

# Floor 1 (Castle Living)

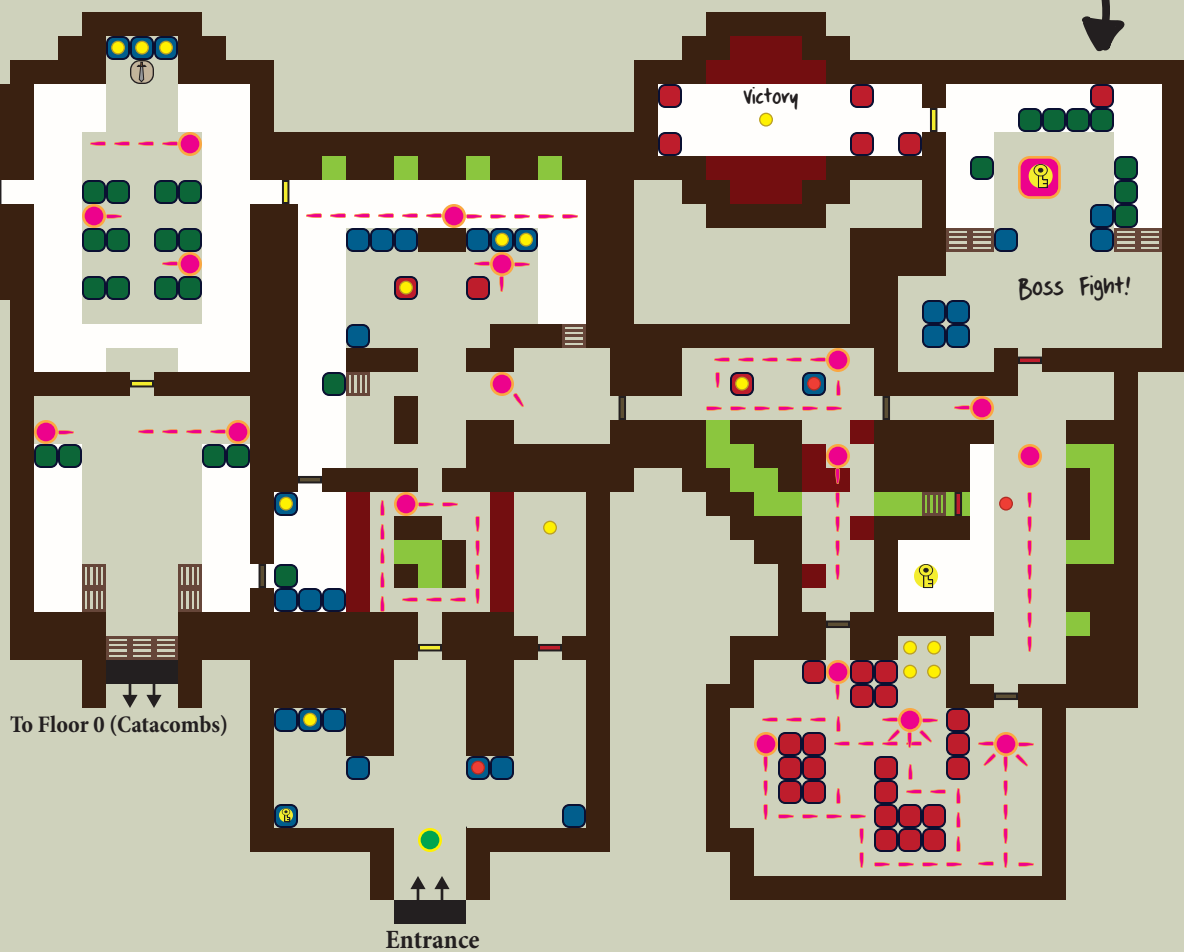
Fight Boss by hitting with objects to stun, then hitting with sword.

Enemies spawn after retrieving artifact.

## Map Key

- -Player
- -Enemy
- Path (Enemy)
- ⬇ -Key
- -Button
- -Door (Button)
- -Door
- -Liftable Obj
- -Pushable Obj
- -Immovable Obj
- -Collectible
- ⚔ -Sword (Artifact)
- S -Strength Gloves (Artifact)
- D -Dash Boots (Artifact)

- -Wall
- -Pitfall
- -Safe Spots
- -Elevated Floor
- -Floor Transition
- ▤ -Stairs

