

1/3



MOVES 0

# Level Design Document



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# Overview

This document will list and describe the levels of the game 'Push Sushi Remake'.

Wireframes and solutions will be present.

## Other Links:

- [GDD](#)
- [ADD](#)
- [Asset List](#)
- [Icon/Buttons Table](#) (Image,Description and SFX)
- [UI/UX Design Document](#)

# Game Difficulties

In this remake, the player will have access to 30 levels divided by difficulty:

- **Beginner (1-10 Levels)**
- **Intermediate (11-25 Levels)**
- **Advanced (26 - 30, ... Levels)**

## Description

Increasing the level of difficulty increases the average number of pieces on the grid:

- **Beginner: 4-10**
- **Intermediate: 8-10**
- **Hard: 10-13**

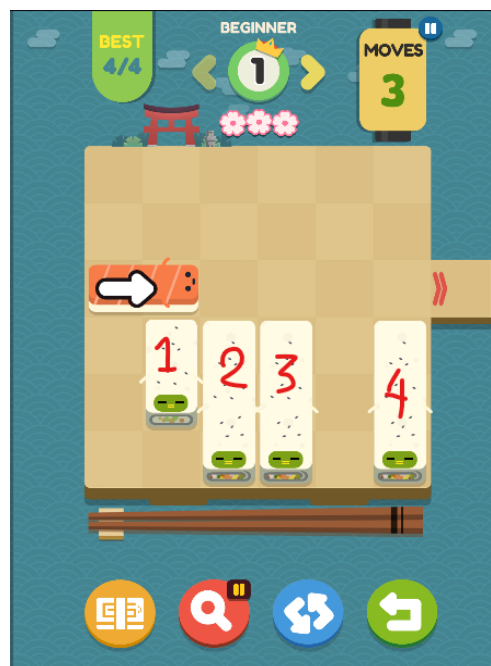
# Beginner - Sushi Theme

## 1.0 Level 1 (Tutorial)

### 1.1 Wireframe (start)

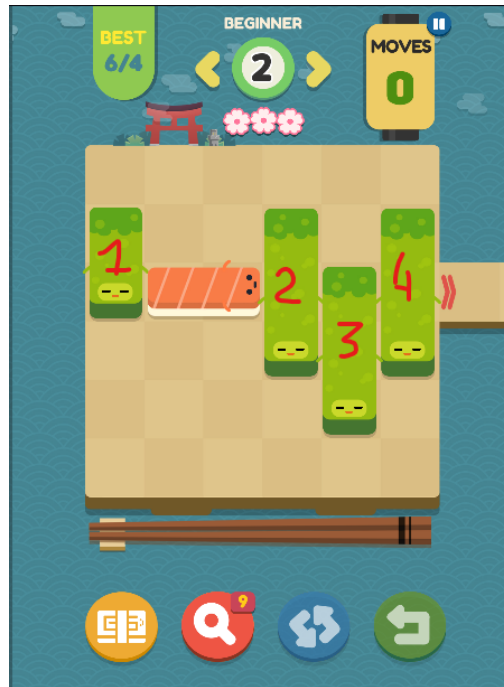


### 1.2 Solutions

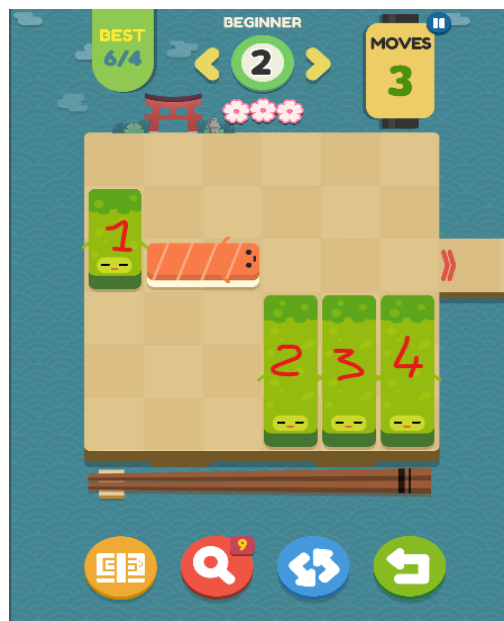


## 2.0 Level 2

### 2.1 Wireframe (Start)



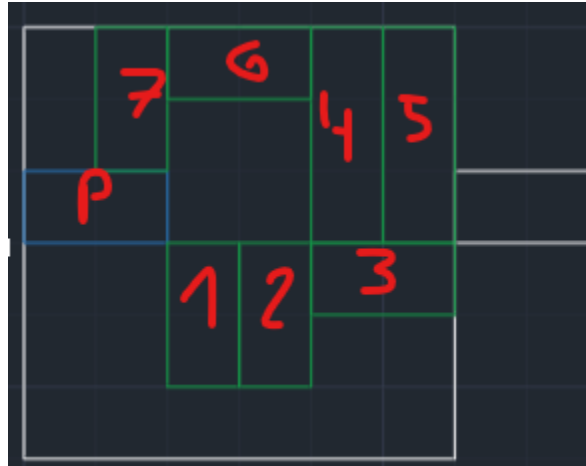
### 2.2 Solutions





## 3.0 Level 3

### 3.1 Wireframe (Start)

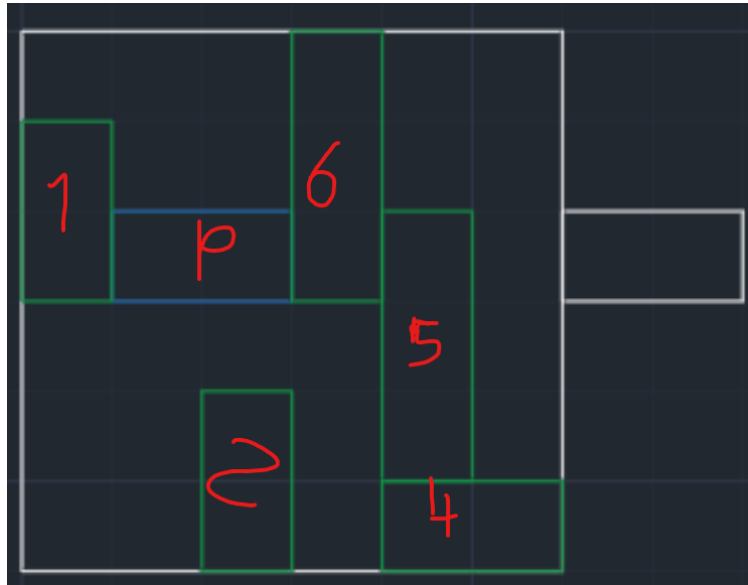


### 3.2 Solutions

- 1 down 1 tile
- 2 down 1 tile
- 3 left 4 tiles
- 4 down 3 tiles
- 5 down 3 tiles
- P right GOAL point

