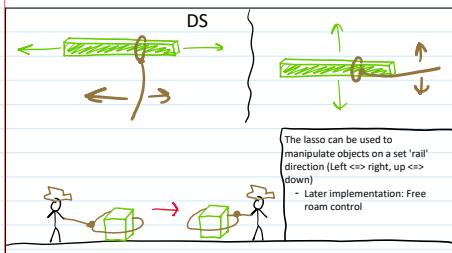
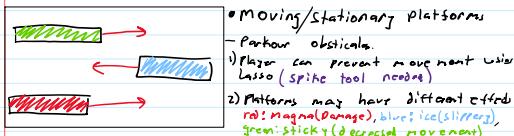


## Mechanics

Friday, November 7, 2025 1:15 PM



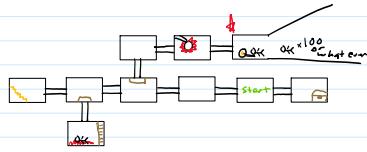
## Global Obstacles



## Level 1 (Desert Wasteland)



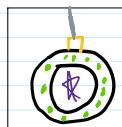
### Level Map



□: breakable wall (with Lasso maybe)

Ⓐ: Room w/ Beholder treasures. When player hits the item it will light up the room & reveal more areas.

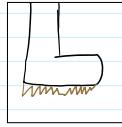
## Tools



- 'The Beholder'
  - o The item the player will use to reveal objects/ traps/ locations etc originally hidden to the player
    - Pocket watch type item
  - o 'Gems' are missing from the artifact, indicating certain objects cannot be revealed until they are found.
  - o Limited timer? Uses?



- The Lasso
  - o Physics tool player will use predominately to manipulate objects in their environment
    - Pull/move objects
    - Lock moving objects in place
  - o Upgrades
    - Nail + Hammer: To lock a platform from moving, so that the player can reach another area
    - Double lasso: Manipulate two objects, should both need to be moved in order to progress
      - \* Character is right handed only, if player tries to use two lassos without double lasso upgrade he will say 'I can't use both my hands!'



- Wall climbing boots
  - o On certain walls these boots will allow player to 'catch' onto the surface
    - Spider man-like wall cling

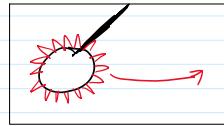


- Bently (the Horse)
  - o Companion player will find
    - Horse has 'unique properties'
      - When player rides the horse, it can travel through acidic portions of stages (Acid will hurt the player)
      - Movement boost: Leap across wider gaps, race through rooms with closing walls, out run snakes, etc
  - Everyone loves an animal companion

## Desert Ruins Traps



- \* Quicksand
  - kills player on prolonged contact
  - Player starts sinking, takes damage, then dies



- \* falling spiked balls
  - uni-directional, momentum trap
  - "jumpscares" trap when player triggers pressure plate, wire, etc