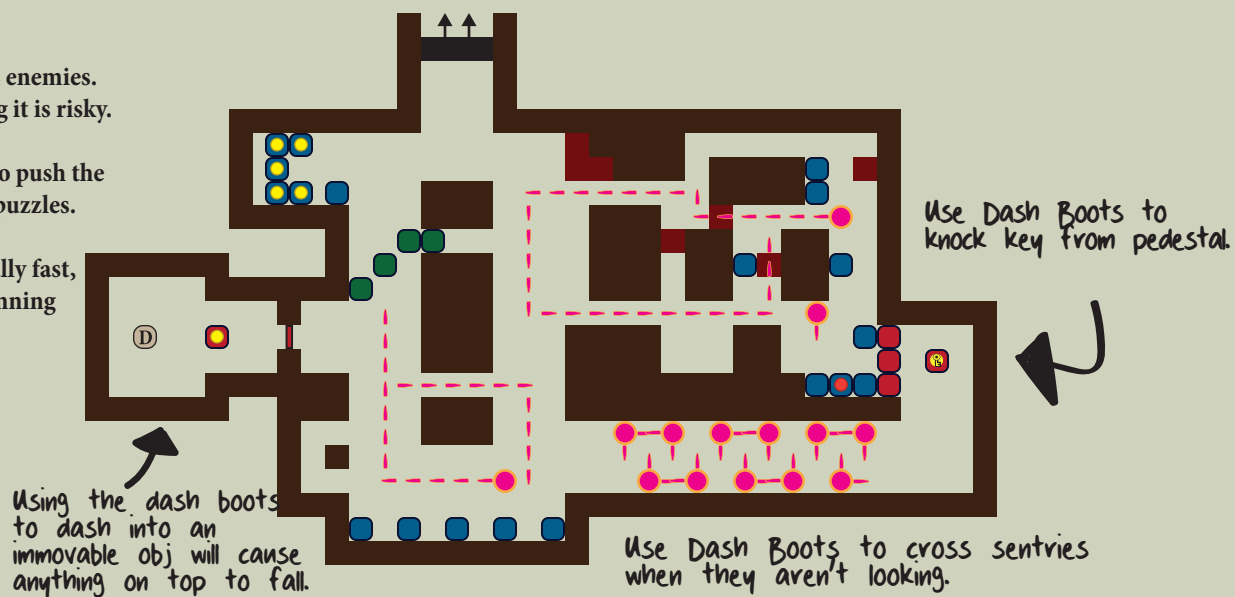


# Floor 0 (Catacombs)

To Floor 1 (Castle Living)

## Artifact Gameplay

- ⚔ -The Sword can be used to stun enemies. It has a lot of start up, so using it is risky.
- S -Strength Gloves allow Pierre to push the pushable objects. This solves puzzles.
- D -Dash Boots lets Pierre run really fast, but only in a straight line. Running also takes a moment to start.



# Level Gameplay Breakdown

R5: Player sees an artifact for the first time. Can't reach it, but can continue exploring. Player returns to this room on a lower level to obtain this artifact later.

R6: Player retrieves first artifact. Room teaches the player how to use it.

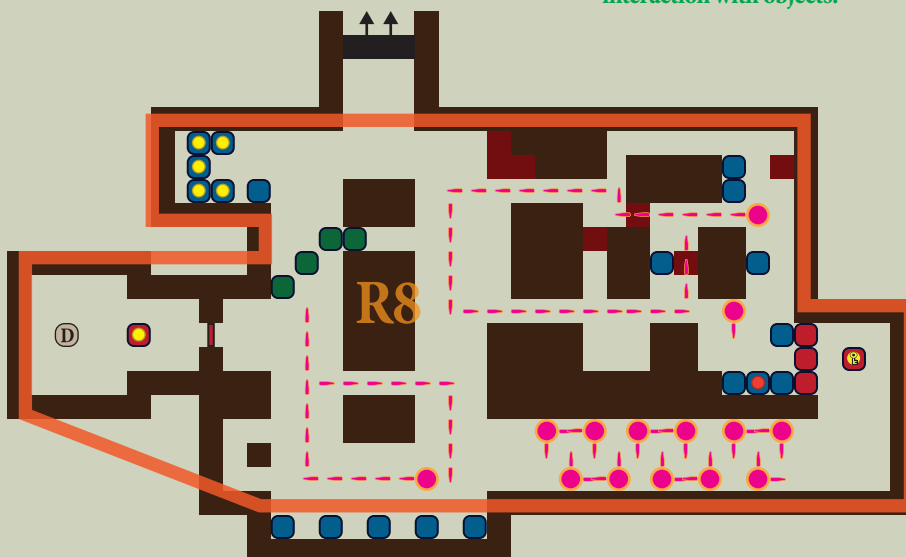
R7: Player can push blocks onto enemies to stop them. Player enters another level.

R2: Teaches the character stealth (primary mechanic) while also showing that other rooms link together in various different ways.

R1: Introduces exploration with branching paths and encourages interaction with objects.

R3: First example of problem solving. Must defeat an enemy by throwing an object at it. Also a hub that will be revisited throughout the level. Shows the expanse of the castle and the many ways it connects its rooms.

R11: Boss fight. Fight is a puzzle that must be solved to open the boss up to attack. Defeating the boss yields a key to victory.



R8: Marks a turning point. Here the player must avoid enemies, watch out for falling hazards, navigate a mazelike catacomb, retrieve a new artifact, and use it to obtain a key. There is a clear rise in difficulty, physical and puzzle.

R4: First necessary button press. Reinforces stealth. Avoid sentries and hazards. Room leads to Key. Shows later parts of the level, but doesn't allow the player to go to them until other challenges are completed.

R9: Test stealth while also allowing the player to strike the enemies with the sword artifact.

R10: Test stealth.