## 4.0 Level 4

### 4.1 Wireframe (Start)

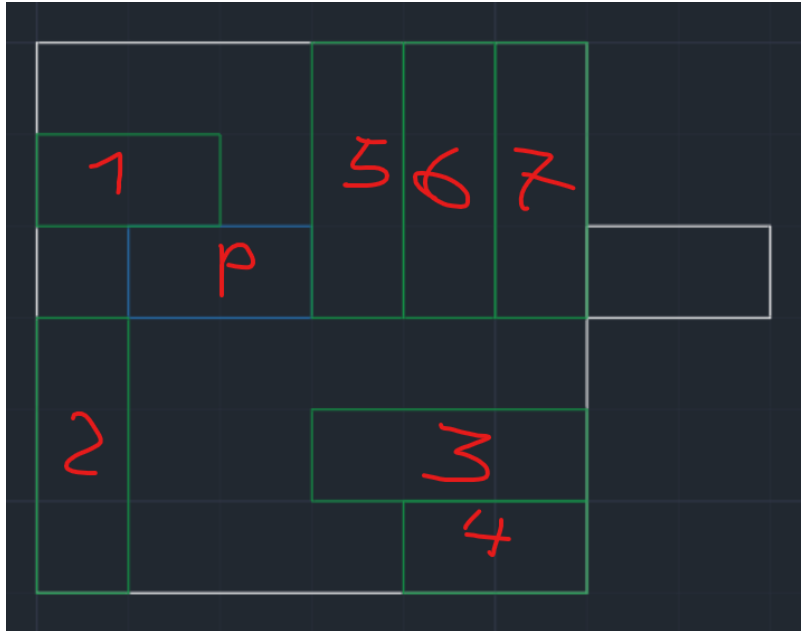


### 4.2 Solutions

- 1 Down 2 tiles
- P left 1 tile
- 2 Top 1 tile
- 4 Left 3 tiles
- 6 Down 3 tiles
- 5 Down 1 tile
- P right GOAL point

## 5.0 Level 5

### 5.1 Wireframe (Start)

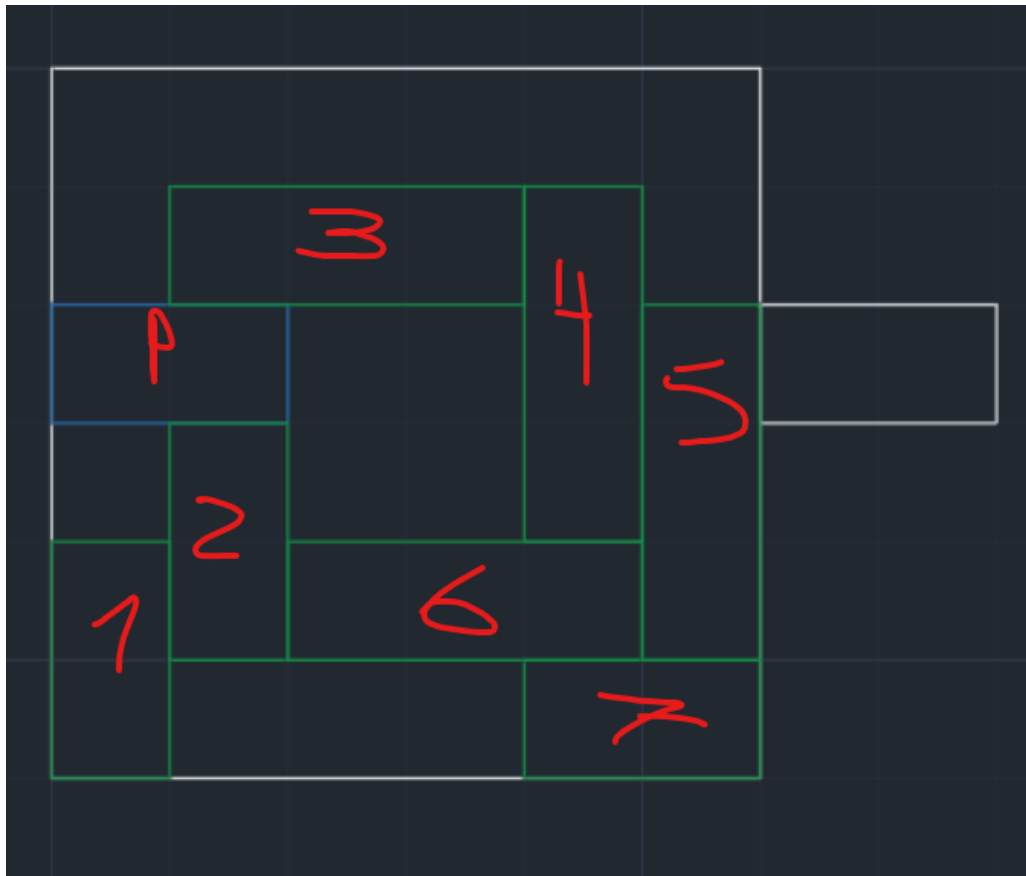


### 5.2 Solutions

- 1 right 1 tile
- 2 Top 3 tiles
- 3 Left 3 tiles
- 4 Left 4 tiles
- 5 down 3 tiles
- 6 down 3 tiles
- 7 Down 3 tiles
- P right GOAL point

