

## Project 7 – Arch Pack (Time Journey)

*Level pack...*

### 1. General Concept

Levels:

Every level has an altar. Each altar leads you a temple, actually (depending on age).

Boss:

Boss Levels are Coliseums that follow the age...

### 2. Levels

#### 1) Genesis Keep

- Theme: Land. World Creation and Forest theme
- Comments: It's a place where you face some elements of when the Earth was created. The 1<sup>st</sup> Act should be THE PORTAL for the level pack, must have: portal part and tutorial-like part and secrets.
- Special Elements:
  - 1) portal-atrium with MOTD and cameras. Crystals, lava, geysers, rocks, floating rocks over geysers, caves-tunnels, lakes, small vegetations, rock bridges.
  - 2) big rivers with current, big trees, first livings, caves, wooden bridges, lakes, floating woods over water. Mud under water. Cascade corridors. Water lily. Ceiling-sheets.
- References: Gemplanet.wad (MAP25 and MAP26), ICE...
- Tunes 98
- Enemies:
  - Dino Clawla
  - SDURF
  - Jetty-Syn Bomber

- Green Snapper

## 2) Sand Valey

- Theme: Sand. Desert and Palestine cities.
- Comments: We will face the Antiquity. Greece in first act and Rome, 2<sup>nd</sup>. Some legendary Egyptian traps.
- Special Elements: sand, falling sand, sand cascade, quicksand (under it: simple floor, death pit, cambers), temples, falling floors, columns, portals, arcs, Breakable walls, Multi-stack breakable floors, Antiquity architecture, sand walls, sand rivers (see STH360.wad; Dust Desert). A switch that makes a platform raise up over the quicksand.
- Tunes 89
- Enemies:
  - Egg Roman-Guard
  - Minus
  - Jetty-Syn Gunner
  - Green Snapper
- References:
  - Forever Forest Act 1 (Centigrade by BlueZero4, 2.0.6)
  - Arid Ruins Zone (sr\_aridruins2.wad, 1.09.4)
  - MAP05 (SRB2Riders, 1.09.4)

## 3) Mill Citadel Zone

- Theme: Food. Middle Age's Mill Plant.
- Comments: Say, it's a monastery with a mill plant. Water appears, but it's there just to move the mills. Will see Christian Churches, catacombs, monasteries, Inquisition (traps?).
- Special Elements: Water channels, Tunnels, Mills, Wooden Elevators, Silos, Wooden Foot bridge, death pit, "Abandoned chambers" (see Misc Realm), channels for grains, crushers. Plantations. Spikes, spike balls, hanging chains.

- In MCZ2, the player could kill the 4 Robo-Hoods (right path, flour-spike room, before 1<sup>st</sup> hole), and unlock a secret (use: No-more enemies).
- References:
  - Rainstorm Keep Zone, Mystic Realm, by Mystic
  - Miscellaneous Trip Zone, by Ezer' Arch
- Tunes 137
- Enemies:
  - Pop-up Turret
  - Sharp
  - Robo-Hood
  - Egg Knight

#### 4) Wet Village

- Theme: Water. Early Modern Europe (1500-1800)
- Special Elements: Underwater wall/bridge, currents, aqueducts, floodgates. Boxes that float and crush the player against the ceiling.
- References:
  - Gelespious Mountain (scr\_gelespiousmountain.wad): floodgates
- Enemies:
  - Pop-up Turret
  - Skim
  - Jet Jaw
  - Gold Buzz

#### 5) Steel Town

- Theme: Fire. Industrial revolution (c.1850)
- Special Elements: steel industry, Conveyor Belt (plain and channels), Conveyor Belt + Crushers (some crushers could have a pit, see Mystic Realm, “Rainstorm Keep”, left path), steam, incandescent ingots, anvil (Sonic Shuffle). Trap for

enemies (open a hole, bots fall into, press a button and crusher goes down). Push a button, and drain down the melt steel.

- Enemies:
  - Red Crawla
  - Snailer
  - Red Buzz
  - Crawla Commander

## 6) Hilltop Megalopolis

- Theme: Air. Skyscraper level.
- Special Elements: Towers, Clouds (bounce-able and passable), Ice, Snow (?), Death pit, Bridges, Footbridges, Falling snow (act 2). Laundry. Monorail.
- Enemies:
  - Vulture
  - Turret
  - Crawla Commander
  - ????

## 7) Space

- Theme: Space and Tech.
- Comments: It's a Space Station among asteroids. Tubes-tunnels will link asteroids. Rooms in asteroids.
- Special Elements: Asteroids, tubes, microgravity, tunnels, elevator, air tubes, Force Field (AFALL), Laser Wall, Deton Corridor (glass walls to scary players), Falling Energy Blocks, Vacuum, Bounce Walls, fans, elevator, windows to see the space, elevator-capsule?
- Enemies:
  - Detons
  - Turret
  - Pointy

- ????

## 8) Sky Path

- Teleporter-portals
- The Boss Levels:
  1. Stonehenge
  2. Roman Coliseum
  3. Big silo
  4. Cascade room?
  5. ???
  6. Aerial Stadium?
  7. Asteroid, satellite or isle-station
  8. ???
- The Temples (or Parallel Dimension):
  - The First Temple: Green – Land
  - The Second Temple: Orange – Sand
  - The Third Temple: Pink – Food
  - The Fourth Temple: Blue – Water
  - The Fifty Temple: Red – Fire
  - The Sixty Temple: Light Blue – Air
  - The Seventh Temple: Grey – Space/Tech
  - The Eighty Temple: XXX (needed? Why?)

Special tag numbers:

- 1000: special
- 1100: pushers (541-547)
- 1200: plane scrolling and carriers (510-535)

- 1300: wall scrolling (500-506)
- 1400: lighting and colormap (600-606)
- 2000: end level

### **Maps worth seeing**

- mrtf\_contest-mayjun10.wad:
  - MAPM1 - Diamond Blizzard Zone
  - MAPR3 - Iron Aquarium Zone

### **Effects**

Sound 238 – breaking wood

Sound 128 – earthquake

Sound 251-254 – machineries (Steel Town)

Sound 255 – lava/melted metal

Sound 256 – Mine, dynamite,