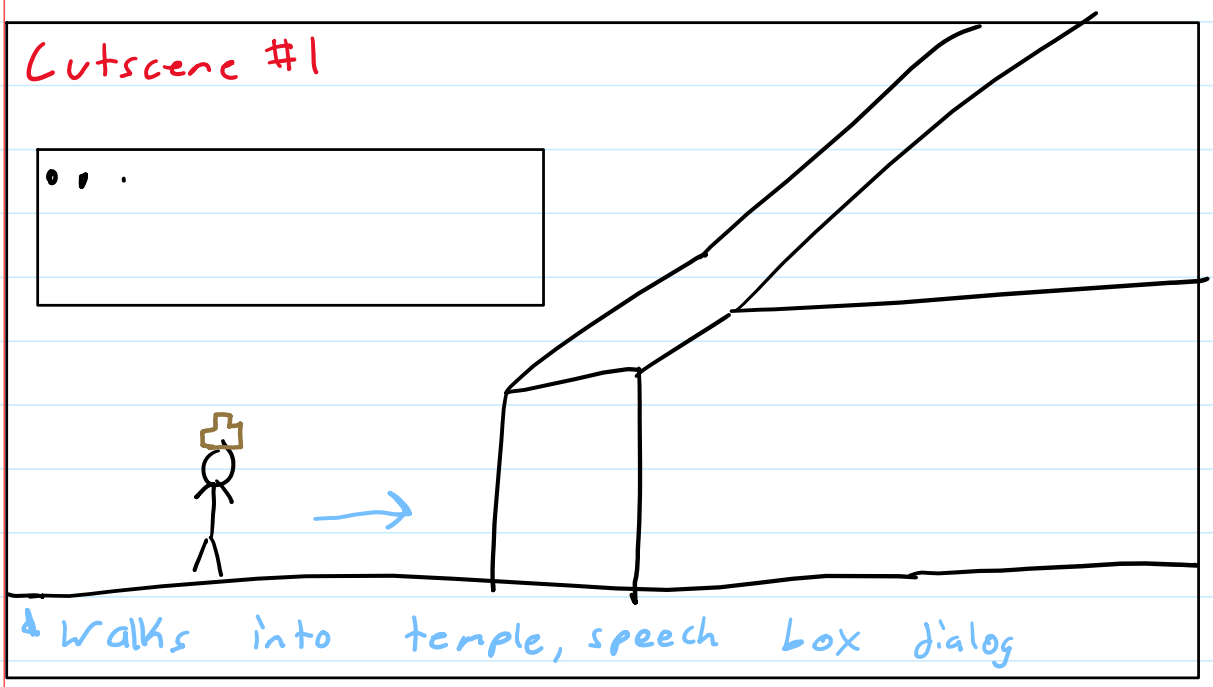