## 6.0 Level 6

### 6.1 Wireframe (Start)

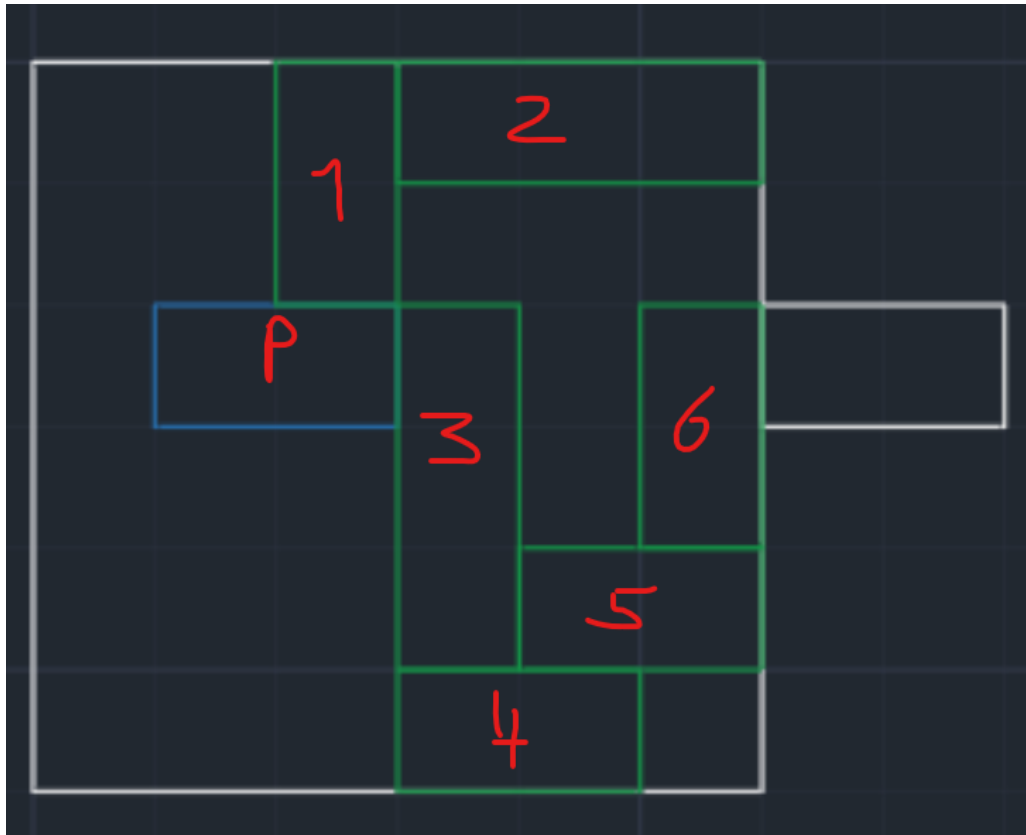


### 6.2 Solutions

- P right 2 tiles
- 7 top 2 tiles
- 1 top 1 tile
- 6 left 2 tiles
- 5 left 2 tiles
- 4 down 1 tile
- 3 down 2 tiles
- P right GOAL point

## 7.0 Level 7

### 7.1 Wireframe (Start)

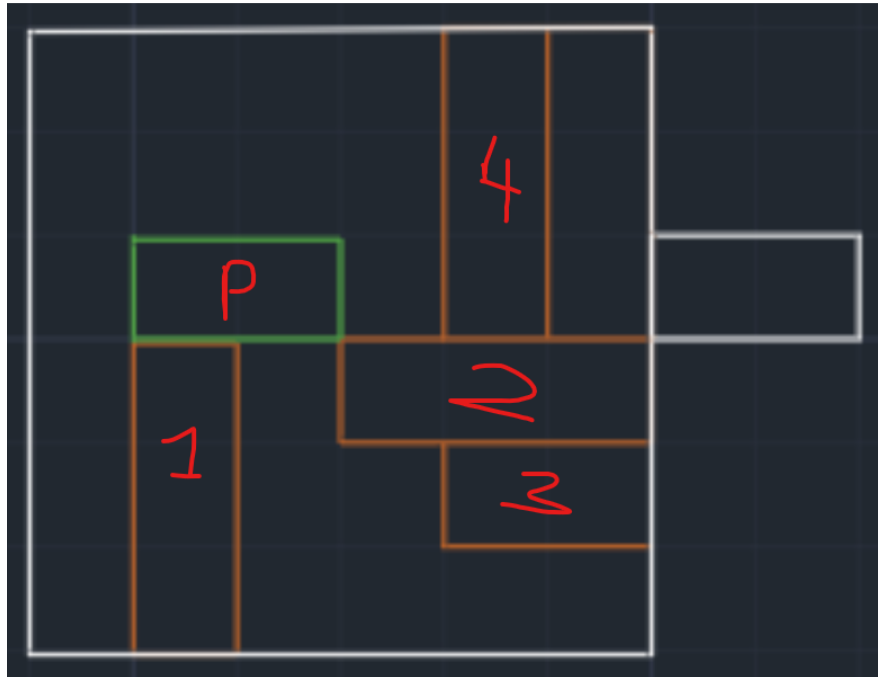


### 7.2 Solutions

- P left 1 tile
- 1 down 4 tiles
- 2 left 3 tiles
- 4 top 2 tiles
- 1 top 1 tile
- 5 left 4 tiles
- 6 left 3 tiles
- 1 down 1 tile
- 4 down 3 tiles
- 3 down 2 tiles
- P right GOAL point

## 8.0 Level 8

### 8.1 Wireframe (Start)

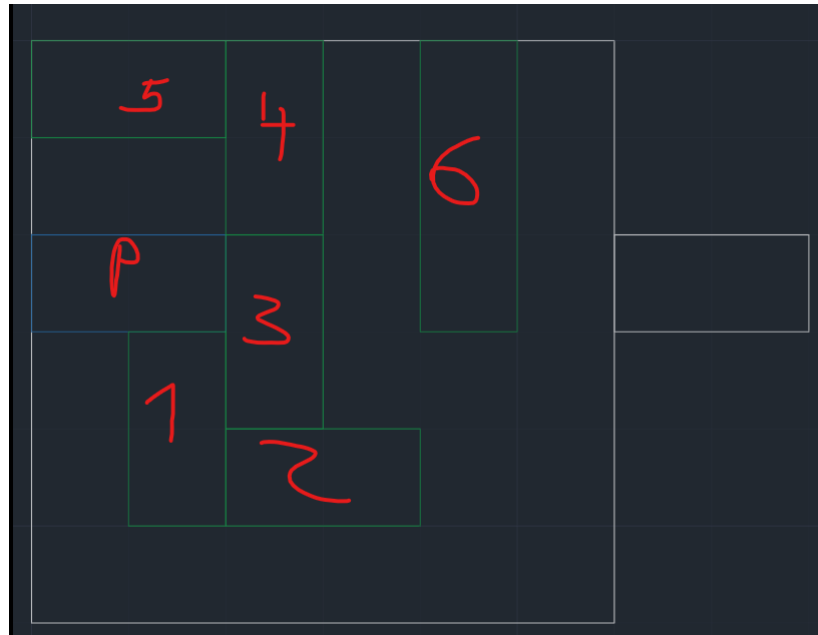


### 8.2 Solutions

- P right 1 tile
- 1 top 3 tiles
- 2 left 3 tiles
- 3 left 4 tiles
- 4 down 3 tiles
- 5 down 3 tiles
- P right GOAL point
- (the 5th point is next the 4th one and is made by 3 tiles like the 4th one)

