

# Gameplay Brainstorm – Sample Level

## **LEVEL 1: Collapse of Temple Cave**

*(Traversal, Hurdles, & Puzzle)*

### **==> BEGIN LEVEL 1**

The level begins when the Player Character (PC) (you) escapes a pit, only to find a cave entrance ahead. The pit begins filling with wastewater, putting pressure on you to move quickly.

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### **Obstacle 1: The Cave Door**

The cave entrance appears like a door, but there are no visible means to open it. The companion orb informs you that the gates are powered by Amrit, and to open them, you'll need to match the patterns displayed on the wall near the door. Realizing that this may be the key to opening the gates and surviving the incoming flood, you must mimic the movements inscribed on the wall.

#### **Exercises:**

- Jumping Jacks
- Hops
- Frog Jumps
- Jumping Jacks

As you perform each movement, part of the door begins to glow. Once you complete the full set, the door slides open, allowing you to proceed deeper into the temple.

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### **Obstacle 2: Building Strength**

Upon entering a new area, you encounter a boulder blocking your path. The companion orb informs you that you need to move the boulder to gain access to the deeper parts of the temple. To do this, the orb analyzes the situation and suggests a set of exercises to help generate the necessary Amrit to move the boulder.

#### **Exercises:**

- Push-ups
- Sit-ups
- Leg Raises

After completing the exercises, the boulder is moved (or destroyed), allowing you to continue your journey through the temple.

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### **Obstacle 3: The Pyramid Climb**

As you approach the edge of the temple, you notice it sits atop a smooth pyramid with no obvious way to climb to the top. The orb instructs you to perform the High Knees exercise.

#### **Exercise:**

- High Knees

After completing the exercise, a platform rises from the ground beneath you, lifting you to the top of the pyramid (similar to a lift, but powered by your Amrit).

The orb reveals that each exercise generates Amrit, which powers the ancient machinery and mechanisms within the temple.

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### **Obstacle 4: Mini-Boss Fight**

At the top of the pyramid, you reach the temple shrine, but it's guarded by a giant stone statue. As you approach, the statue blocks your path. However, it doesn't appear hostile; rather, it seems to challenge you. The orb explains that this is a dance/exercise-off. The statue begins performing a flawless set of movements that are difficult to replicate. The orb then guides you with a set of exercises for you to perform.

#### **Exercise Set 1:**

- Jump Squats
- Quick Feet / Foot Fire
- Hops
- Jumping Jacks

As you complete these moves, the statue drops a large boulder in front of you. The orb instructs you to perform the same set of exercises to remove the boulder.

#### **Exercise Set 2:**

- Push-ups
- Sit-ups
- Leg Raises

The statue then pushes you down a hole within the pyramid. To escape, you're reminded to perform High Knees to power yourself back up.

**Exercise:**

- High Knees

Now, the statue performs a new set of even more difficult moves. The orb encourages you to try your best and challenges you to outperform the statue.

**Exercise Set 3:**

- Jump Squats
- Quick Feet / Foot Fire
- Hops
- Jumping Jacks

The fitness scoring system will grade your performance after this final exercise-off. If you can outperform the statue's performance score, you win. Once you succeed, the statue moves aside, granting you access to the main shrine.

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**Obstacle 5: The Escape**

As you enter the shrine, you hear a rumble, and the entrance gates you passed earlier burst open. Water begins flooding the cave, rapidly filling the space. The orb warns you that you need to escape before the entire cave is submerged.

**Exercise:**

- Spot Jog (to speed up your escape)

**==> LEVEL END**

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**Notes:**

- **Objective of the Level:**
  - Teach players how Amrit is used to interact with the environment.
  - Introduce players to specific exercise sets required to solve different obstacles.
  - Highlight the scoring system, which tracks your performance during physical tasks.

- **Level Structure:**

- The level follows the curve of a typical workout routine: Warm-Up (Cardio/Traversal), Workout (Cardio + Lower Body), Cool Down.
  - Starting Slow: Begin with simpler tasks and progressively increase the challenge.
  - Peak: Reach the intense mini-boss challenge and scoring system.
  - Slow Down: Finish with a cool-down exercise (Spot Jog) during the escape sequence.
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