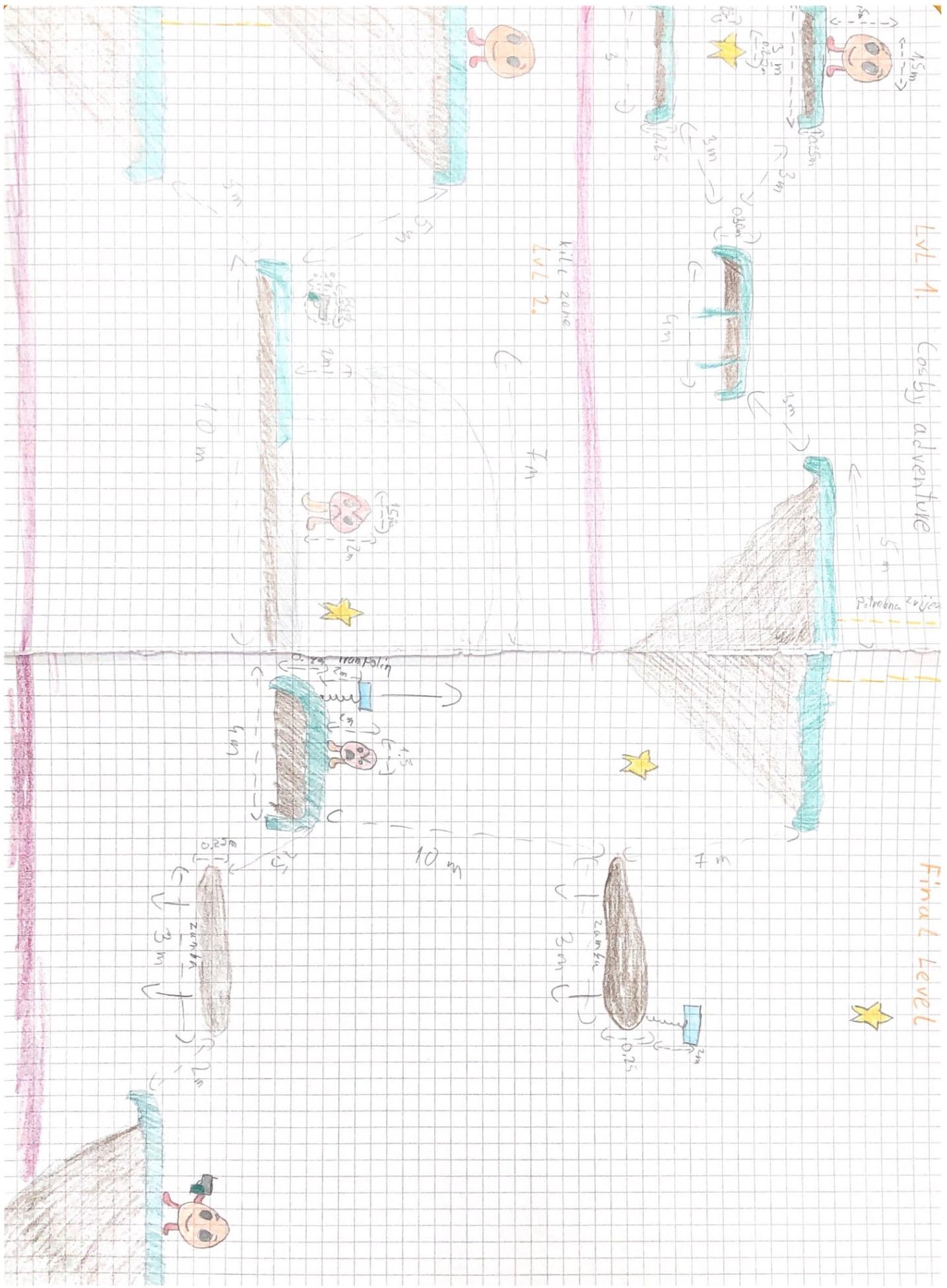


L - LEATHEROCK
M - MOVING CACTI

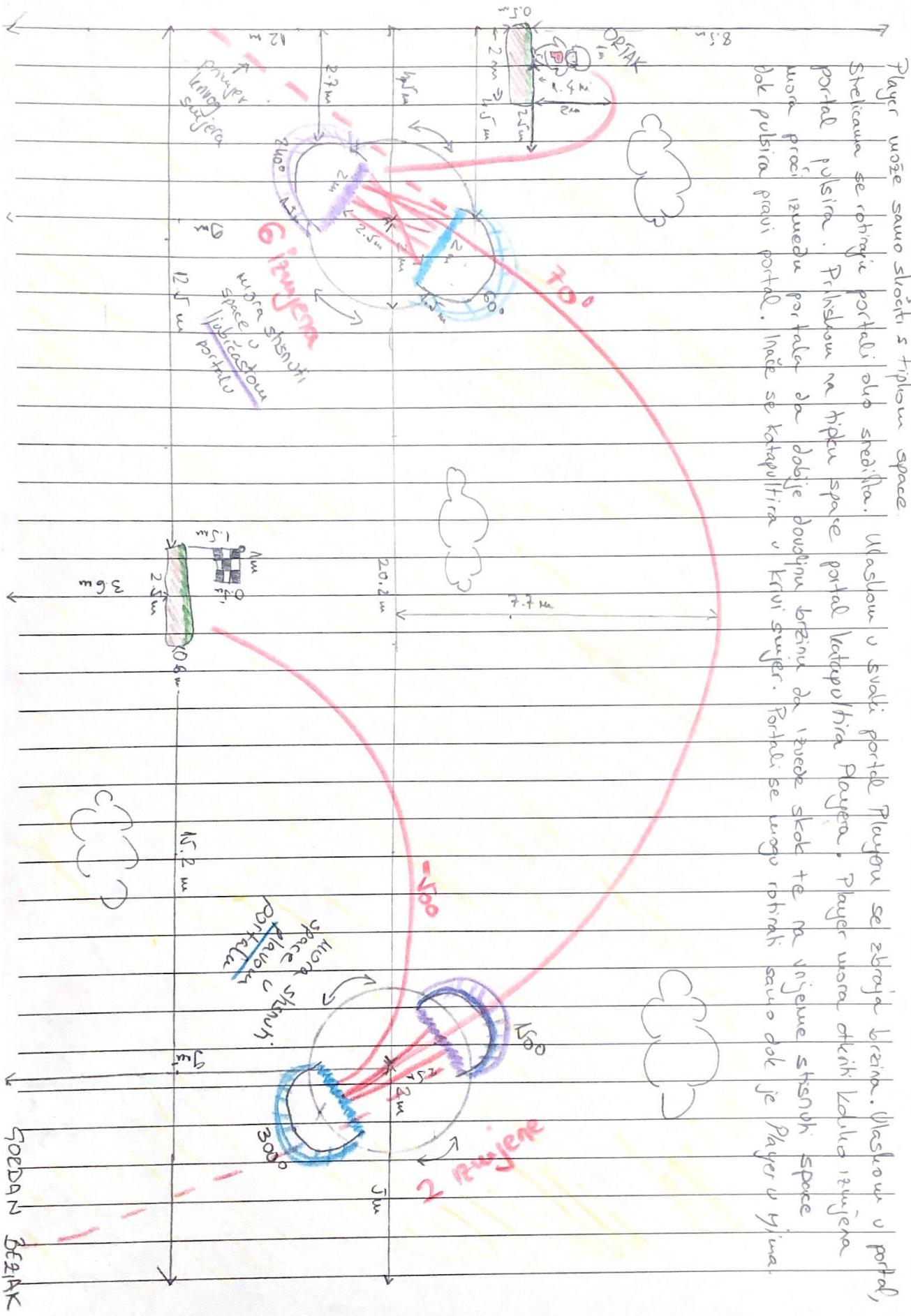
E - ENEMY
P - PLAYER
B - BOMBS
C - COIN

LvL 1. Cosby adventure

Final Level



ORTAL_P



♀ ♀ ♀ * number
of lives

↑ double jump
up