## 9.0 Level 9

## 9.1 Wireframe (Start)

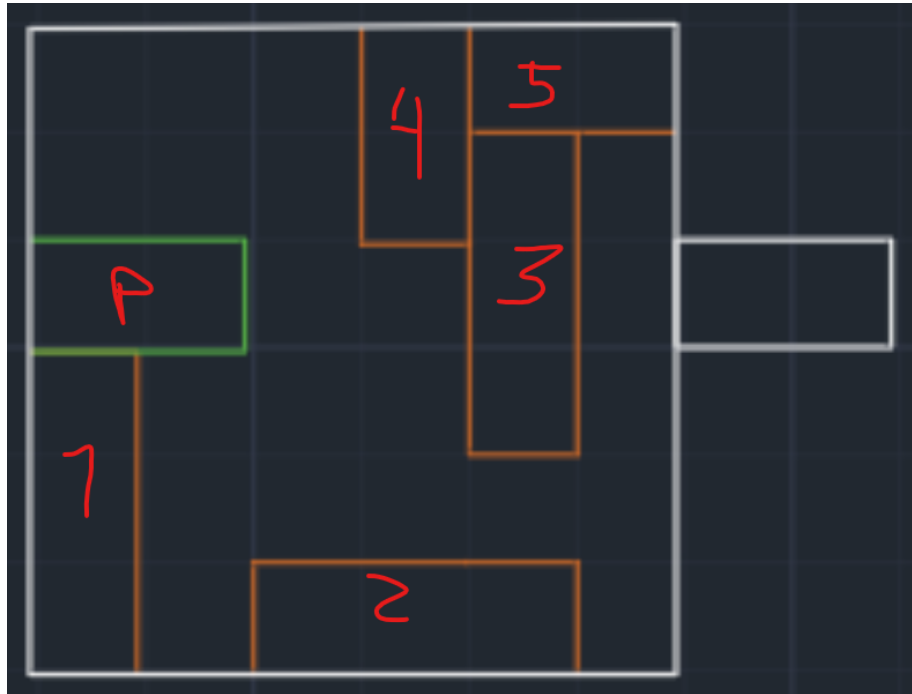


## 92 Solutions

- 5 right 2 tiles
- 4 down 2 tiles
- 2 down 2 tiles
- 3 down 1 tile
- 1 right 4 tiles
- 2 top 2 tiles
- P right 2 tiles
- 6 top 3 tiles
- P left 2 tiles
- 4 top 2 tiles
- 5 left 4 tiles
- 4 down 2 tiles
- 3 down 3 tiles
- P right GOAL point

## 10.0 Level 10

### 10.1 Wireframe (Start)



### 10.2 Solutions

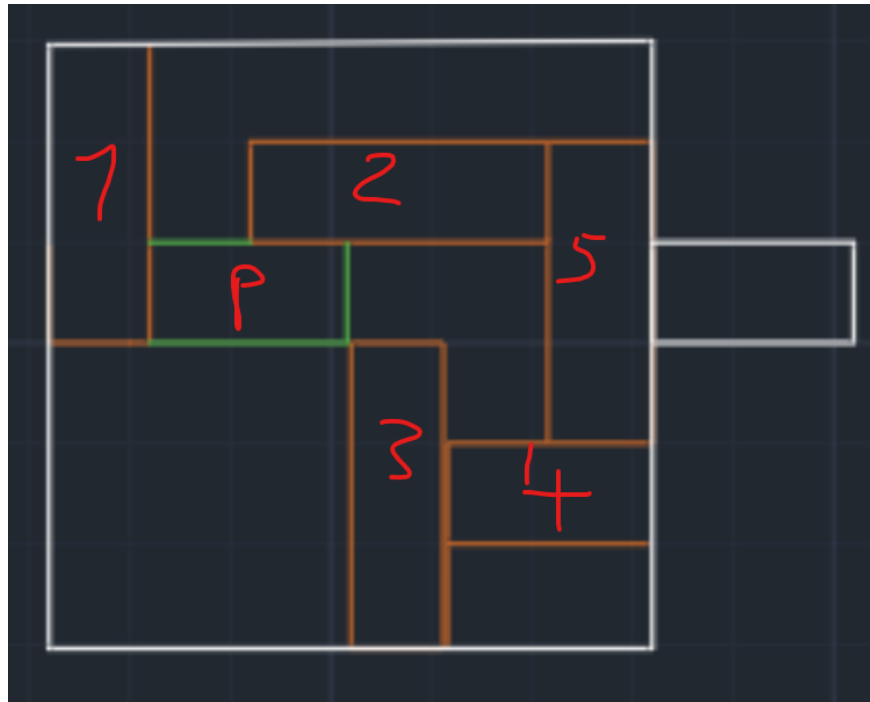
- P right 1 tile
- 5 top 3 tiles
- 4 left 2 tiles
- 3 down 2 tiles
- P right GOAL point



