

CORE FEATURE

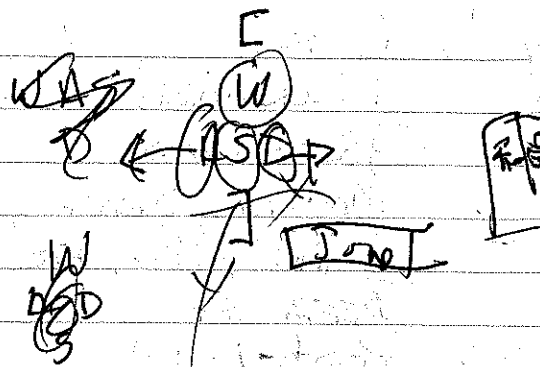
Player CONTROL

COMBAT

ENEMY CONTROLLER

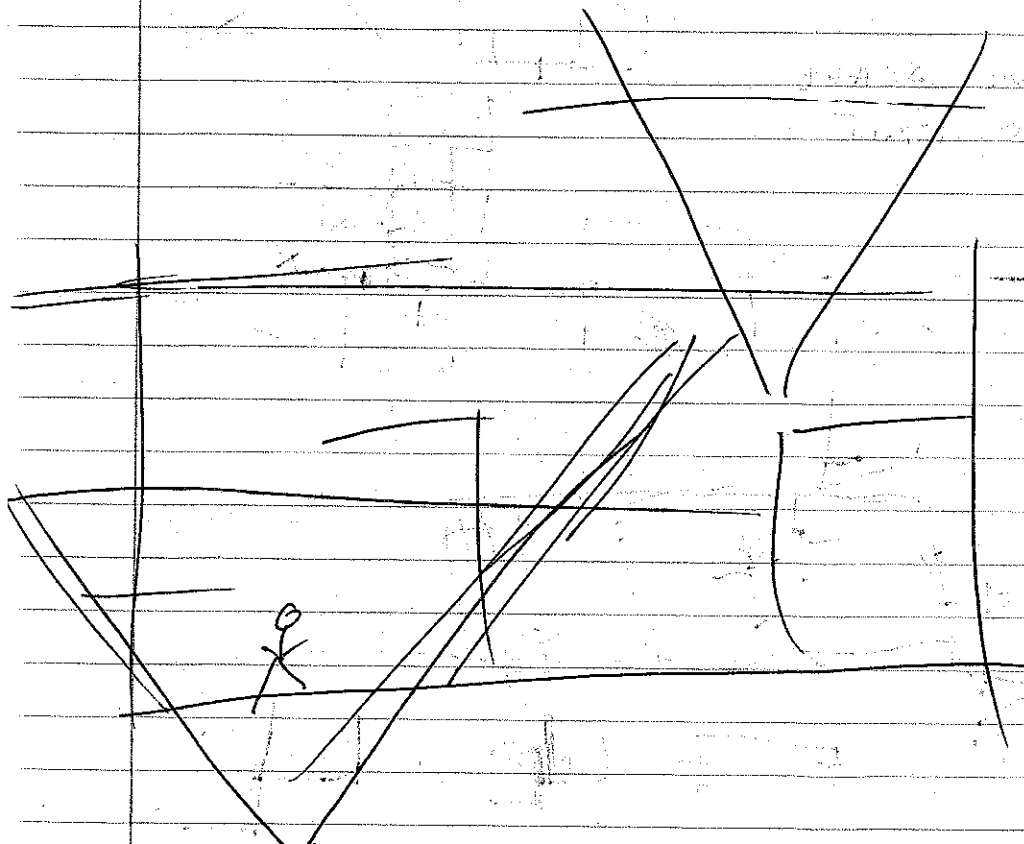
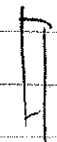
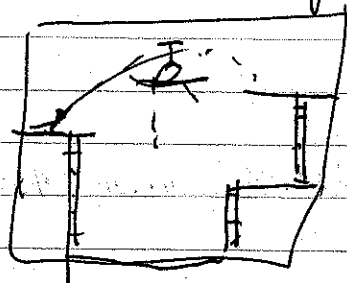
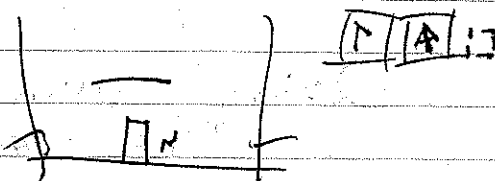
ROOM TECH

WEAPON AUGMENTATION



VIRTUAL SLICE

Flyer & Avoids if bow equipped



COFFEE

My PAINT

BLACKBOARD

POWER BARS

MONITOR SETUP x3

CHIPS / VEG / ETC

BEER ++

POST-ITS!

* MOVING PLATFORMS

* CHARGE ATTACK

* ~~DRAG~~

* GRENADES

DESIGN UNTIL PIZZA COMES —
"CORE GAME"

FEATURE PRIORITY

Level Design in UNITY WITH ASSETS

Test Rooms separate
Scene based

UNIFORM ROOM SCALE
ENTER & EXIT

