

Level 1 background.



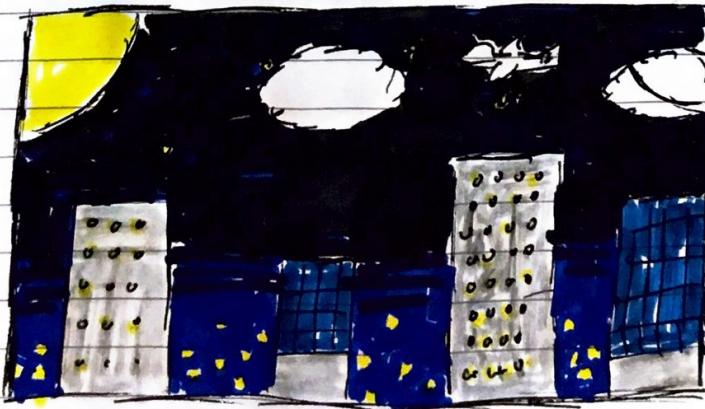
Level 2



Level 3



Level 4.



- clouds & plane  
obstacles.  
- buildings

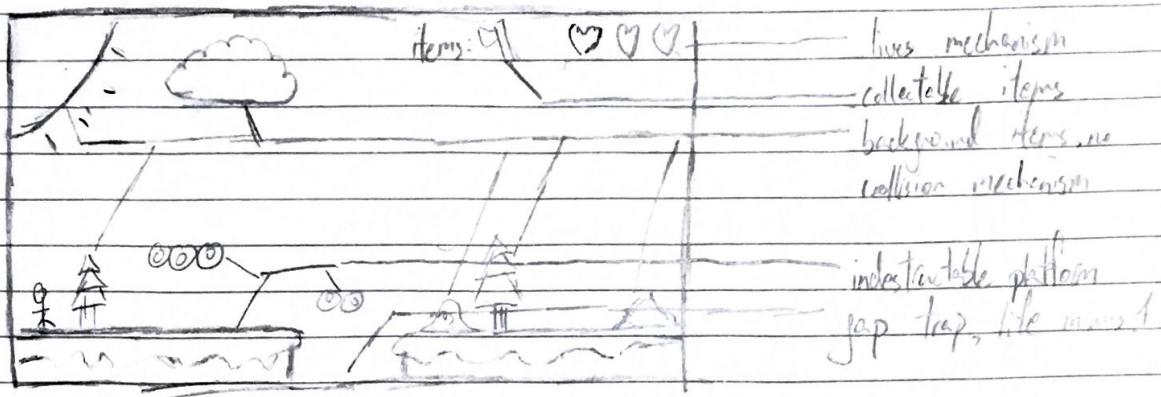
player about this size:



# SCC 210 level design level 1.

Background:

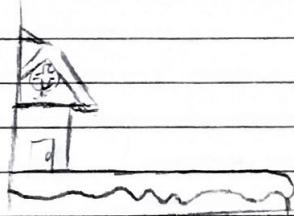
- (1) Blue Clear sky (Mario level 1 - like)
- (2) Dony Time (sun on the left)
- (3) Trees & Bushes
- (4) Mud ground, with snow on it



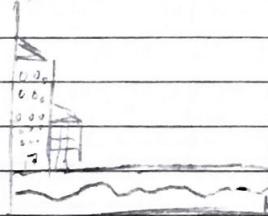
Items/Mechanism:

Starting point. Town, home

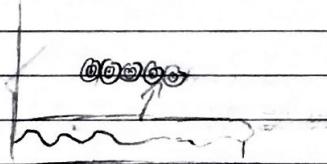
1)



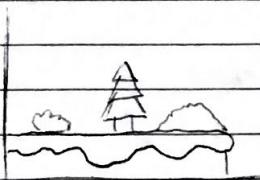
2)



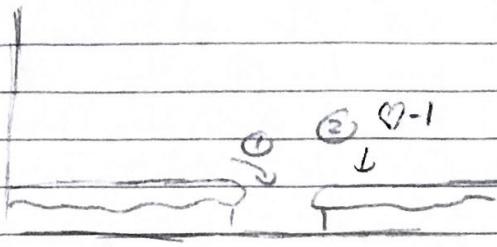
(3) Logs., platforms in the air, allow stand on it, jump through bottom



