

meeting 21

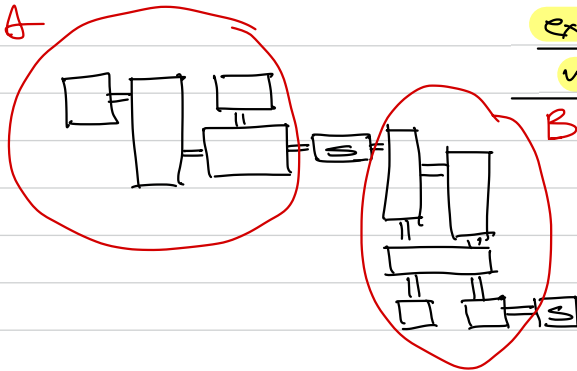
Same room - bright & colorful / in contrast to the general level rooms.

Light rays - could be animated sprites or 2D lights.
vines

Rubble

Foliage

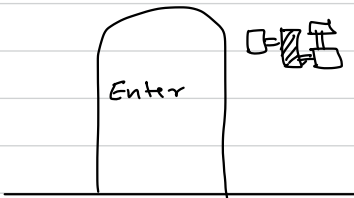
2D lighting - requires experimentation



expanded level transition

world map & Region chunking

B



diegetic map display



We can divide the world into small manageable chunks that are easily visualised and also better digested by the player. A chunked region map at the start of each room would give you all the information you need to know your exact place in the world.