Beat Chart – For All Levels:

You must collect all coins in the level you’re on or collect the levels magical key to be able to run through the door and finish the level.

Level 1

TOD:

Day

Story:

Tintin has found his way to the first world/level where treasure has been scattered

Progression:

Player slowly learn basic movement as well as jumping. Controls are intuitive

Est. play time:

10 minutes

Colour map:

Green grass area, bark coloured platforms and walls, stone coloured enemies, water plane slightly below the ground.

Enemies:

Stone frogs

Mechanics:

Door to get to at end of level, will not allow you to enter the next level until you carry the required item/s.

Hazards:

Enemies, falling off the playable area, running out of time

Pick-ups:

Plus10, Minus10, Coin, Key

Abilities:

Jumping on enemies kills them

Economy:

30 Coins, 1 Key, 8 Plus10s, 2 Minus10s

Music track:

Level 1 Soundtrack

Level 2

TOD:

Day

Story:

Tintin has beat the first level. He came through the door and entered the second level. He now has to collect the required items then enter the next door.

Progression:

Player has to do more jumping. Think and search harder to find the treasure/coins.

Est. play time:

16 minutes

Colour map:

Desert colours, Sandy texture for the land, light brown concrete slabs, light brown concrete pyramid, stone coloured enemies.

Enemies:

Stone frogs

Mechanics:

Go to the next door on this level. It will not allow you to enter the next level until you carry the required item/s.

Hazards:

Enemies, running out of time

Pick-ups:

Plus10, Minus10, Coin, Key, Health, Shrink, Grow

Abilities:

Jumping on enemies kills them

Economy:

50 Coins, 1 Key, 4 Plus10s, 6 Minus10s, 1 Shrink, 1 Grow

Music track:

Level 2 Soundtrack

Level 3/ Final Level Prototype – This is a demo of what the final level will be like when the game launches

TOD:

Day

Story:

Tintin has beat all levels and made it to the final level which holds half of the universes stolen treasure. He now gets to collect all the treasure then leave through the door to complete the game.

Progression:

Learns abilities of new pick-ups that are only introduced on this level

Est. play time:

10 minutes

Colour map:

Green grass area, water plane slightly below the ground.

Enemies:

None

Mechanics:

Go to the next door on this level. It will not allow you to enter the next level until you carry the required item/s. Once you enter this door a congratulations screen will pop up signalling that you beat the game.

Hazards:

Running out of time

Pick-ups:

Plus10, Coin, Key, Health, Shrink, Grow, SuperJump

Abilities:

Jumping on enemies kills them

Economy:

1000 Coins, 1 Key, 48 Plus10s, 3 Shrink, 9 Grow, 6 SuperJump

Music track:

Final Level Soundtrack