**Linked Levels**

Last Updated

# High Level Player Experience

Now a whole storybook can be told, from chapter to chapter.

**Feature Priority:**

*Core Feature*: A major feature that interconnects with multiple core features and is a major part of the player experience.

# Design Details

**Goals:**

* To provide users the ability to go from one level to another and take with them some variables.
* To create a game of levels, not a game in a level.

**Breakdown**:

* Overview
* Detail
* Saving
* Sharing
* Playing
* Exiting

**Overview**

Linked levels opens a new door for game creators. Epic stories through deserts, forests and lava strewn caves can now be separate levels. Colored variables can also be taken from level to level to keep that ongoing score or cash remembered from one level to the next.

**Kode Setup**

A new tile is required: **Goto Level**. This tile is part of the DO Kode vocabulary.

When the User adds this tile a select level screen appears. This screen is the same as the load level screen.

If the User is linking to a level that isn’t theirs, we display a warning:

WARNING:

This level was not created by you.

A local copy of this level will be made.

Continue?

Yes. No.

**Transferring Variables**

2 New tiles will be needed for transferring variables from level to another:

When: **Leaving** Do: **Hold |** Score Color

**Leaving** is triggered when the player is leaving the level.

**Hold** is then appended by Score Color tile.

We do not require a new score tile. We can use the ‘Scores’ tile with the rainbow on which then leads to the color wheel. Selecting a color shows the score board with colored paint tin tile.

Note: any labels for scores are not taken over to a linked levels.

**Saving**

When Saving the first time player is shown a warning with options:

WARNING:

This level is linked to other levels.

When saving you will save all linked levels.

Continue?

Yes. No.

This is to ensure all levels are bundled together correctly internally.

**Sharing**

When Sharing the player is shown a warning with options:

WARNING:

This level is linked to other levels.

You will share all linked levels too

Continue?

Yes. No.

**Playing**

From the main menu. when beginning to play a level that has another level linked to it, the player is warned via dialogue box:

WARNING:

This level is linked to from another level

It is recommended that you launch from that level.

Continue?

Yes. No.

**Exiting to Edit**

When exiting to edit the User will be taken to the level originally loaded. I.e. if the player loads level 1 and plays through to level 2 then upon exit to edit they will be returned to level 1.