☺ - heals you
one ♀

small tree
decor

★ 10 ding
one block

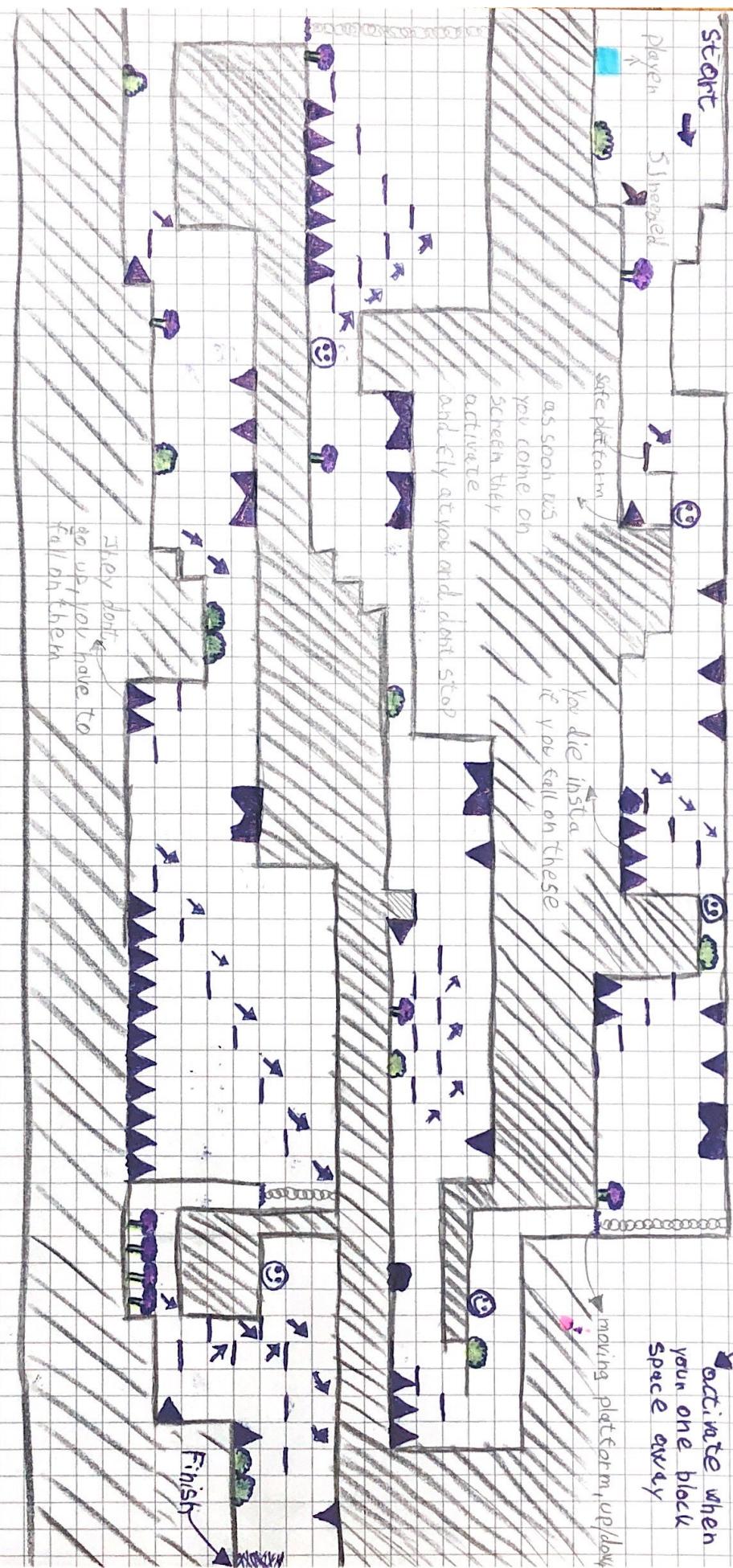
- two blocks

moving platform, up/down

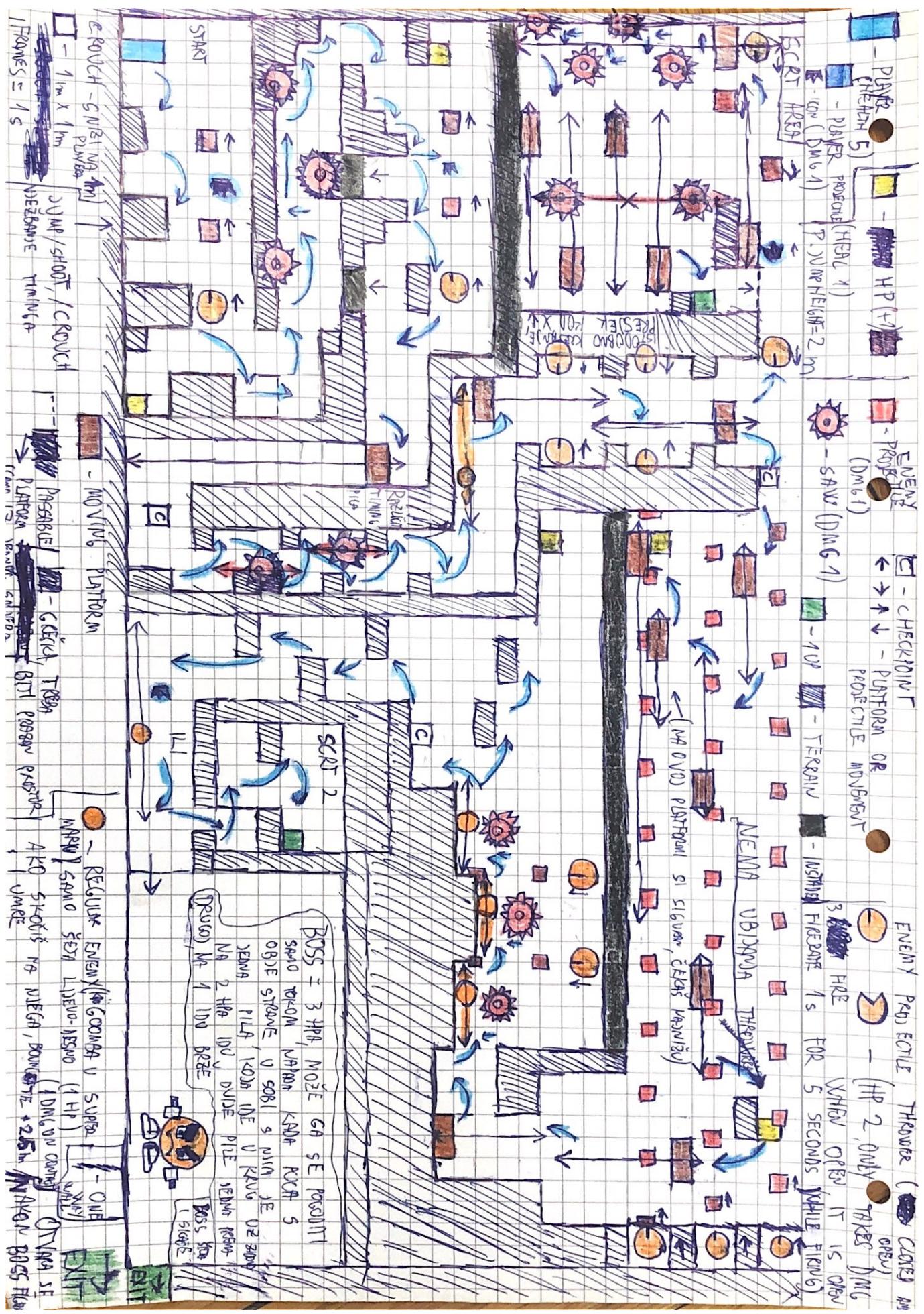
- Player hight
↑ - basic jump up
★ - side jump (SJ)
★ - holding A/D abdjamp

