	Visual	Interactive	Sound
	Canvas 1	Combat and Movement	Music
	River	Open space focused on horizontality	Amazon Stage theme
Next event	<b>\</b>	1	
	Canvas 2	Combat and Movement	
	Waterfall	Closed space focused on verticality	
Next event	<b>\</b>	<b>↓</b>	
	Canvas 3	Combat and Movement	
	Tunnel with traps and cameras	Closed space focused on horizontality	
Next event	<b>\</b>	<b>↓</b>	Alarm starts
	Canvas 4	Combat and Movement	
	Lab	Closed space focused on verticality	
Next event	<b>↓</b>	<b>\</b>	
	Canvas 5	Movement	<b>\</b>
	Lab platforms	Closed space focused on horizontality	Music stops
Next event	<b>\</b>	1	<b>\</b>
	Canvas 6	Combat and Movement	Music
	Boss room	Closed space focused on horizontality	Boss theme