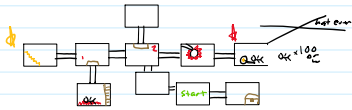


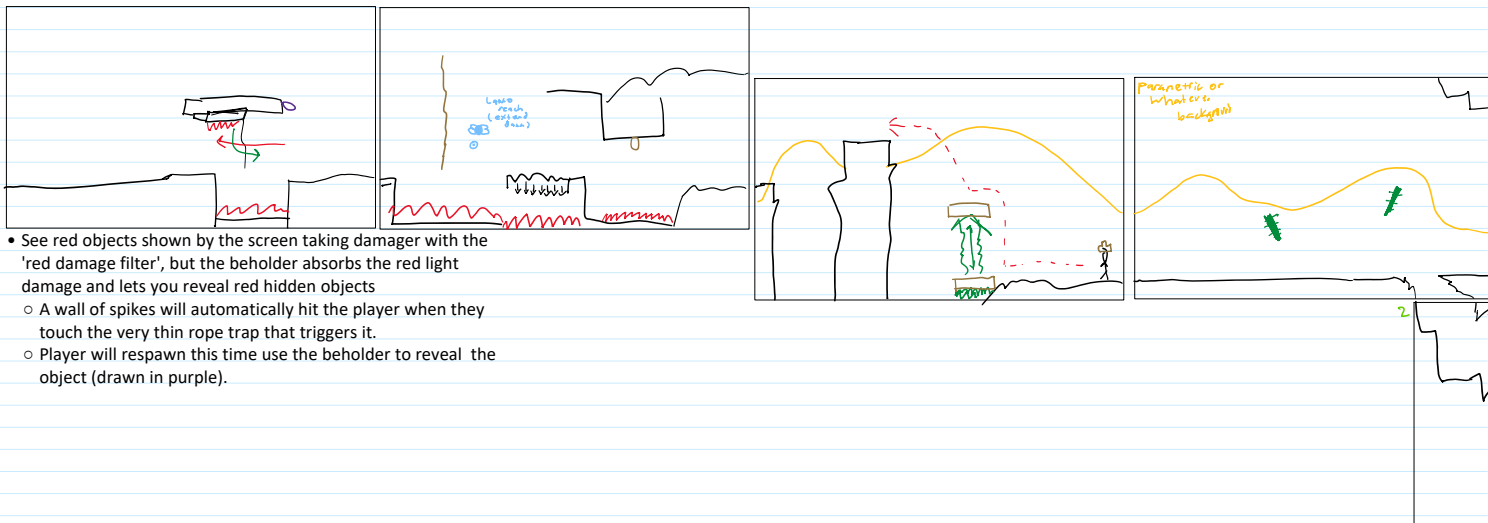
Dessert Stage

1.1 Starting location

- Where the player starts in the game. Simple series of rooms that provides a basic level of parkour and game mechanics.
 - Movement, lasso implementation, hidden locations hidden by breakable walls.



- Breakable walls. #2 should be well hidden, that will lead the player to continue into the room with #1, where they will realize that there are breakable walls to encourage backtracking.
- Room with the beholder, which is being clutched by another adventurer but strangely from a different time period. When getting the item the dark room lights up to reveal more dead bodies
- The end of 1.1. This area is unreachable without the beholder item. Past this we may have additional dessert levels (1.2, 1.3, and so on) if we have the time. For now it will lead to the next stage.



- See red objects shown by the screen taking damage with the 'red damage filter', but the beholder absorbs the red light damage and lets you reveal red hidden objects
 - A wall of spikes will automatically hit the player when they touch the very thin rope trap that triggers it.
 - Player will respawn this time use the beholder to reveal the object (drawn in purple).