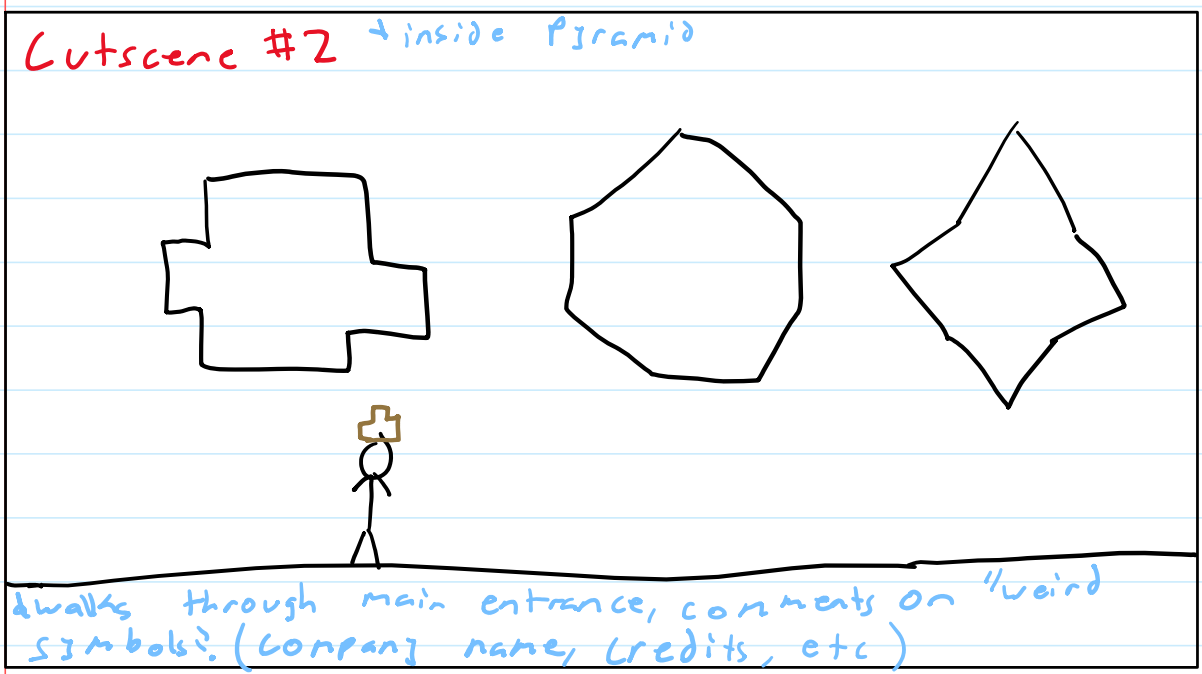
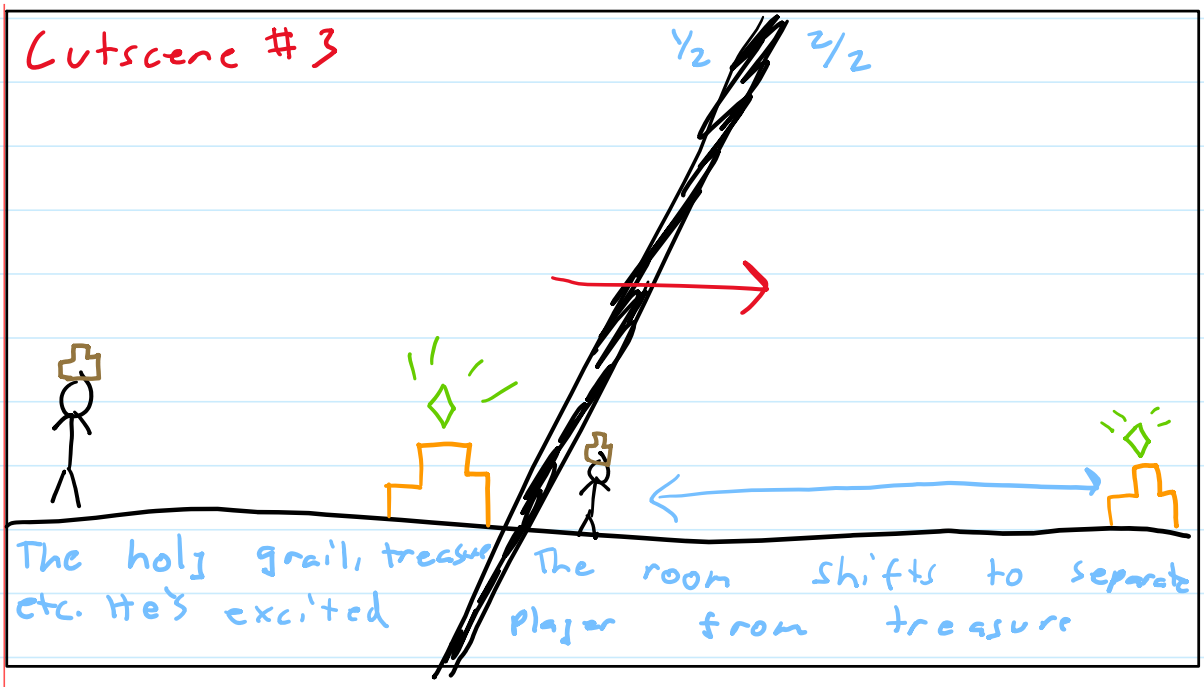