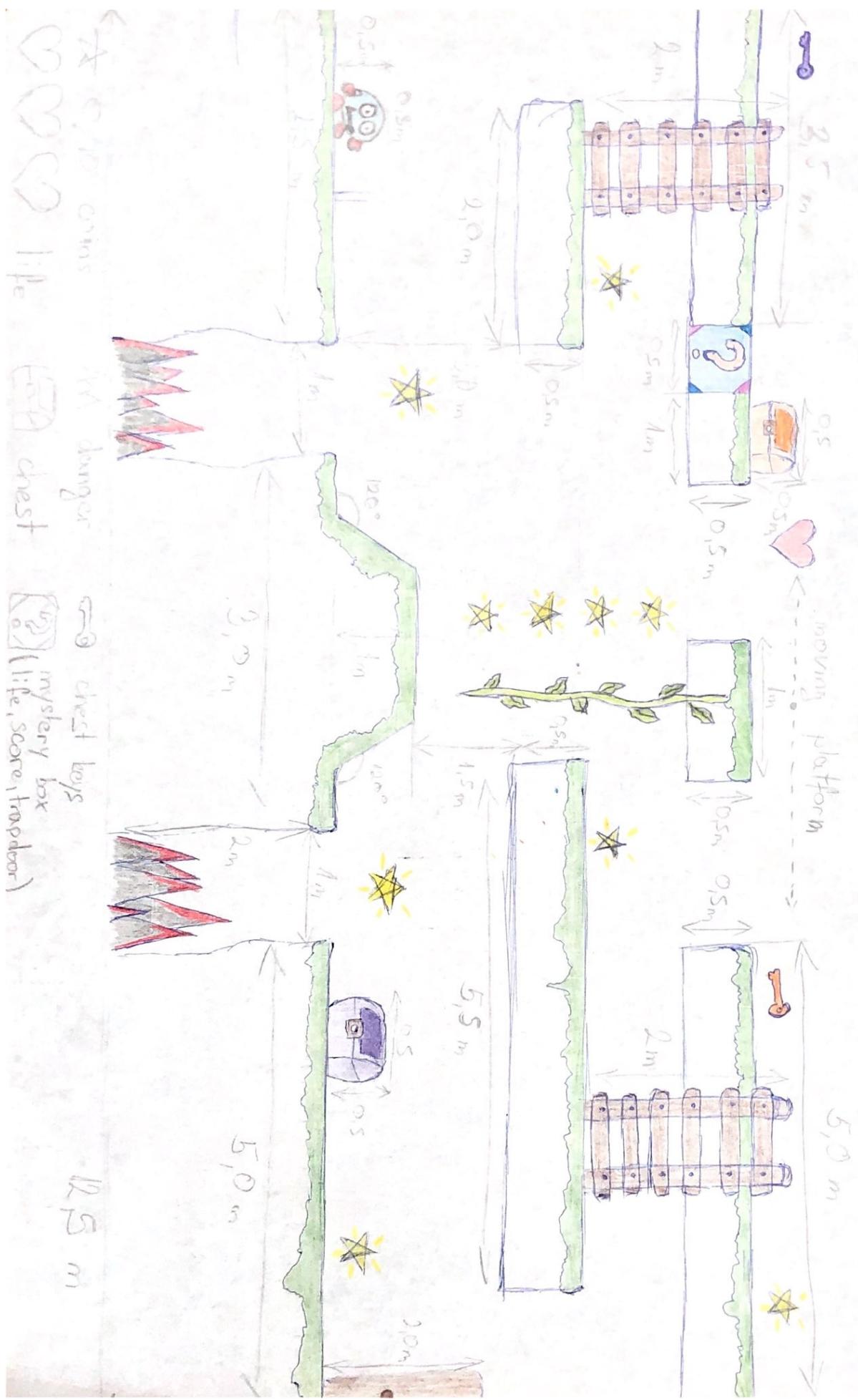
objects on map, don't do anything

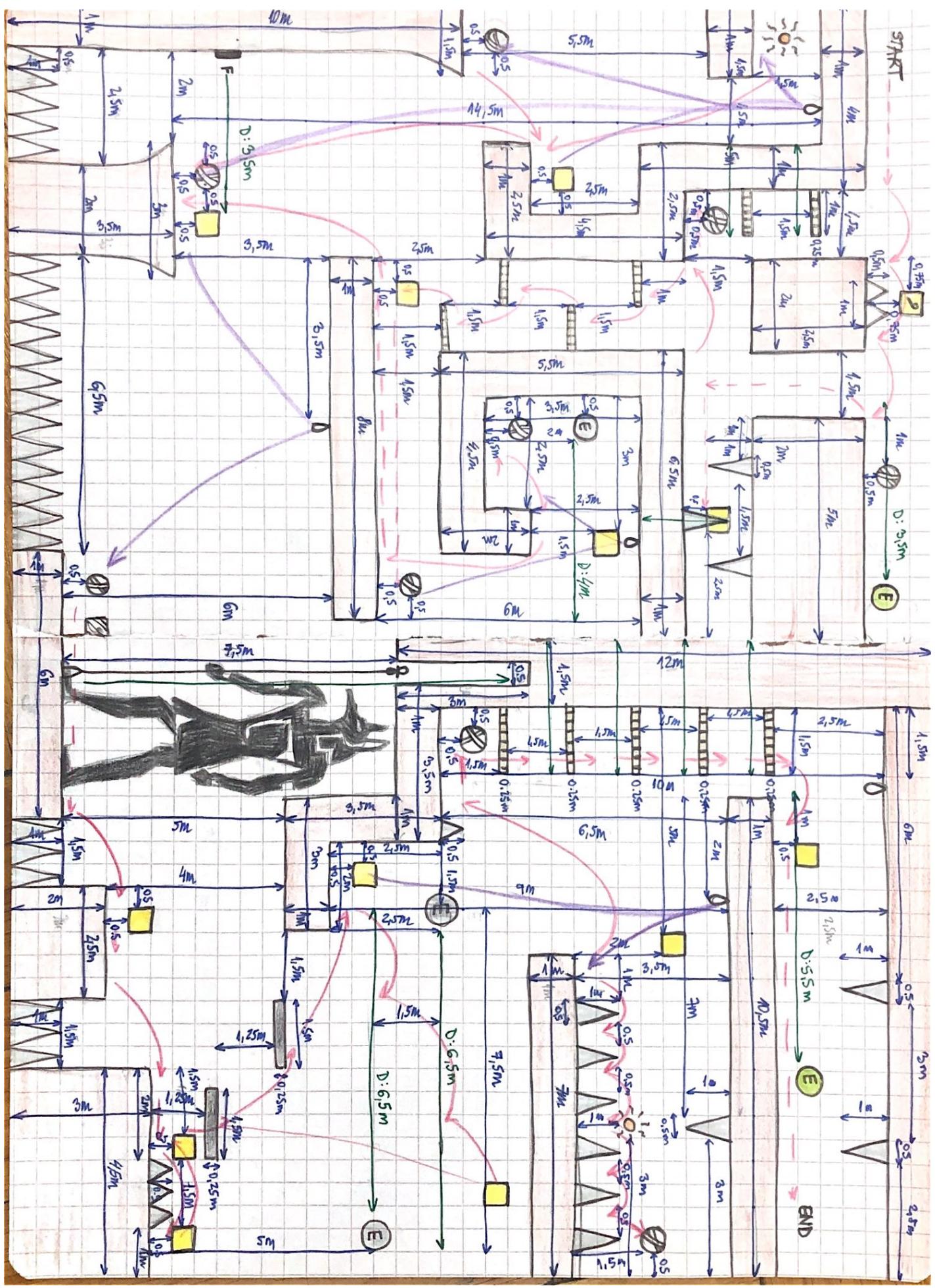
they ding you
activate when
you one block
Space away