## Intermediate - Penguins Theme

### 11.0 Level 11

#### 11.1 Wireframe (Start)

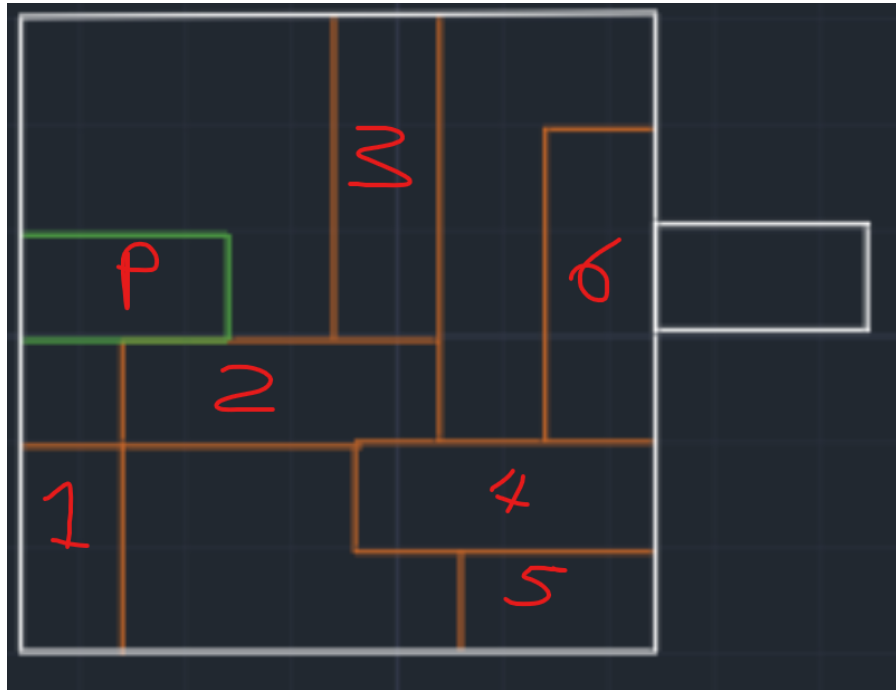


#### 11.2 Solutions

- 1 down 3 tiles
- 2 left 2 tiles
- 3 top 3 tiles
- 4 left 1 tile
- 6 left 1 tile
- 5 down 2 tiles
- P right GOAL point
- (Under the 4th one there is the 6th one which is made by 2 tiles)

## 12.0 Level 12

### 12.1 Wireframe (Start)

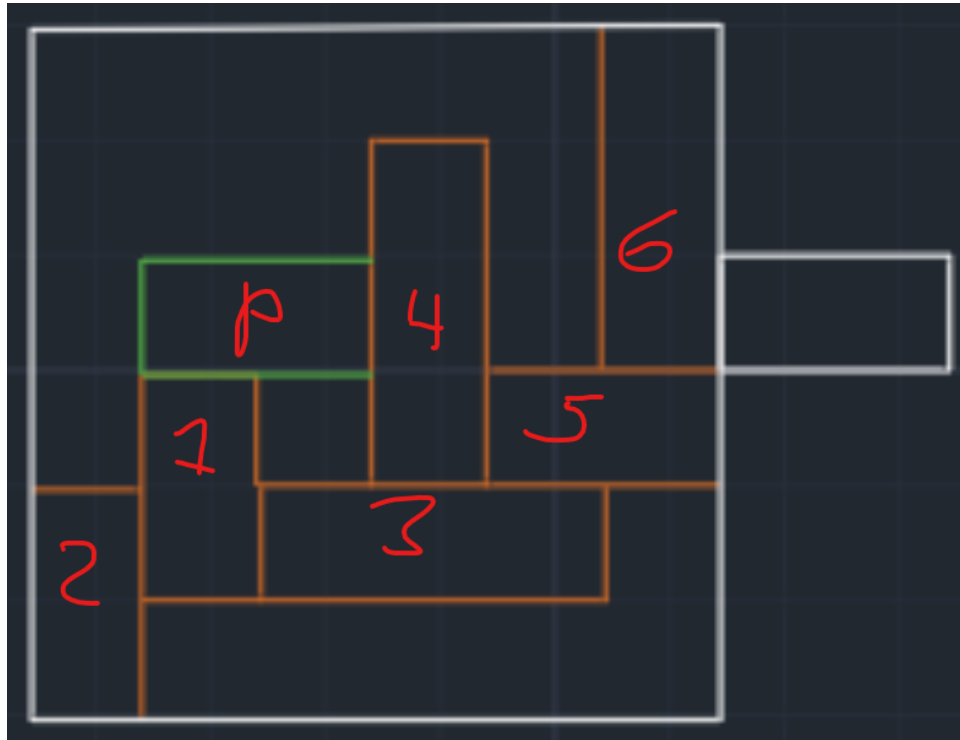


### 12.2 Solutions

- P right 1 tile
- 1 up 3 tiles
- 2 left 1 tile
- 4 left 3 tiles
- 5 left 4 tiles
- 6 down 2 tiles
- 3 down 3 tiles
- P right GOAL point

## 13.0 Level 13

### 13.1 Wireframe (Start)

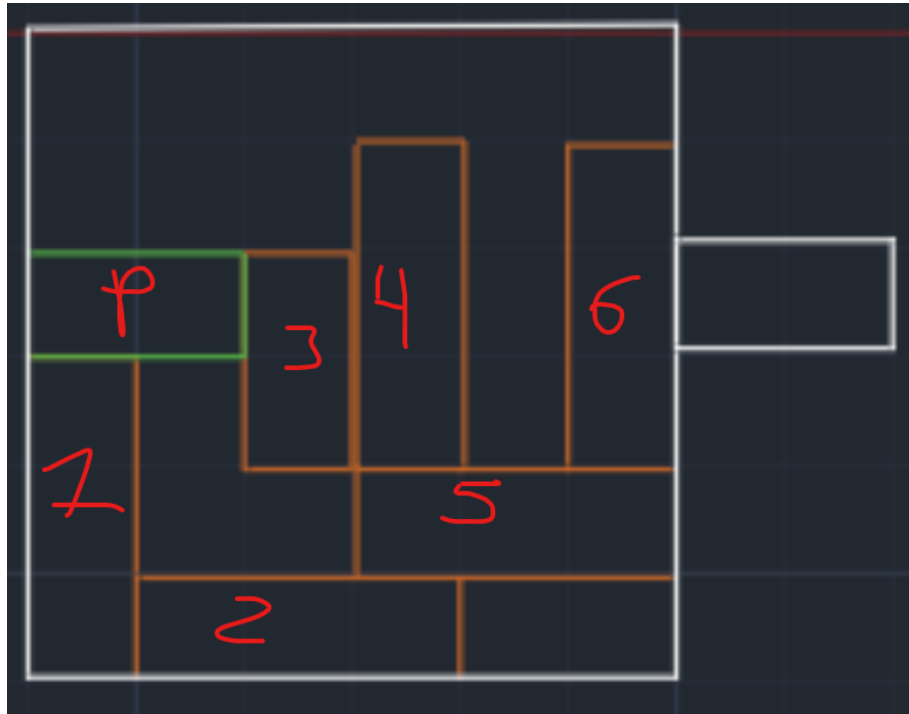


### 13.2 Solutions

- 2 top 4 tiles
- 3 right 2 tiles
- 4 down 2 tiles
- P right 1 tile
- 1 top 3 tiles
- P left 1 tile
- 4 top 3 tiles
- 3 left 4 tiles
- 5 left 4 tiles
- 4 down 3 tiles
- 6 down 3 tiles
- P right GOAL point
- (the 3rd piece is made by 2 tiles not 3)

