Project Gamma Prototype Level Planning

Hub Area

Level 1

Main Idea: Lots of wall jumping and climbing.

Setting: Forest with lots of cliffs and gulley, 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. Semi Nonlinear.

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