**Stick Adventures 2D GDD**

Level Design – Brainstorming

* Location
  + Individual Room
    - Multiple puzzle/treasure/parkour rooms
      * Ex. – inside a kitchen cabinet is a parkour room
    - Interactable/ animated objects
* Purpose
  + A day in the life
    - Go from room to room, location to location
    - no time limit, no threats
    - same key concept
  + Toy story
    - Just adventuring
    - See how far you can go within a certain time period
    - See what you can find
    - need to get back to the start before the night ends and someone catches you
      * if you get caught you lose the items you picked up
    - as you find more stars/keys, you can skip through the rooms and adventure further
    - you find small keys by doing small puzzles and big keys when finishing whole rooms
  + achievement hunting
    - each room has a list of things to do
    - some things are found, some just need to be activated
      * activated things might need prereqs
* House – goal is to get outside
  + Kitchen
  + Garage
  + Bedroom
  + Family Room
  + Backyard
  + Attic
* Outside – On the way somewhere
  + Street
    - Moving cars
  + Parking Garage
* School
  + Lockers
  + Classroom
  + Cafeteria
* Alternative: Work
  + Cubicle or private office room
  + Break Room
  + Copying machine room
* Back Home
  + Different rooms or rooms are changed