## 14.0 Level 14

### 14.1 Wireframe (Start)

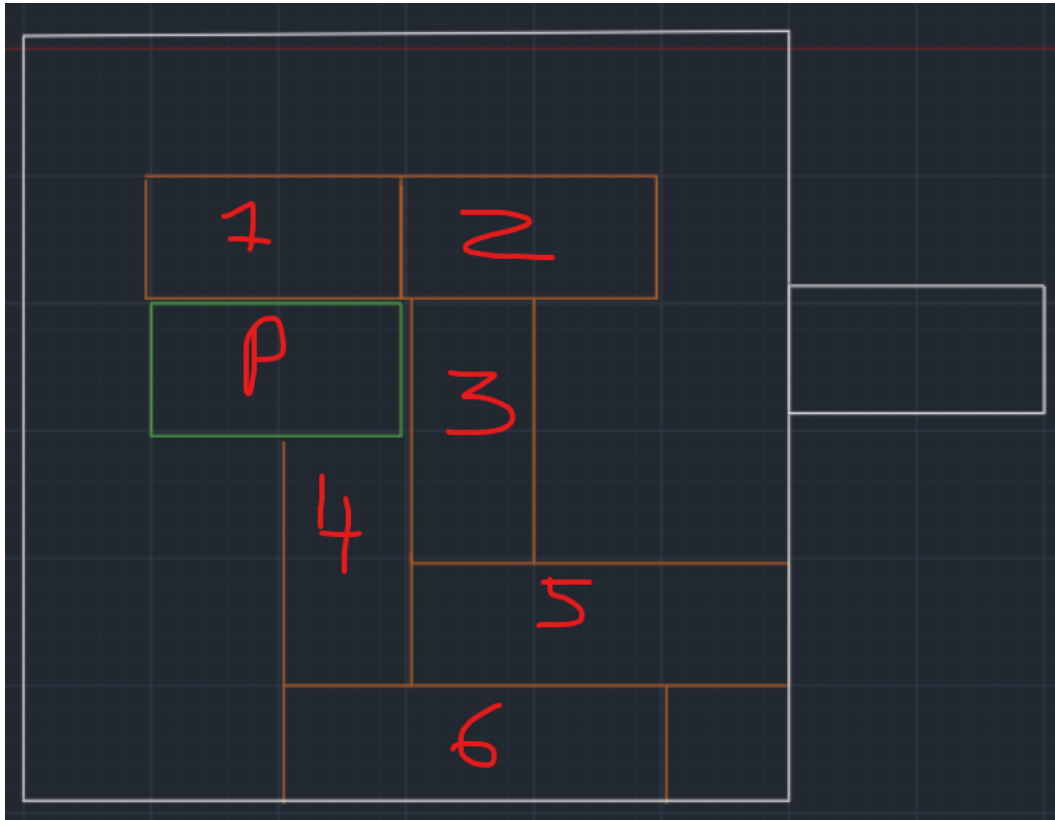


### 14.2 Solutions

- 3 top 2 tiles
- P right 1 tile
- 1 top 3 tiles
- 2 left 1 tile
- 5 left 3 tiles
- 4 down 2 tiles
- 6 down 2 tiles
- P right GOAL point

## 15.0 Level 15

### 15.1 Wireframe (Start)

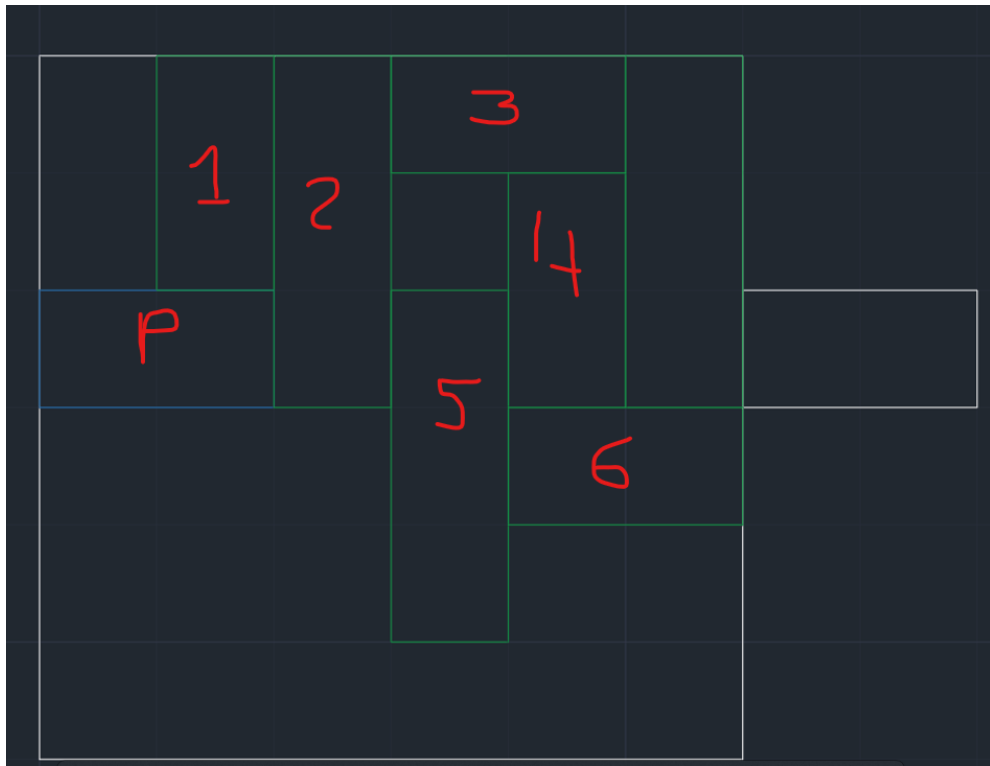


### 15.2 Solutions

- P left 1 tile
- 1 left 1 tile
- 4 top 3 tiles
- 5 left 3 tiles
- 6 left 3 tiles
- 3 down 2 tiles
- P right GOAL point