ILIVA KRISTO







Tinov
PROV

-energy
.com

enemy was, like

TODAY

~~G1 - slow fall (6)~~
~~G2 - pause~~ ~~gentle~~

G 3 - FILE ON CLIP

(K) - 724612

- 1 -

卷之三

MINERALS

- level only

11

- 242 -

↑ - Jean P

- MONTGOMERY / PINE

卷之三

1

1

100

四百二

12

100

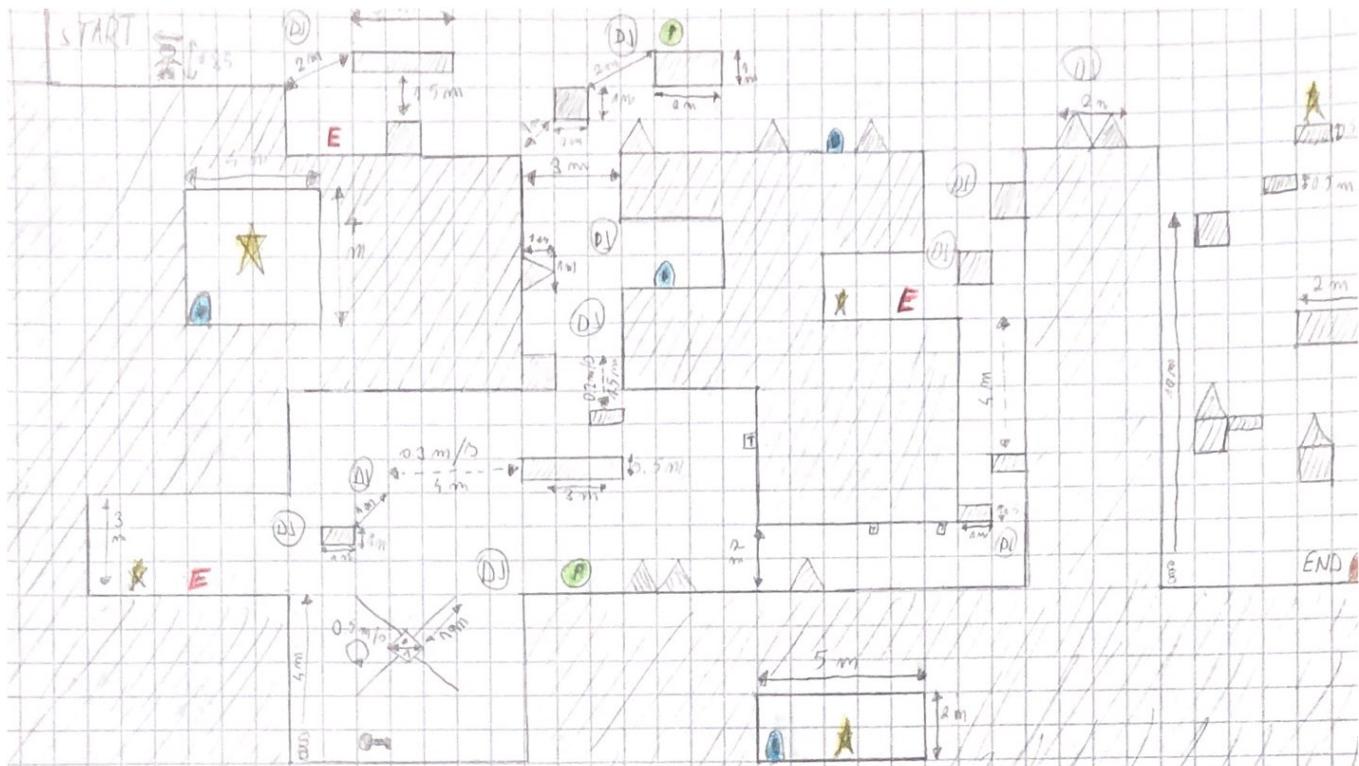
10

100

卷之三

169

卷之三



- Player



$= 1 \text{ m} \times 1 \text{ m}$

Δ - Damage 5 per hit

E - ENEMY

P - SHIELD (ONE TIME)

←→ = MOVING PLATFORM

○ - PORTAL

★ - COLLECTIBLE (OPTIONAL)

✗ - SPINNING PLATFORM

∞ - KEY

■ - SPRING JUMP

T - AERIAL TURRET (RANGE = UNTIL IT COLLIDES)
(PROJECTILE SPEED = 1 m/s)

DJ - DOUBLE JUMP

ED - END DOORS

Paraván

Prádlo

2m
 2.5m

- BACKGROUN

Ljubo Kovacevic'

mm -1 LIFE

W - SPAWN

O - LIFE

■ - ZONE 1 (LIFE)

■ - PLAYE
■ - PLATEFORM
■ - NPC (FRIENDLY)
■ - NPC (HOSTILE)

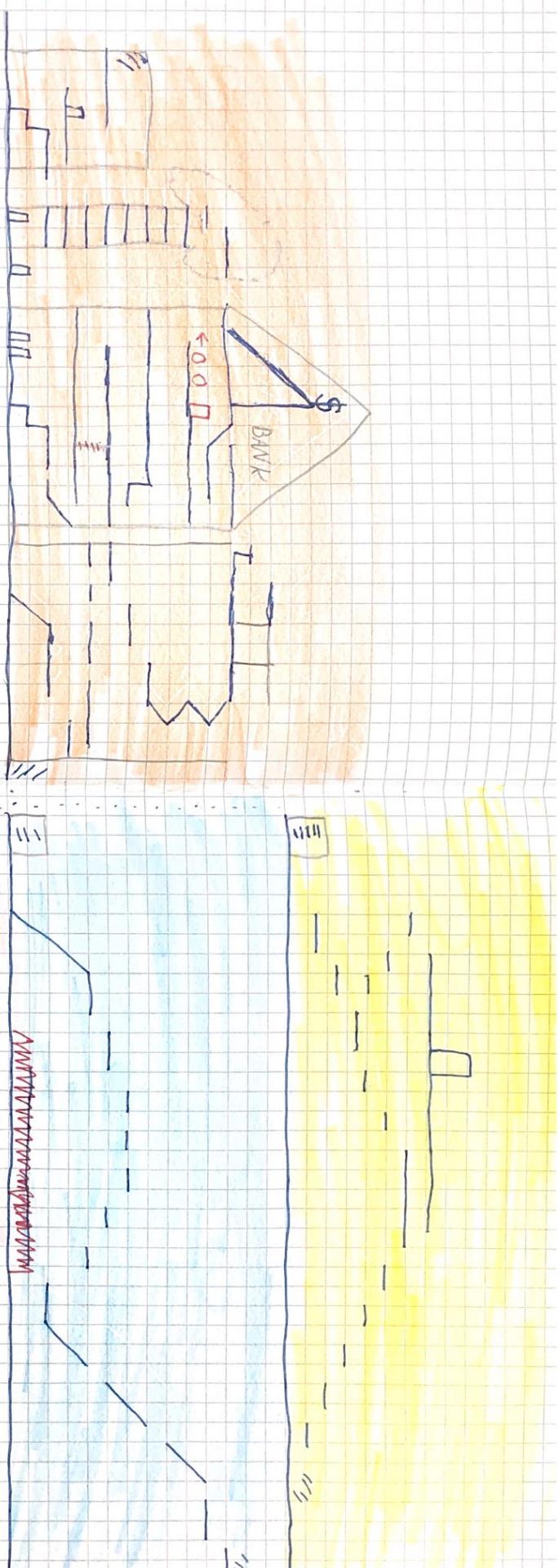
■ - ZONE 2 (HEAVEN)
■ - ZONE 2 (HELL)

2m

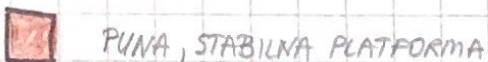
2.5m

■ - ZONE 1 (LIFE)

■ - PLATEFORM
■ - ZONE 2 (HELL)



LEGENDA:



PUNA, STABILNA PLATFORMA



PLATFORMA KOJA SE UVLACI



COLLECT (1\$)



SWITCH - potrebno staviti
odgovarajuću slavnicu tako da
se protak otvor



NESTAJUĆA PLATFORMA → 2s postoji, 3s ne

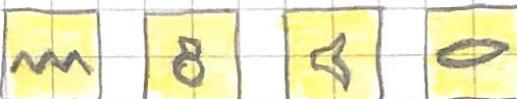
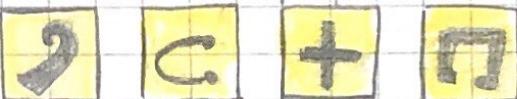


ZIVOT



ZAVOJ (SKILL BOOST)

- dimenzije: $0,5 \times 0,5$
- svaka slavica je različita
- predstavljaju hiperoglife
- rotira se po u oh



SPAWN POINT ENEMY KOBRA

- dimenzije $0,5 \times 0,5$
- omogućava podizanje / pomicanje igrača na veće veličine
- redan zavoj, pomicanje do 7m



SPAWN POINT ENEMY PTICA



MALI ŠILJAK → • dimenzije $0,5 \times 0,5$ m



VEĆI ŠILJAK → dimenzije $0,5 \times 1$ m



KUKA → • za ugu se hrana zavoj - potrebe se skill boost
• dimenzije $0,25 \times 0,35$ m



SPAWN POINT VATRA → 4s radi, 2s ne (pali-gasi)



dimenzije



super / uaci funkcioniraju



domet

Bernarda Spalešić

Λ - bodyje

--- - dízelo
[E] ↑(v)

P - checkpoint

© - point (coin)

△ - enemy

↑ - jump boost

- E - platforma se aktivira

OnTrigger Exit

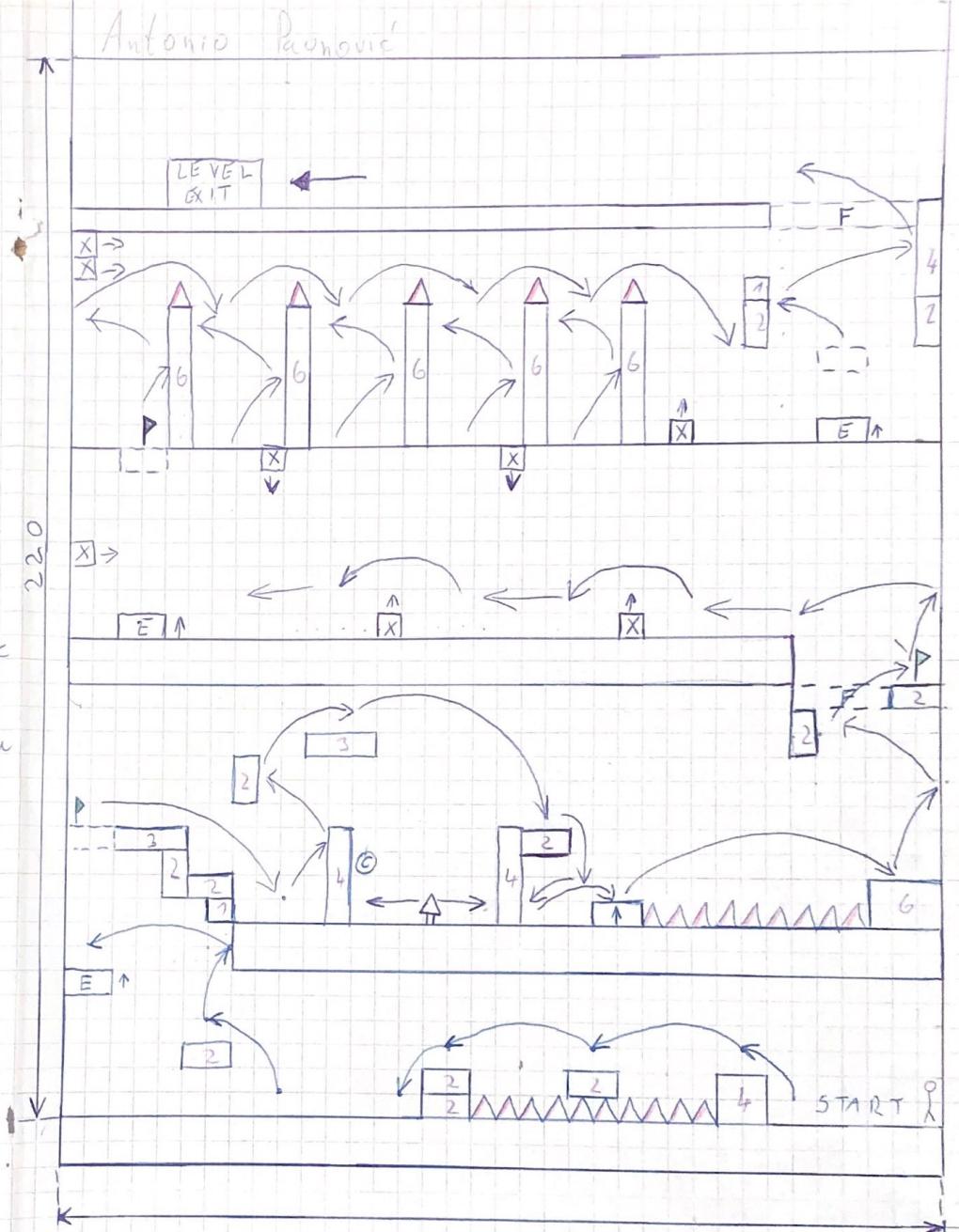
☒ - bacac vnutřních kugli

- skok na enemy-ju doje jump boost

- wall jump zadržava momentum

[n] - broj kockic u pravokutniku (kotu, ne přikazuje se in-game)

