

## **Planned Puzzles**

### **Colour Matching**

- In the colour coding puzzle, there will be various colour tiles within the level.
- The player must walk on two tiles of the same colour in order to complete the task.
- When all colour combinations have been matched the mini-game will be completed.
- If the Player moves over another colour before completing a previous combination, the colours will reset and the Player will have to start over.

### **Memory**

- In the memory puzzle there will be coloured buttons within the level.
- The level initially will briefly show an order for the buttons to be pressed to unlock the door.  
*(The code length will be dependent on how far the player has currently progressed, getting longer per level the player has completed.)*
- If the player activates a button in the wrong order, the code will reset and the level will briefly display the correct order again.

### **Object**

- In the object puzzle the player will have to move an object from its origin point to a designated endpoint.
- The object acts as an indestructible object (and can be used to the Players advantage if used correctly).