## 16.0 Level 16

### 16.1 Wireframe (Start)

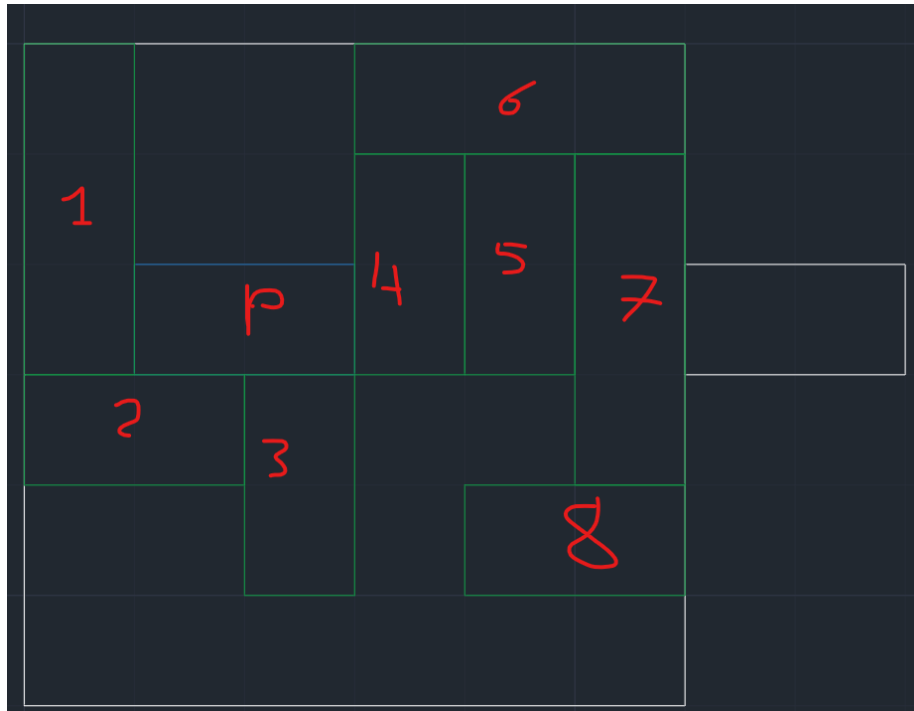


### 16.2 Solutions

- 3 right 1 tile
- 5 top 2 tiles
- 6 left 4 tiles
- 2 down 3 tiles
- 5 down 3 tiles
- 4 down 3 tiles
- P right GOAL point

## 17.0 Level 17

### 17.1 Wireframe (Start)

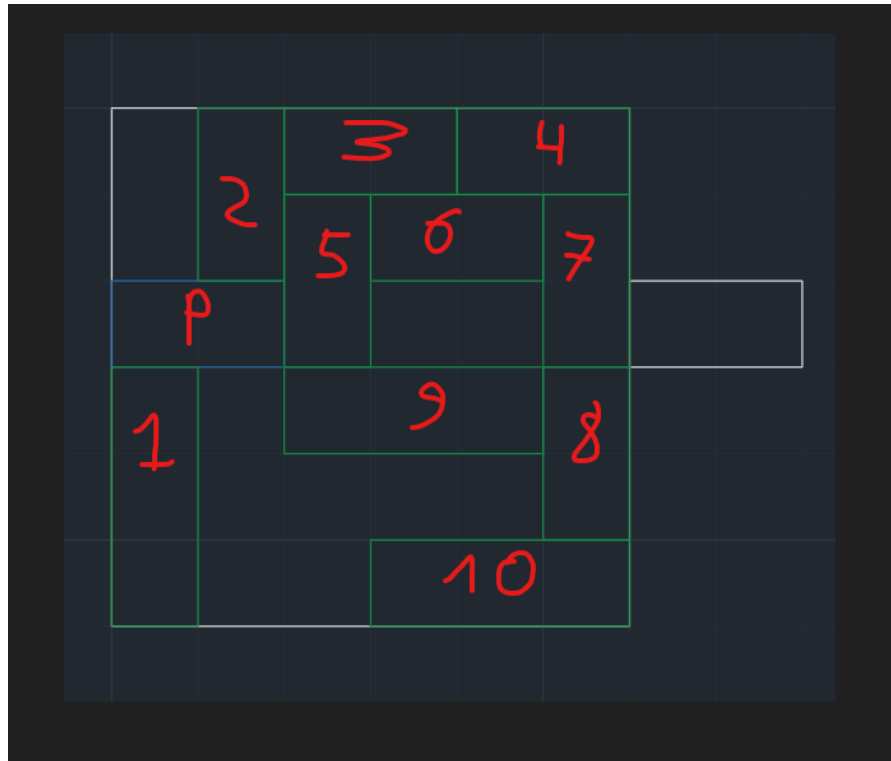


### 17.2 Solutions

- 3 down 1 tile
- 2 right 3 tiles
- 1 down 3 tiles
- 6 left 3 tiles
- 4 top 1 tile
- 5 top 1 tile
- P right 2 tiles
- 3 top 3 tiles
- 8 left 1 tile
- 7 down 2 tiles
- P right GOAL point

