positions

* Swap positions with a movable object (Blocks) at medium range.