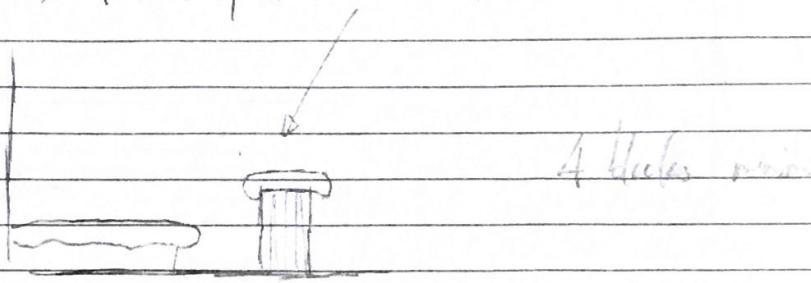
(4) Trees & Bushes, no mechanism



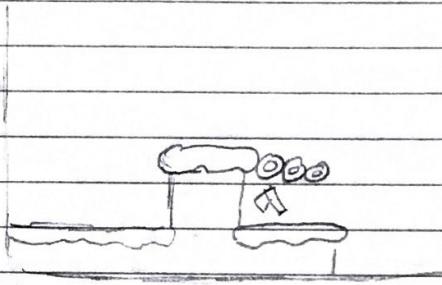
④ Trap, life minus 1 when dropped into it, Respawn after gap



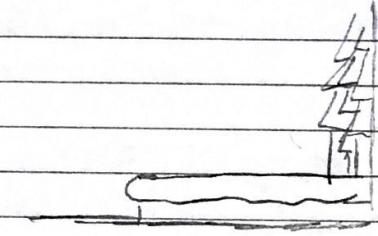
⑤ Log trees, obstacles, platforms, interactable.



⑥ Key item, axe, obtain to access puzzle

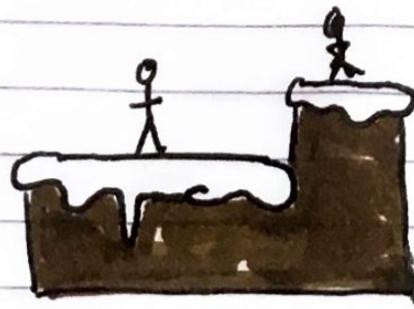


⑦ Finish point, access to puzzle, forest, requires key item to access

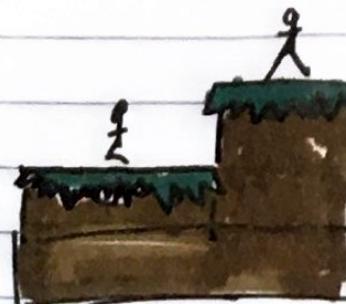


Level 1 obstacles.

Ground:



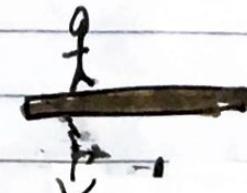
or



Snow

grass

Level:



(on the air)