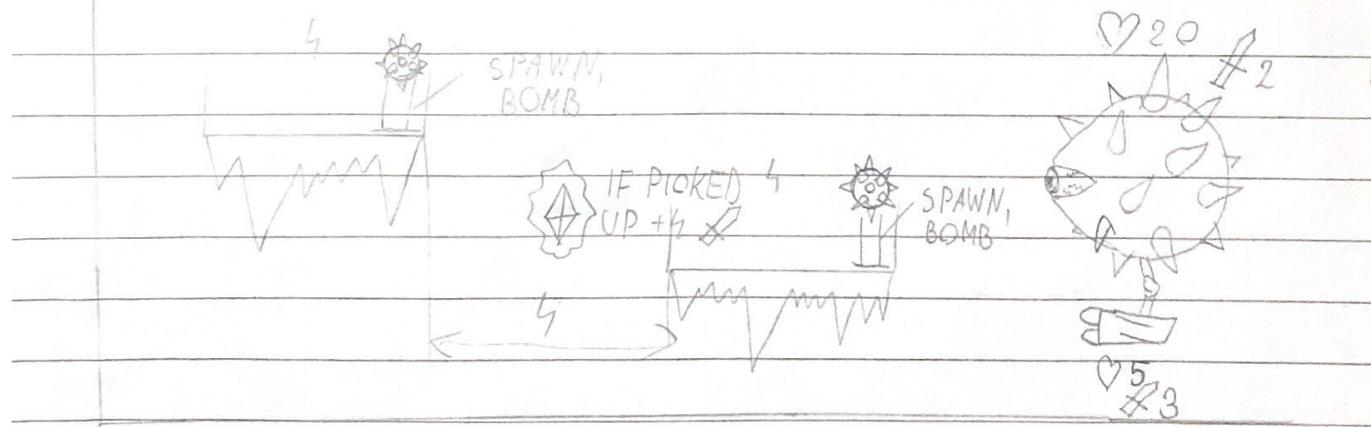
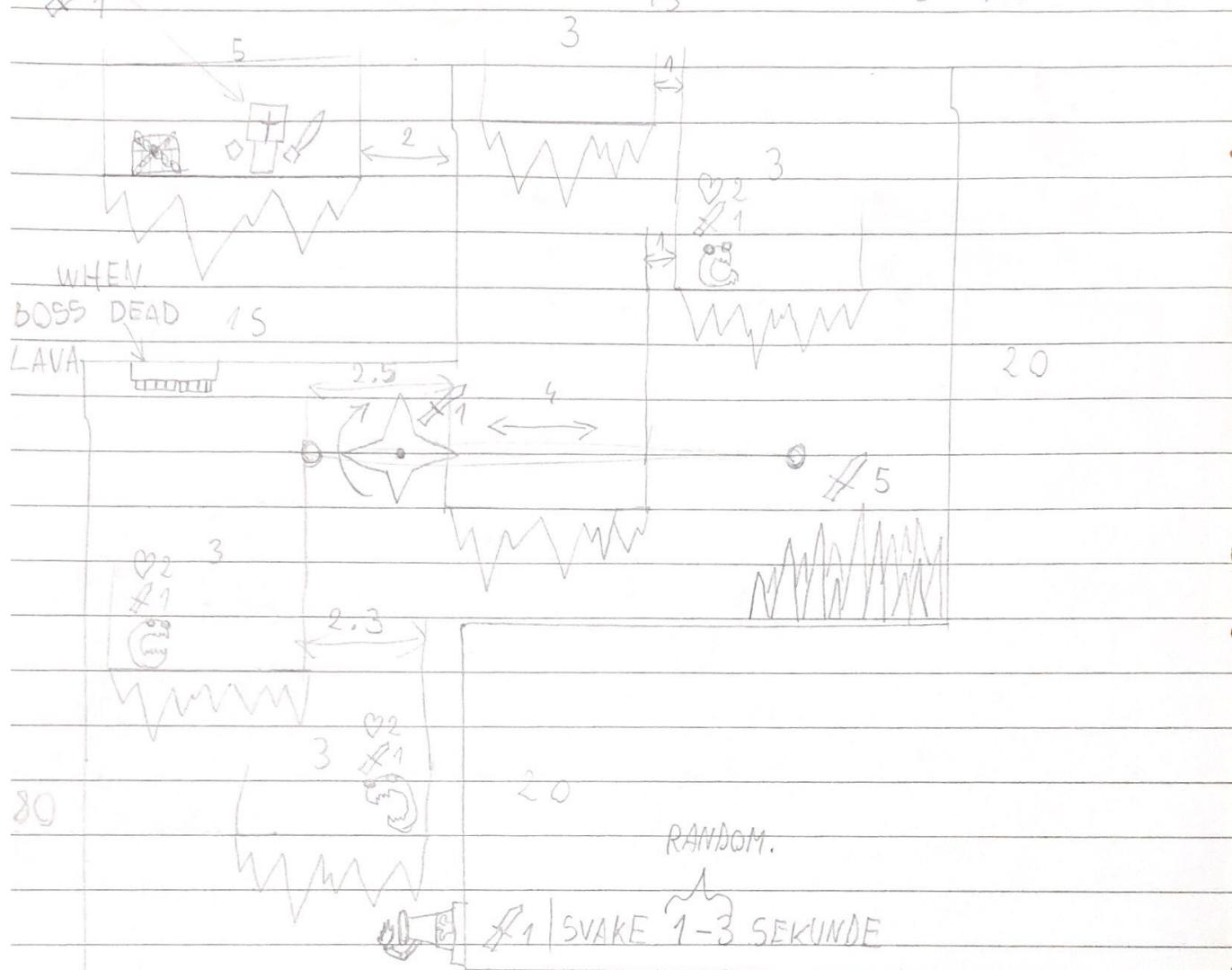
Antonio Pavlović



180

$$\text{□} = 5[\text{W}] \times 5[\text{H}]$$

♥ 5 ♪ 2 = HEAL + 10

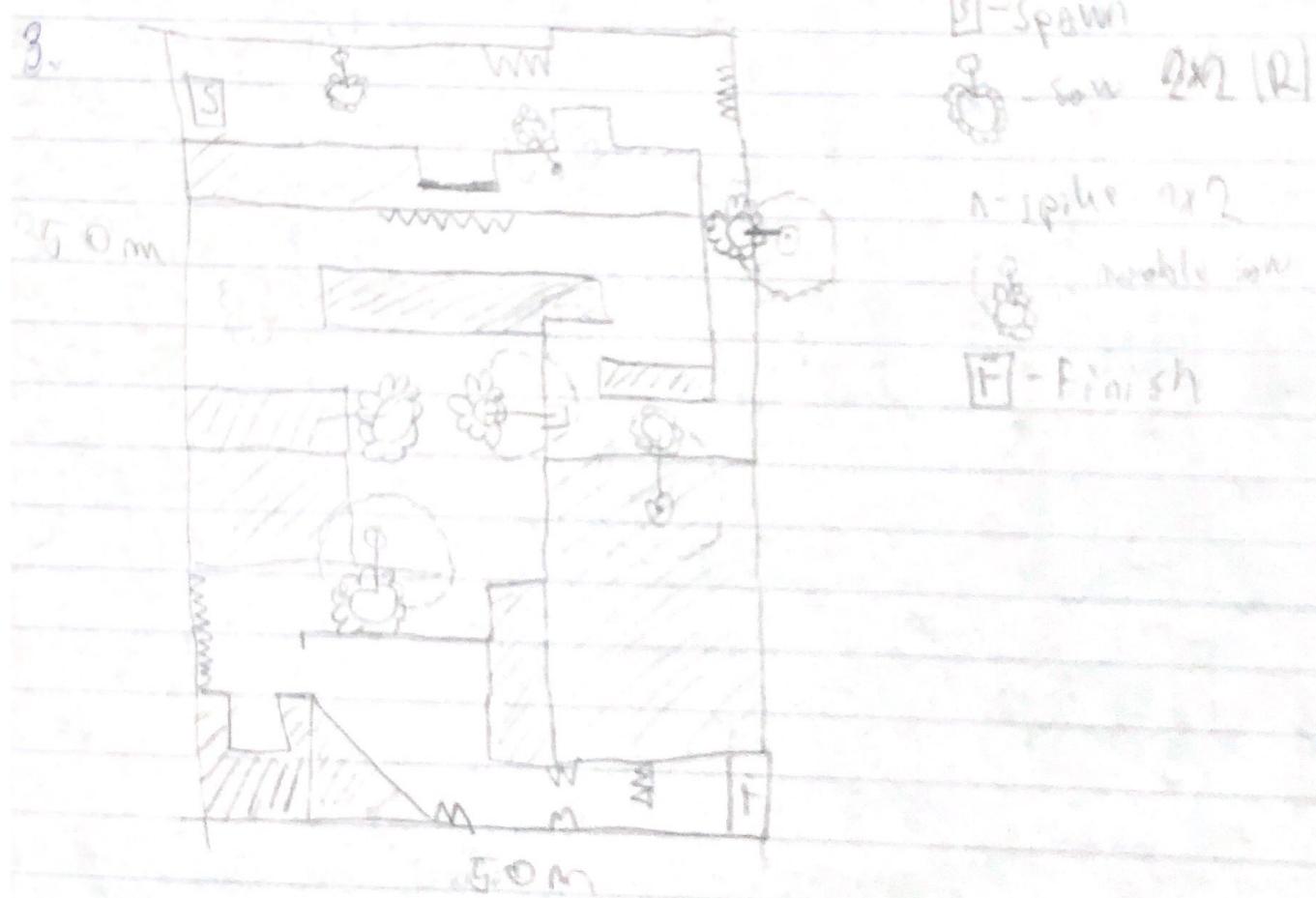
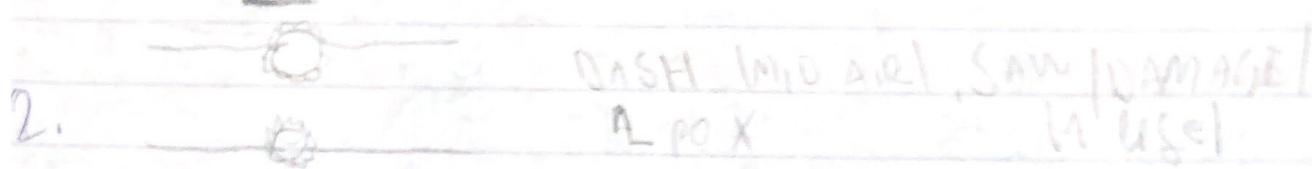
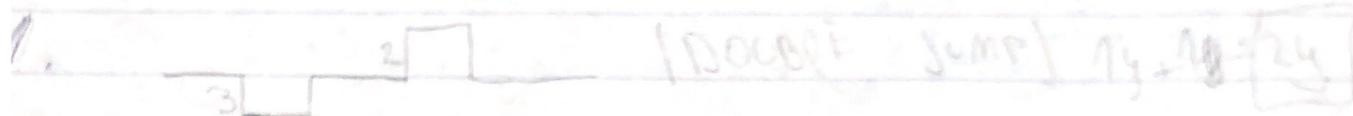


