Project Gamma Prototype Level Planning

Hub Area

Level 1

Main Idea: Lots of wall jumping and climbing.

Setting: Forest with lots of cliffs and gulleys, Cloudy.

Requirements: Player is familiar with basic controls, light gears, geomorphs, and light shards. First encounter with enemies that run at the player.

Length: About 5 minutes for first time.

Sections:

1. Bottom of large pit.
2. Platforms and walls going upwards.
3. Flat section. Lots of trees. Platforms that go to button to move platforms. First set of enemies.
4. Rows of bouncy platforms and moving platforms.
5. Scaling large cliff. Fans and vertical moving platforms.
6. Fallen over tree bridge. Vertical wall jumping.
7. Branch path left and right for 2 buttons that require wall jumping.
8. wall jumping horizontal and vertical.

Level 2

Main Idea: Lots of bridges and gaps.

Setting: Forest Tree tops interconnected, Sunny.

Level 3

Main Idea: Water and moving obstacles.

Setting: Dense forest, large running rivers, murky and dark.

Level 4

Level 5

Level 6

Level 7

Level 8

Level 9

Level 10