wood plank

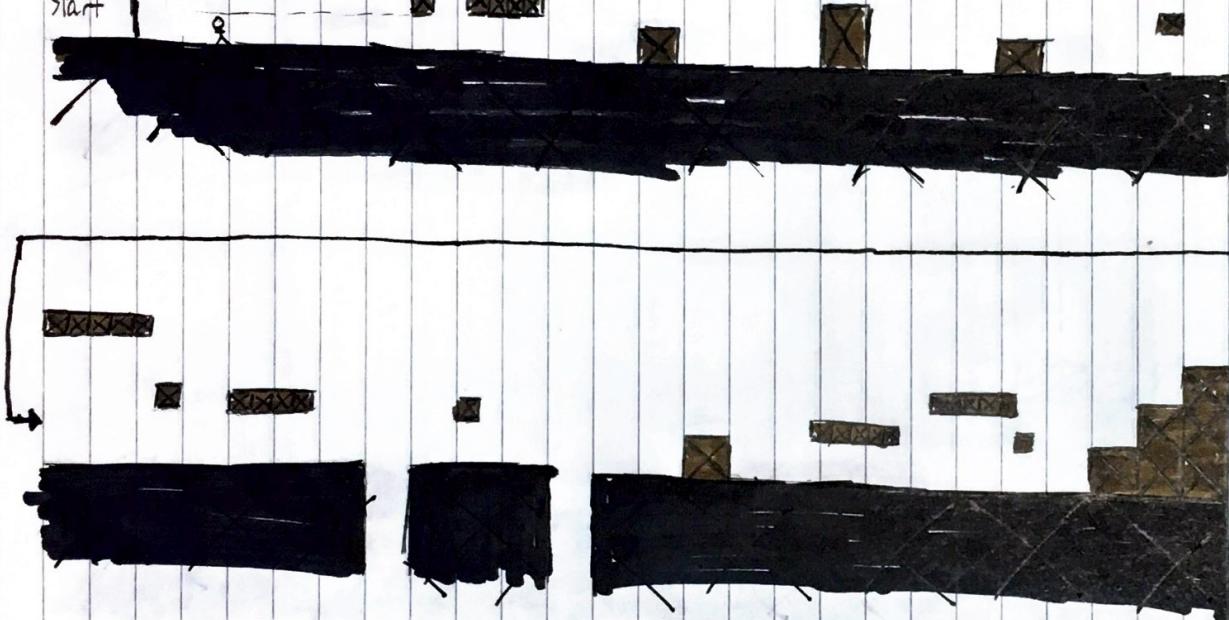
- can pass through  
to the bottom

Level  
Door

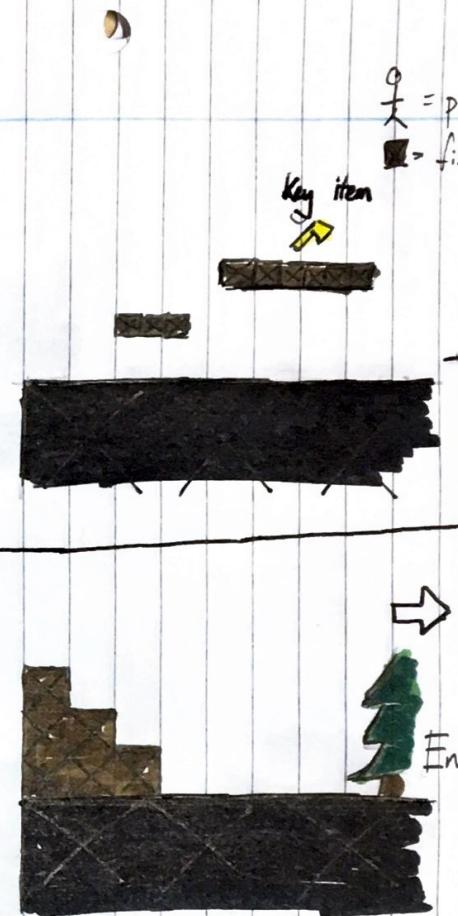
(to puzzle)



Level 1



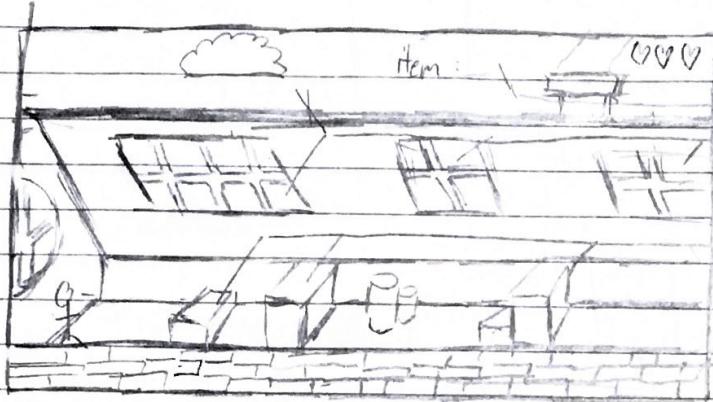
↑ = player = height = below first block  
█ = fixed item



End => Puzzle

# SCC 210 level design Level 2.

- Background:
- ① Attic, finding decorations.
  - ② Noon, blue sky
  - ③ Wooden floor
  - ④ Boxes on the floor, barrels