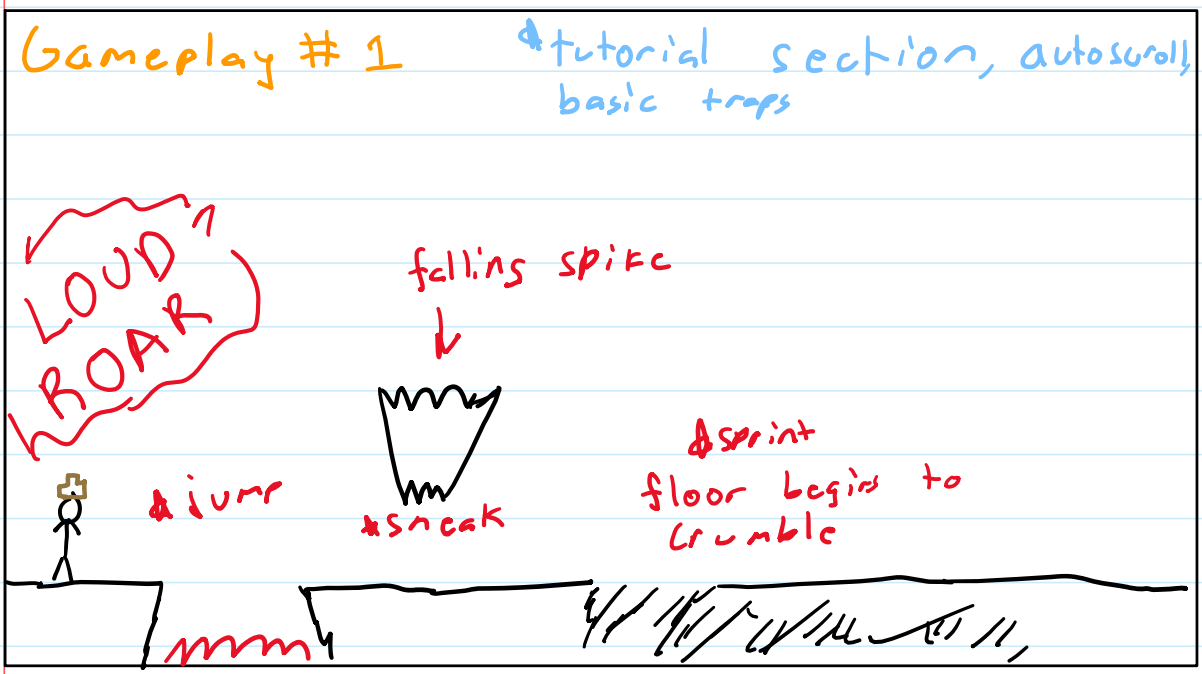
Project Sketches

