

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