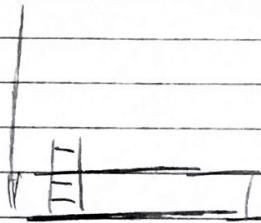


live mechanism  
collectable items  
windows, time indicator,  
mobs  
boxes, obstacles,  
Wooden floor

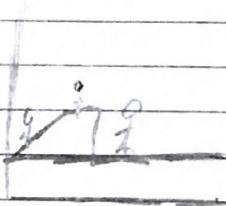
## Items/Mechanism:

- ① Starting point: Stairs

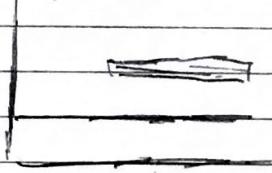
1)



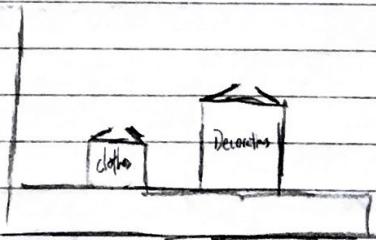
2)



- ② Planks, platforms on the air, allowed to stand on it, allowed to pass from bottom

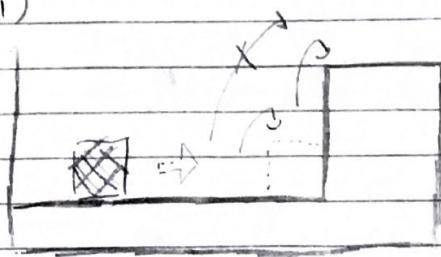


- ③ Dark <sup>paper</sup> boxes, unmovable obstacles, allowed to stand on it.

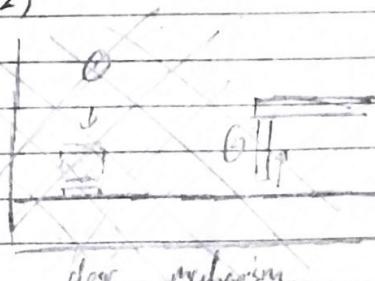


(4) Light paper boxes, marble items, allowed to stand on it, move to certain places to proceed

1)

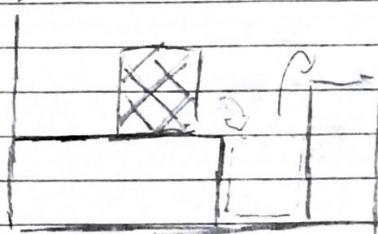


2)

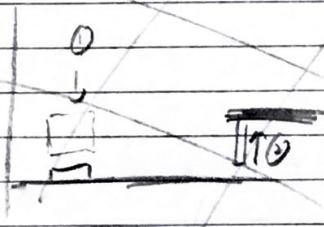


close mechanism

3)

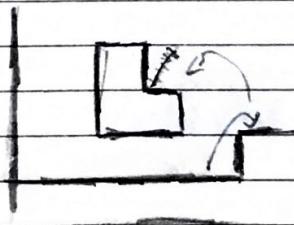


(5) Button on floor, pressed to open door, can be passed by box.

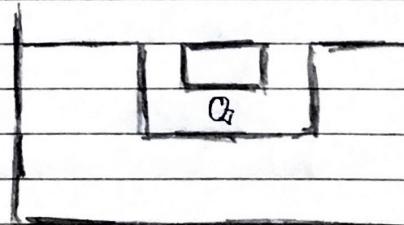


(6) Key item(s). Tinsel, Baubles, Lights, Stockings. Collect to access puzzle/extras decorations in room.

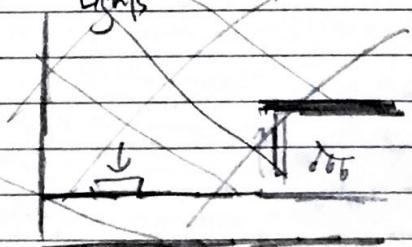
Tinsel:



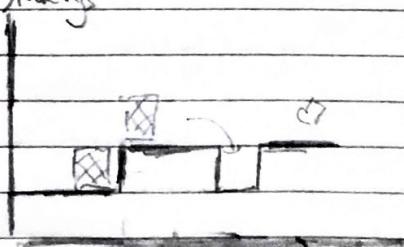
Baubles



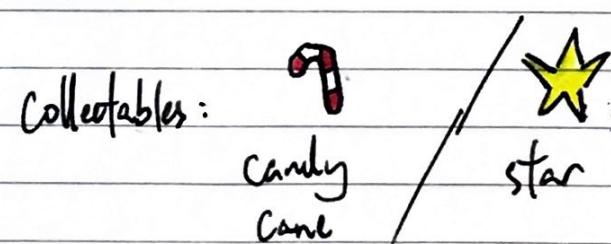
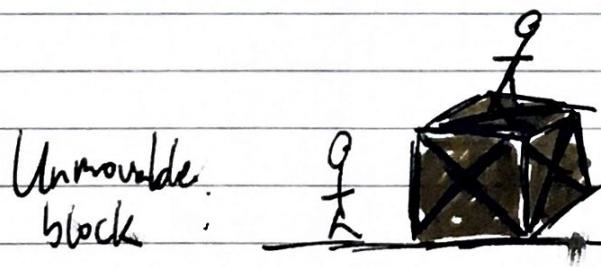
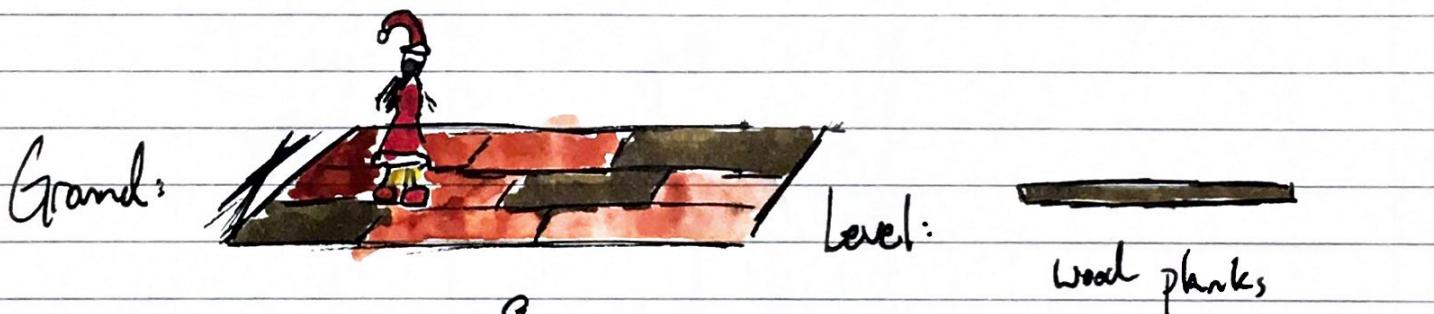
Lights



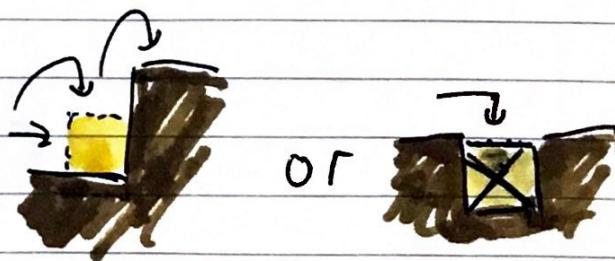
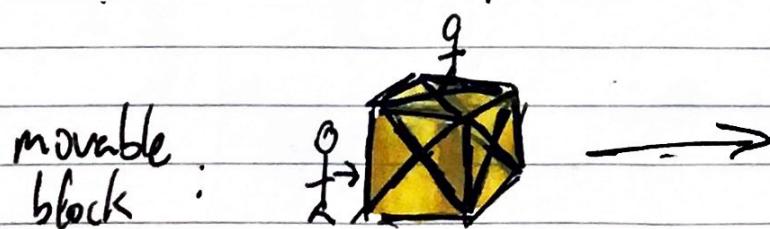
Stockings



## Level 2. obstacles.

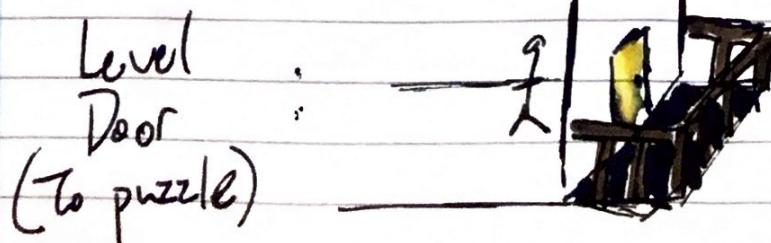


- can stand on it



(puzzle  
block)