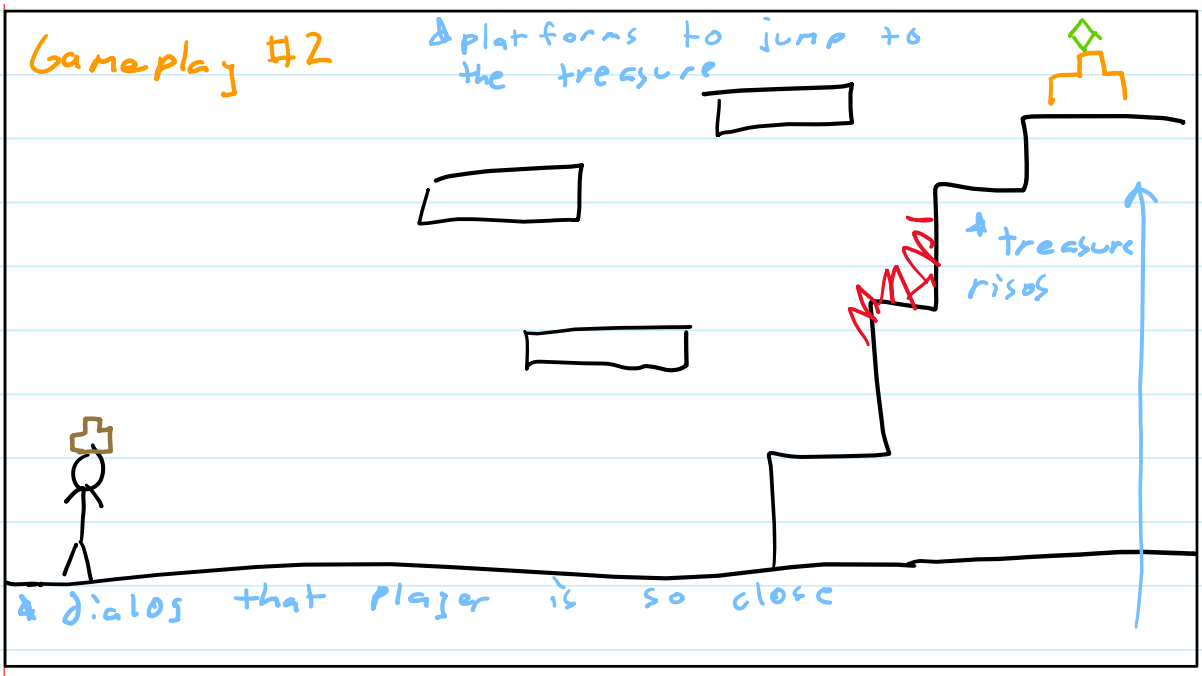
Wednesday, October 22, 2025 1:19 PM

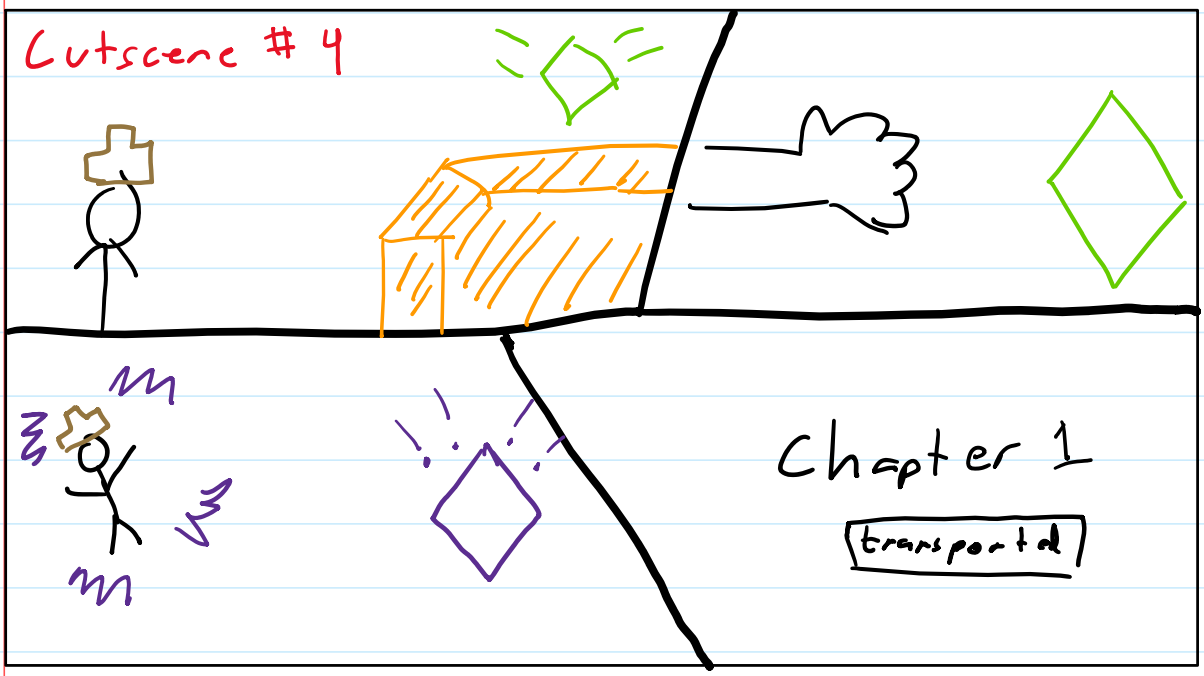





Cutscene #3
1/2
2/2
The holy grail, treasure etc. He's excited
The player
room shifts to separate from treasure


Gameplay #1
*tutorial section, autoscroll, basic traps
LOUD ROAR
falling spike
*jump
*sneak
*sprint
floor begins to crumble





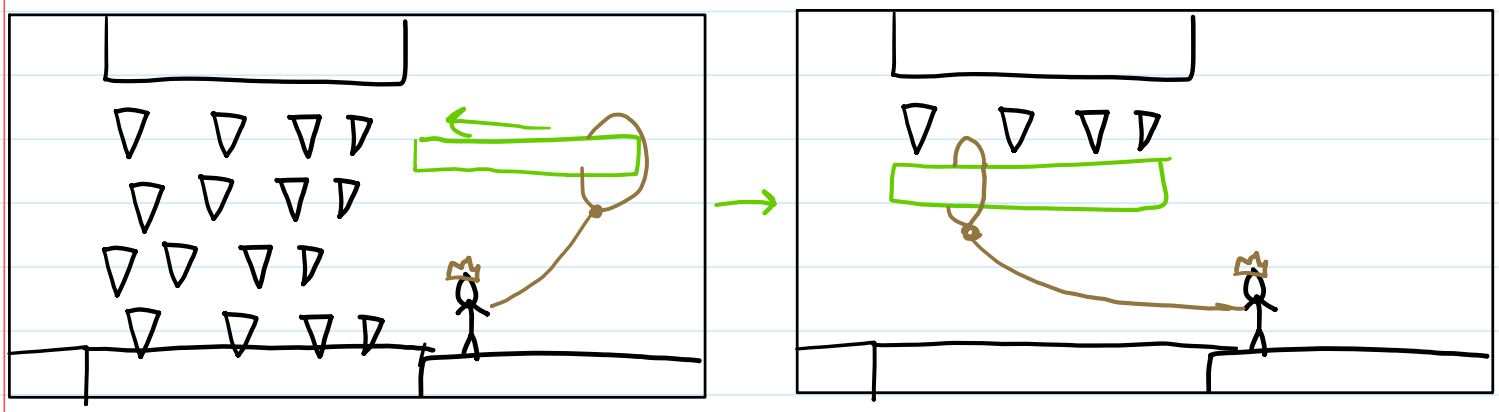
player gets close and reached for the treasure, but it some how rejects (?) him, and he gets zapped out of existence

Stage 1: Desert Wasteland

- Basic traps
  - Quicksand that will slowly engulf the player if they are not quick enough
  - Surprise spike pits (show with triggered example, ground beneath is

'decayed'

- Keystone locations
  - Starting area
  - Obstacle/Parkour rooms
  - Blocked areas
    1. Rooms with consistent falling spikes/snakes/rocks/etc
        a) Serves as a zone the player does not have access to yet. When they get access it will take them to the next stage
    2. Puzzle rooms
        a) Player needs to solve puzzles
  - 'Hidden room' with the KEY TOOL (name tbd)
    - The item that will allow the player to perceive objects that was not there previously
      - Blocked area #1: Using the tool will summon a platform that will block debris falling down
        - On a timer, platform will be destroyed if not quick



- Lasso Mechanic: Upon using the item to reveal the hidden objects, the player can then use a lasso to move the objects to a predetermined location
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