KEY

- ●●●●● Tutorial Area
- ●●●●● Area 1
- ●●●●● Area 2
- ●●●●● Area 3
- ●●●●● Area 4
- ●●●●● Area 5
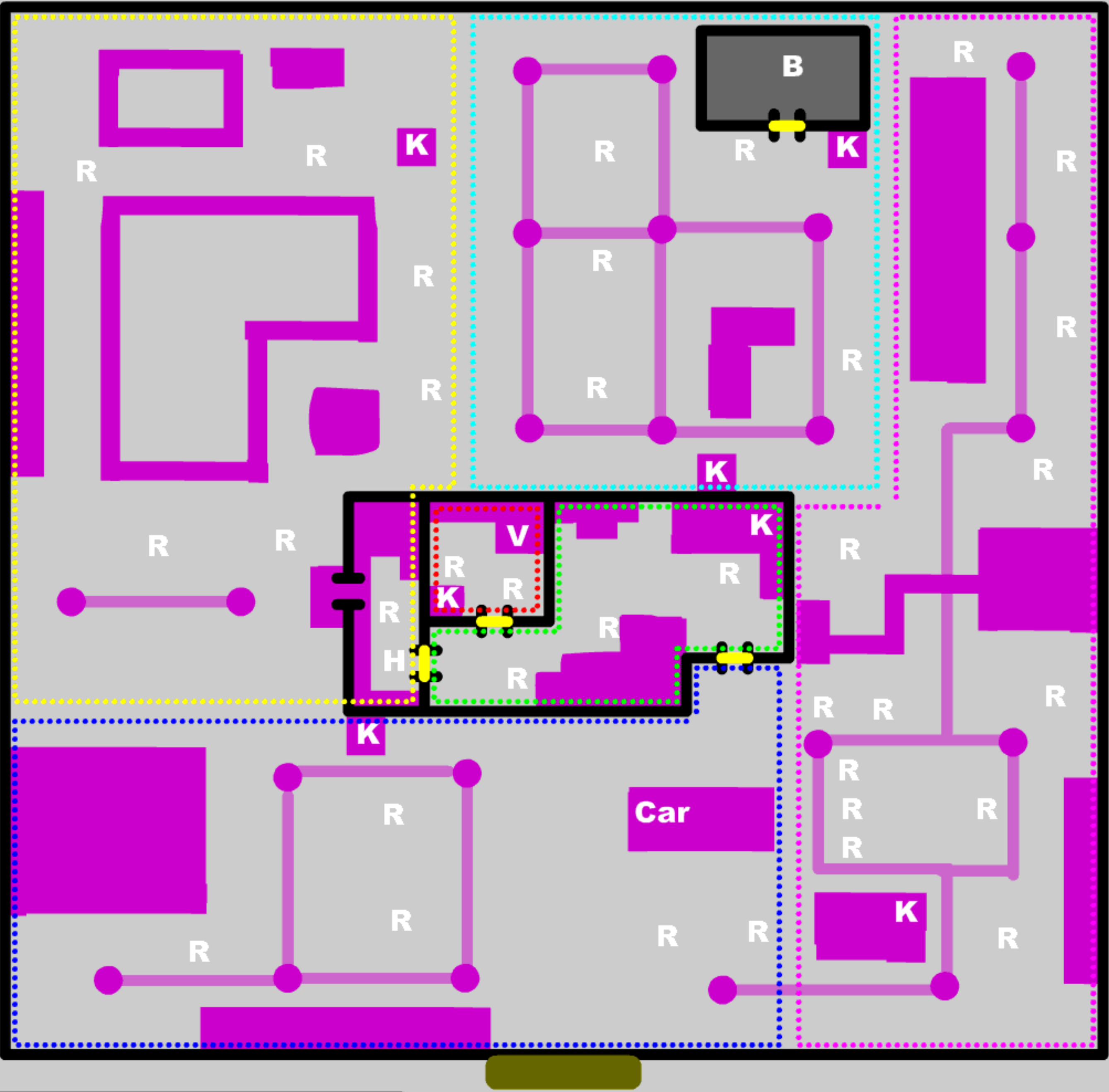
- ▮ Infectable Objects
- ▮ Sprinkler System

- V Virus (Player) Starting Location
- H Human
- R Robot
- B Boss Area

- K Key Puzzle Maze
- ▬ Locked Door

- ▬ Exit (End of Game)

(Map labels)