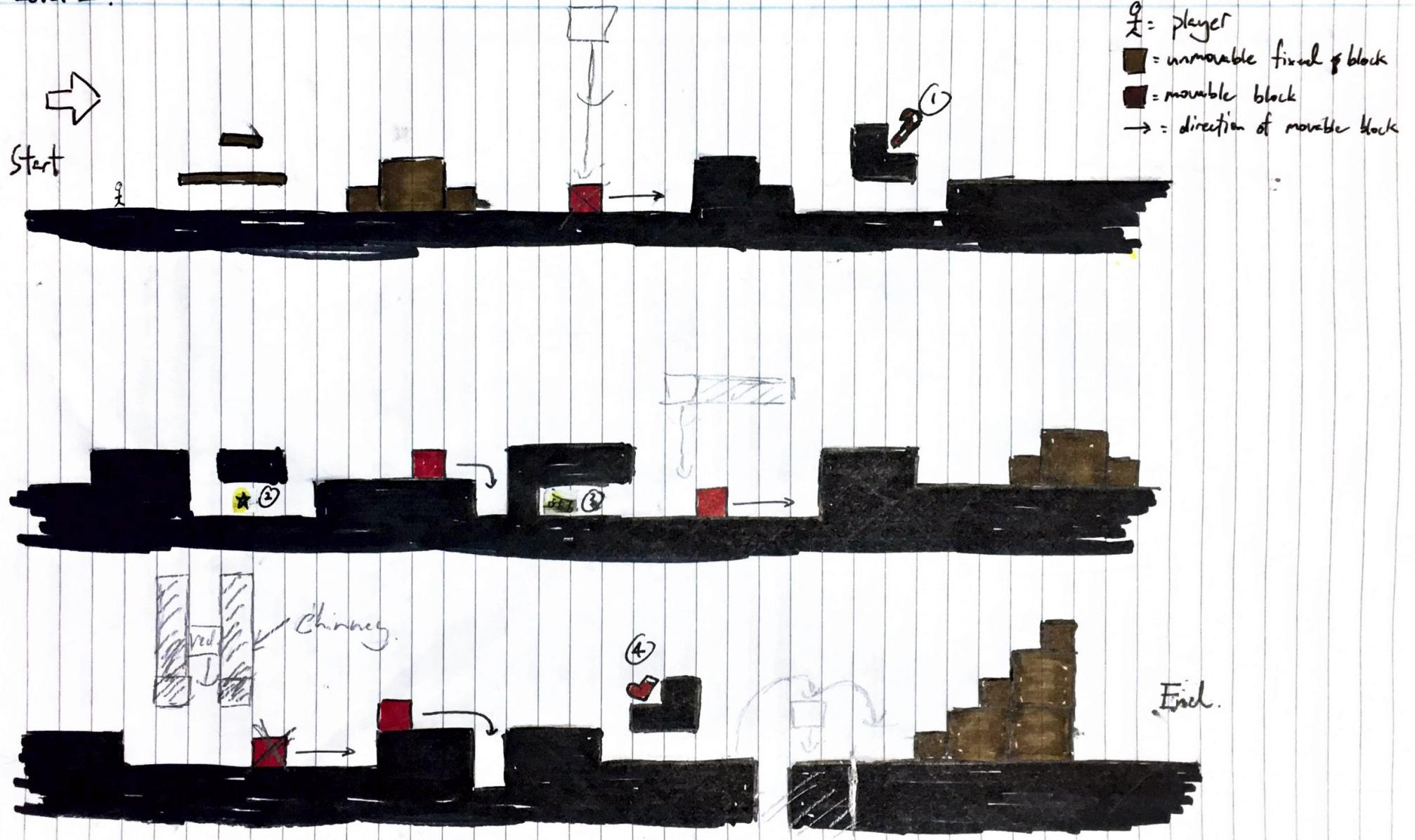
- moving block to reach ~~to~~ some place.



Level 2.