## 18.0 Level 18

### 18.1 Wireframe (Start)



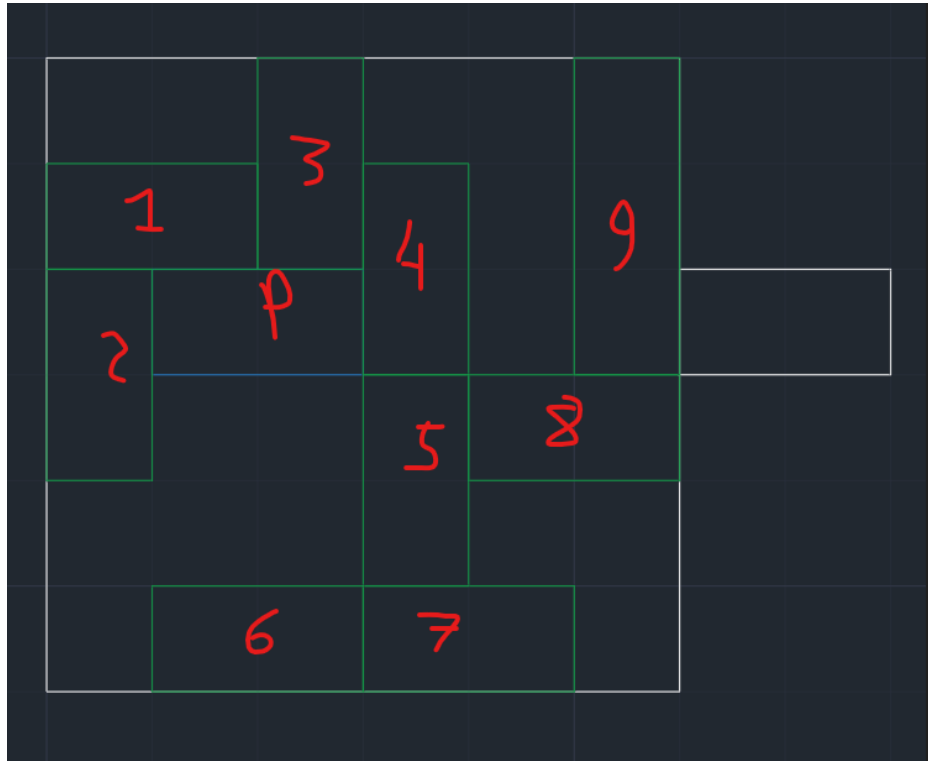
### 18.2 Solutions

- 10 left 1 tile
- 8 down 1 tile
- 9 right 1 tile
- 5 down 2 tiles
- P right 3 tiles
- 2 down 1 tile
- 3 left 1 tile
- 4 left 1 tile
- 7 top 1 tile
- P right GOAL point



## 19.0 Level 19

### 19.1 Wireframe (Start)

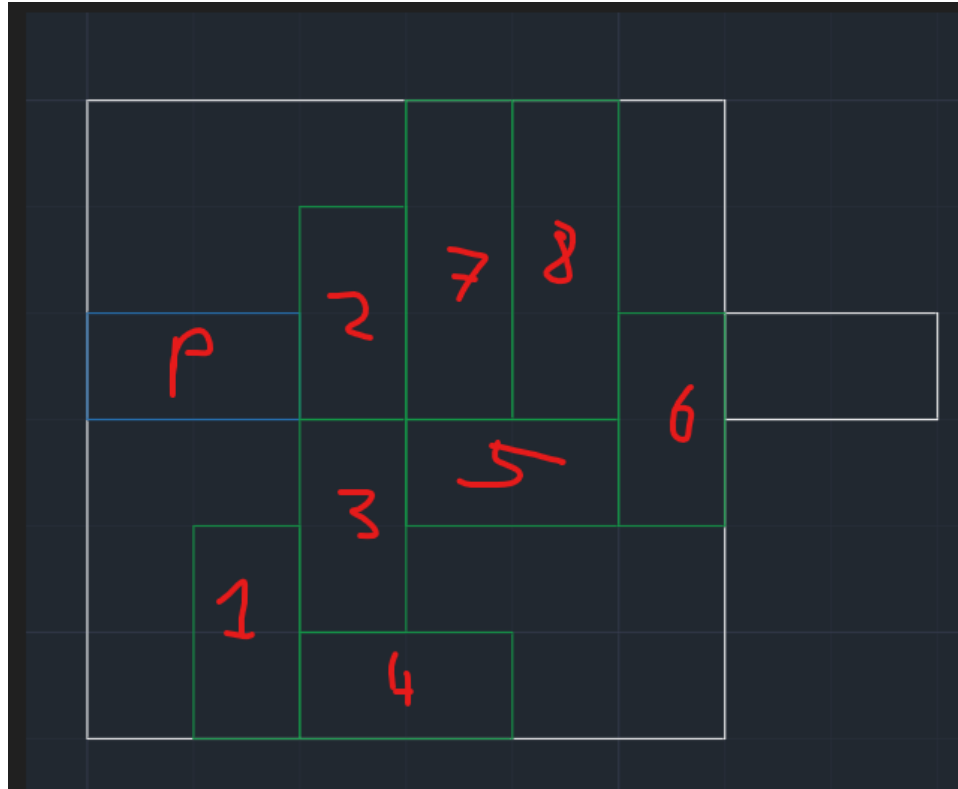


### 19.2 Solutions

- 6 left 1 tile
- 7 right 1 tile
- 5 down 1 tile
- 4 top 1 tile
- P right 2 tiles
- 8 left 3 tiles
- 5 top 1 tile
- 7 left 1 tile
- 9 down 3 tiles
- P right GOAL point

## 20.0 Level 20

### 20.1 Wireframe (Start)



### 20.2 Solutions

- 6 top 2 tiles
- 5 right 1 tile
- 1 top 1 tile
- 4 left 2 tiles
- 3 down 1 tile
- 2 top 1 tile
- 7 down 3 tiles
- P right 2 tiles
- 1 top 3 tiles

## **21.0 Level 21**

### **21.1 Wireframe (Start)**

### **21.2 Solutions**

## **22.0 Level 22**

### **22.1 Wireframe (Start)**

### **22.2 Solutions**

## **23.0 Level 23**

### **23.1 Wireframe (Start)**

### **23.2 Solutions**

## **24.0 Level 24**

### **24.1 Wireframe (Start)**

### **24.2 Solutions**

## **25.0 Level 25**

### **25.1 Wireframe (Start)**

### **25.2 Solutions**

## **Hard - Sweets Theme**

### **26.0 Level 26**

#### **26.1 Wireframe (Start)**

#### **26.2 Solutions**



## **27.0 Level 27**

### **27.1 Wireframe (Start)**

### **27.2 Solutions**

## **28.0 Level 28**

### **28.1 Wireframe (Start)**

### **28.2 Solutions**

## **29.0 Level 29**

### **29.1. Wireframe (Start)**

### **29.2 Solutions**

## **30.0 Level 30**

### **30.1 Wireframe (Start)**

### **30.2 Solutions**