60

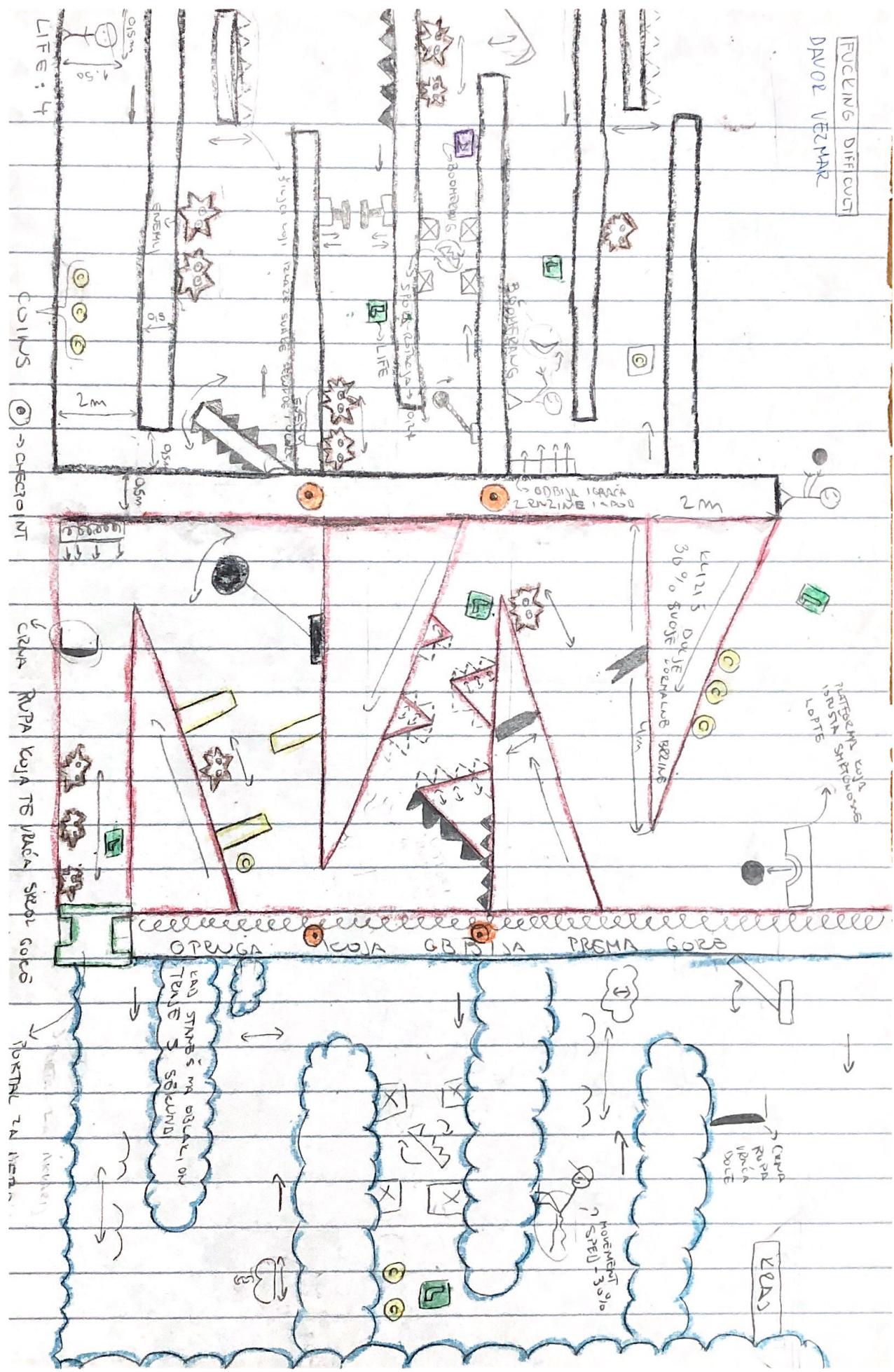
LUKA SOVANOVIC 265e

platformer

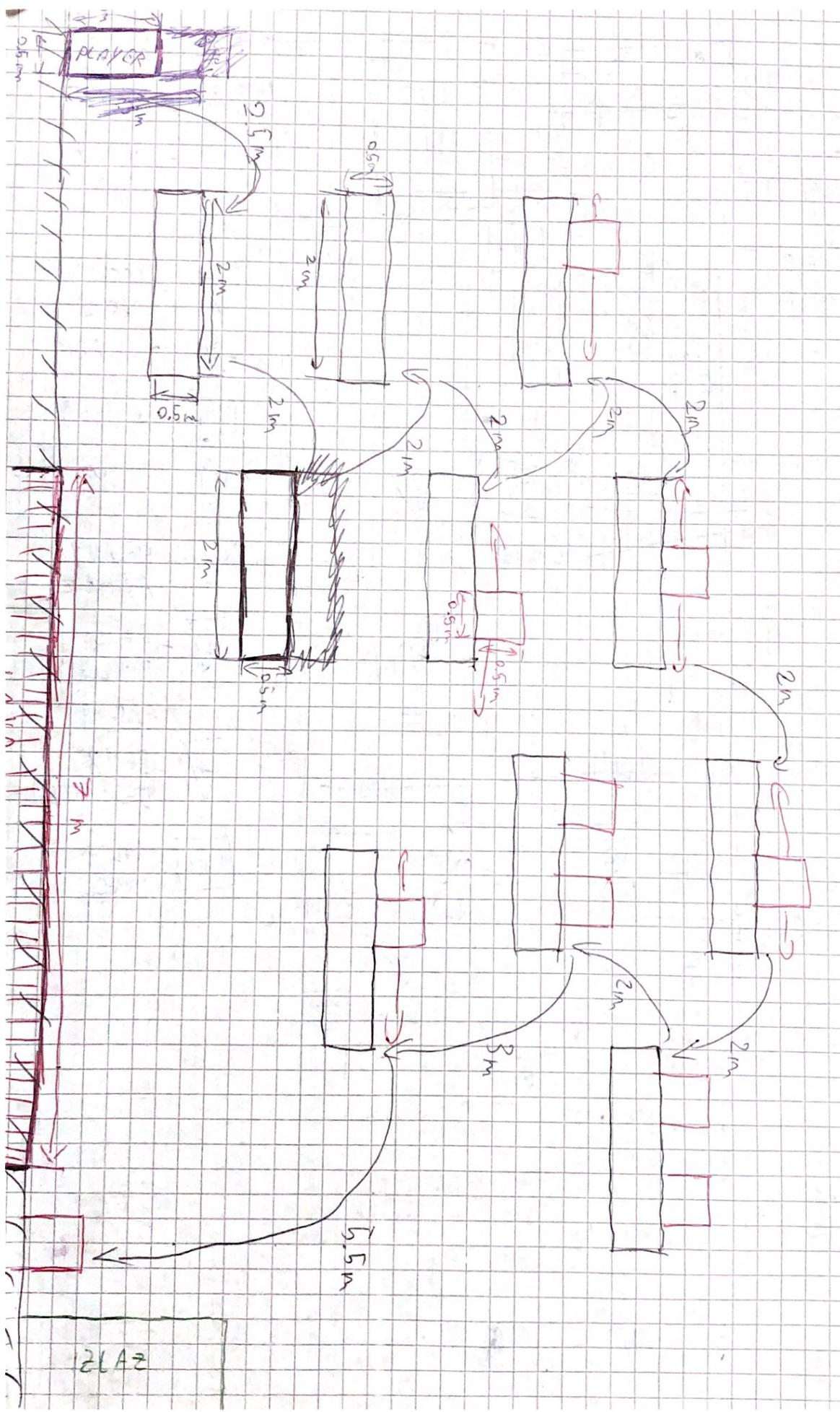
Chandler - 1x1



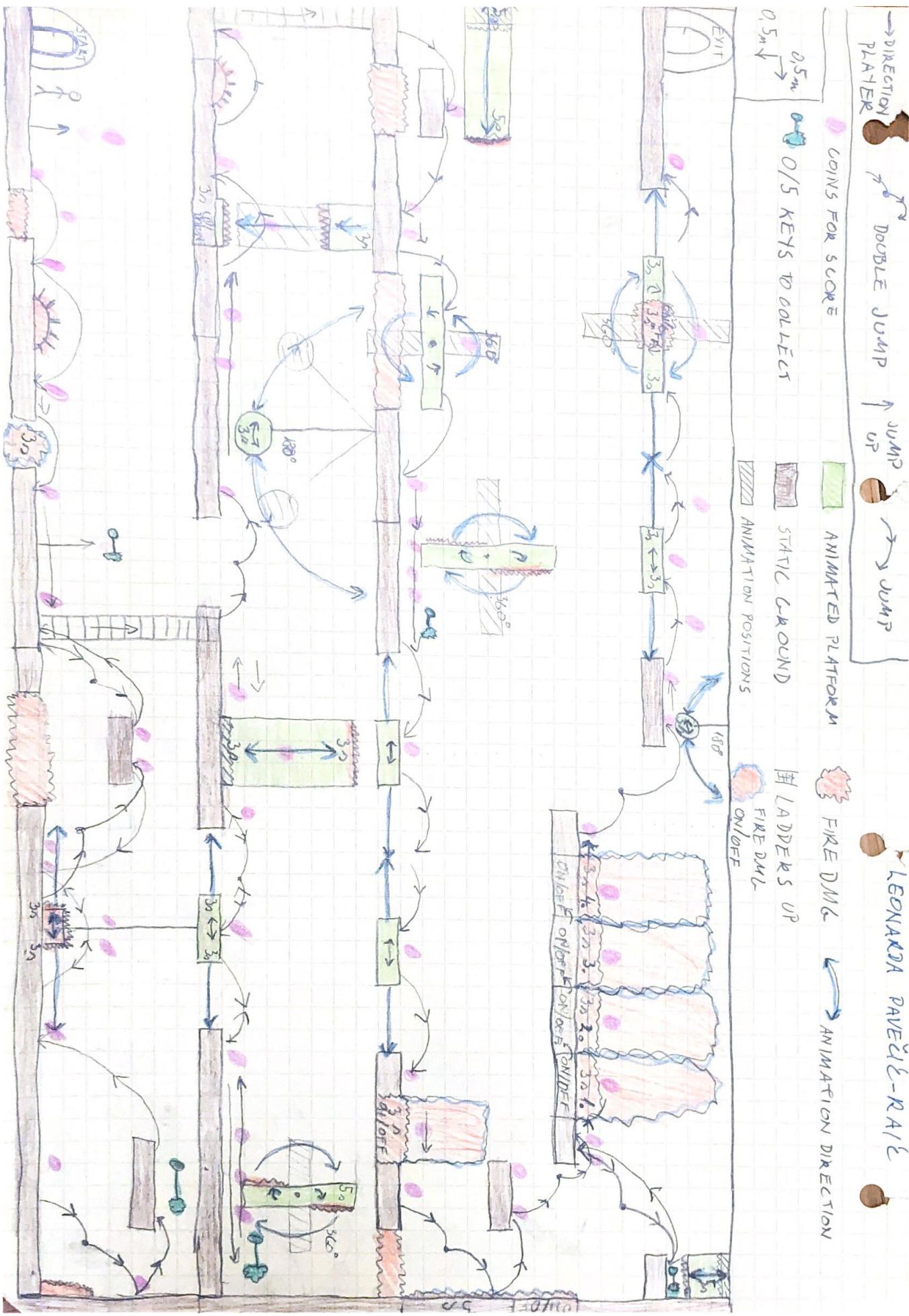
FUCKING DIFFICULT
DAVOL VERMAR



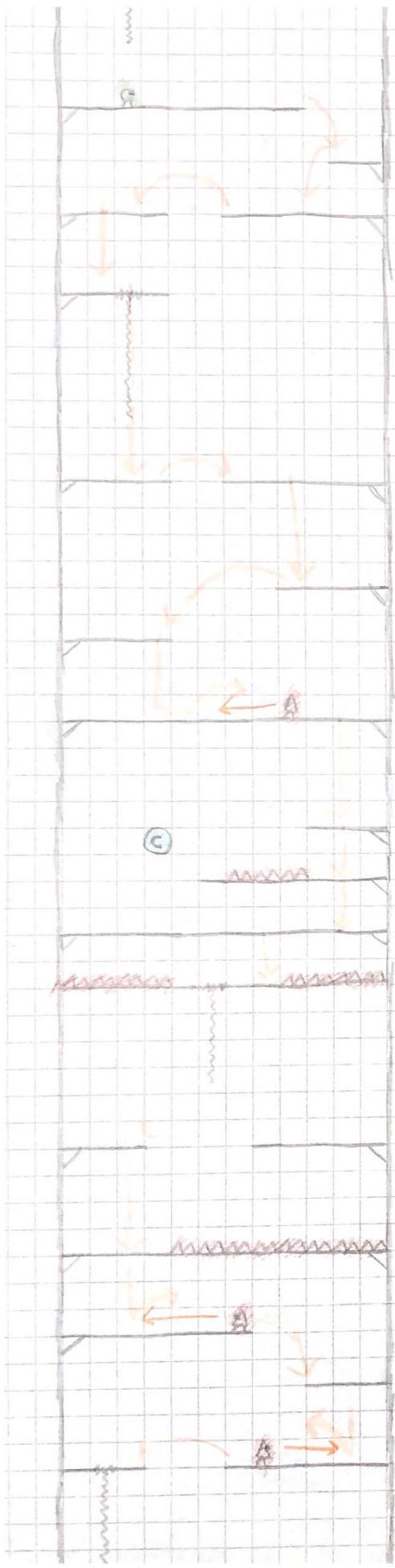
Drawing Brinie



LEONARDA PAVEL-RAIE



INSIDE THE WELL (LEVEL DESIGN)



THIS IS PLAYER.

← → YOU CAN MOVE

↑ AND JUMP UP 1
BLOCK HEIGHT.

YOU CAN FALL
UP TO 4
BLOCKS.

YOU CAN JUMP
3 BLOCKS
HORIZONTAL.

YOU CAN DROP
OFF FROM
PLATFORMS.

YOUR GOAL IS
TO GET TO
THE BOTTOM
OF THE WELL
ALIVE.

SPIKES ARE
~~BAD~~ AND
WILL KILL
YOU IF
TOUCHED.

FALL DAMAGE
IS A THING
IN THIS
GAME.

KARLO
KOŠČAL