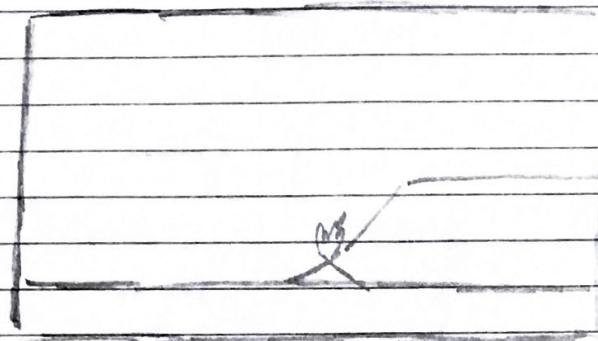


Start



## sec 20 level design level 3

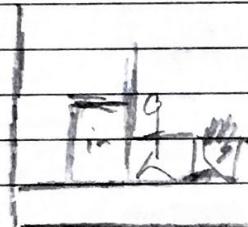
- Background: ① kitchen  
② stove  
③ old fashion planks



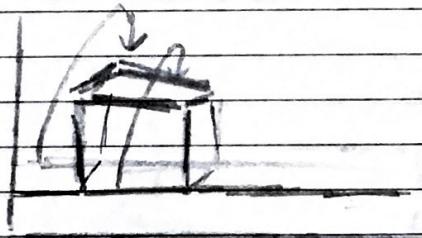
fire, bury mechanism

### Items/Mechanisms:

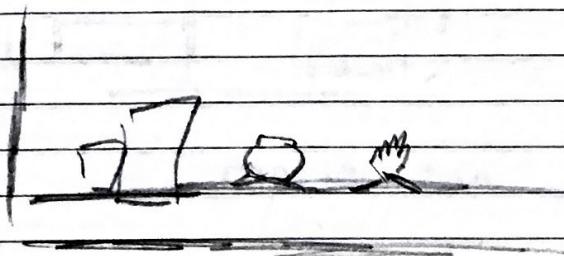
- ① starting point



- ② high platforms, allowed to jump & stand above



- ③ stove, fires, pots ④ background, no mechanism

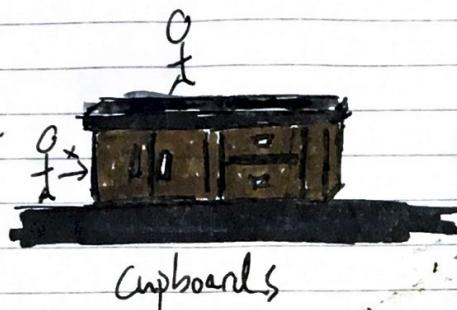


Level 3.

Ground:

black floor

Unmovable  
block  
(obstacle)



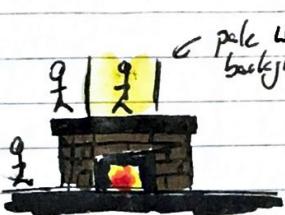
cupboards

- able to stand on cupboard

- cannot move it

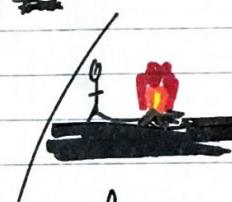
- cannot pass through it.

harming obstacles:

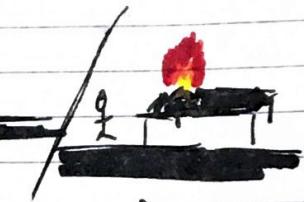


fire i

pale white is  
background.



fire ii



fire iii

key items:



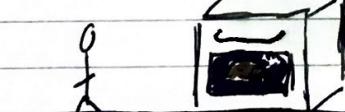
turkey (key)

- collect to open the door (oven)

- should be obvious on the map.

Level Door:

(to Puzzle)

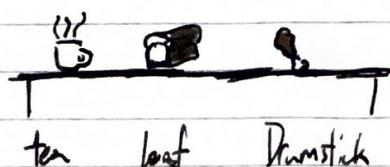


man-size oven  
(puzzle)

- collect turkey to turn on oven

- open to access puzzle.