B

R R K R R

R R K R

R R R R

R R R K

K

R R R V R K R

R R K R R R

H R R

K

R R Car R R

R R R

R R R R

R K

R R R R

VIRUS   NOT INFECTED   INFECTED

ENEMY TYPES

Basic Robot
   *Meelee Attack
   *Set up Firewall
Ranged Robot
   *Ranged Attack
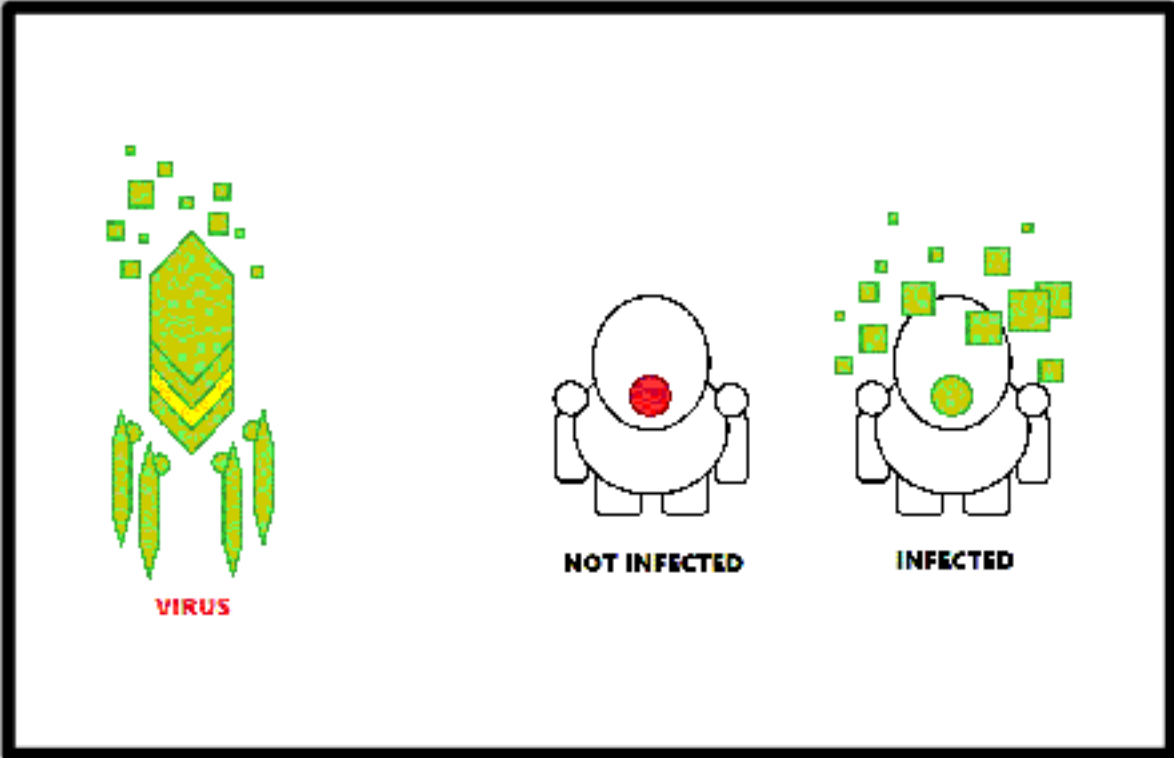   *Set up Firewall
Shield Robot
   *Meelee Attack
   *Shield when attacking
   *Set up Firewall
Human Programer
   *Reboot Robots
   *When Boss is defeated,
    they inisiate the home
    self destruct sequence.

AREA HAZERDS

Tutorial:
1x Basic Robot (Ignores player)
1x Basic Robot (Turned off)
1x Key Puzzle Maze and Locked Door

Area 1:
3x Basic Robots
1x Human Programer
1x Key Puzzle Maze and Locked Door

Area 2:
3x Basic Robots
2x Ranged Robots
1x Car
1x Key Puzzle Maze

Area 3
3x Basic Robots
3x Ranged Robots
1x Key Puzzle Maze

Area 4
1x Shack (Holds Boss and is Locked)
3x Ranged Robots
2x Shield Robots
2x Key Puzzle Mazes

Area 5
4x Basic Robots
6x Ranged Robots
3x Shield Robots
1x Key Puzzle Maze

LEARNING/EVENTS

Tutorial:
Controles/Movement/Collisions
How to infect Robots/Objects
How to turn on Robots
How to enter and compleat mazes

Area 1:
Robot Combat
How to deal with Firewalls
How to deal with Human Programer
Event: After unlocking this door the Human shows up

Area 2:
Game becomes non-liner
Infecting big objects (car)
Event: After controling car, the car crashes into a wall
How to interact with the sprinkler system
Diffrent Robots

Area 3:
Window leads back inside the home

Area 4:
Locked shack requiers finishing all Key Puzzle Mazes
Boss Battle

After Boss:
**Event: Human Programer inisiates home
      self-destruct sequence**