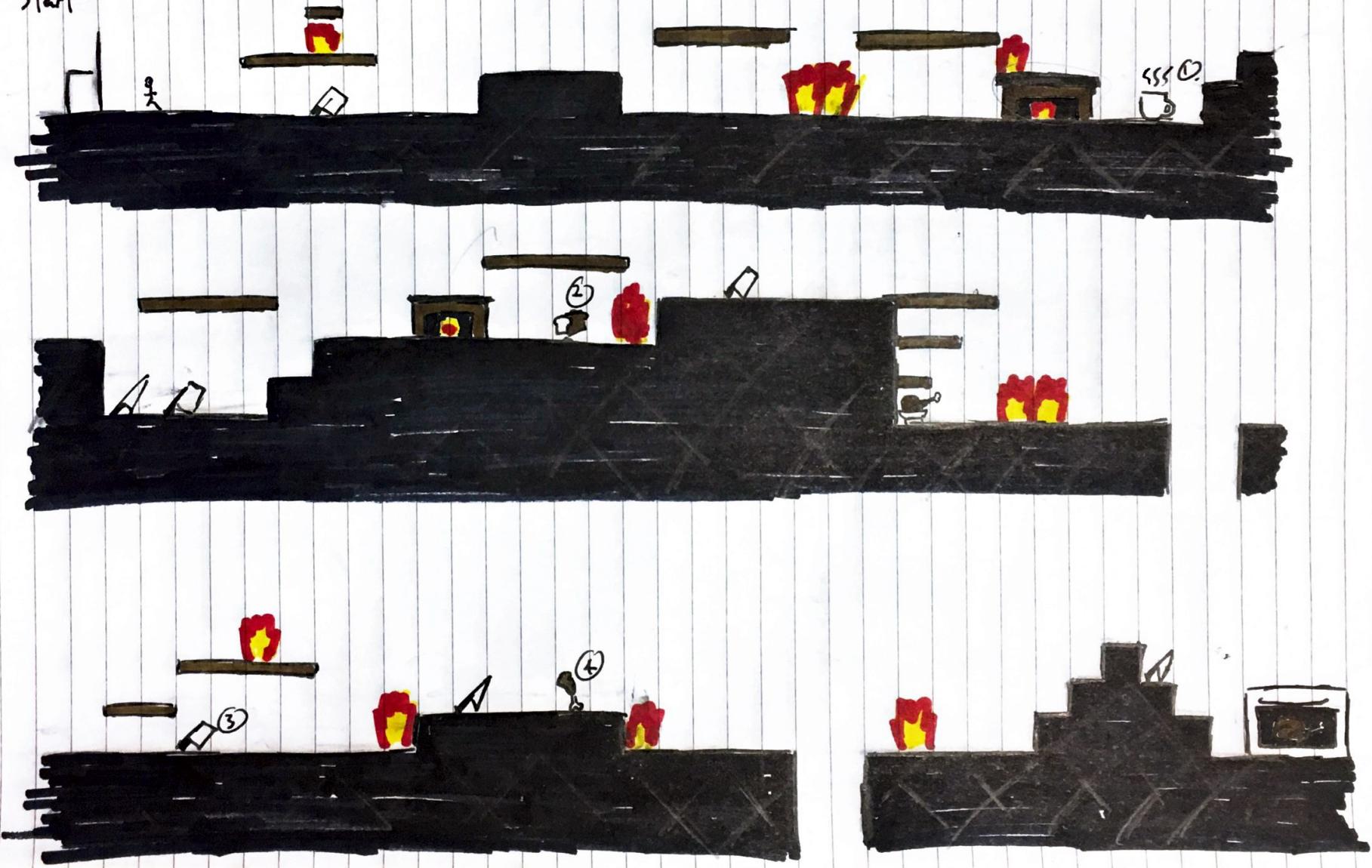
Collectables:



teacup loaf Drumstick

- extra points.

Start



(C, G...) = collectables.  
Turkey = Key item.

key items

Level 4:

Ground: - No access to ground or else life minus 1.



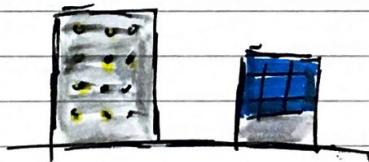
lights on the ground.

Background:



moon & stars

Obstacles: - When Player makes contact with them, life minus 1.



buildings.



clouds & planes

Player:  
(sledge)



reindeer