




# Visual Game Map Design: (Best Route = sequential by room #)

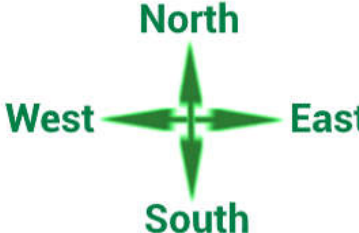
| Things:                                                                                                                                                             | Room #2:                                                                                                                       | Room #3:                                                                                                    | Room #4:                                                                                                                             | Room #5:                                                                                     | Room #6:                                                                               | Room #7:                                                                                        | Room #8:                                                                                                              | Room #9:                                                                            | Room #10:                                                                                                  |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------|
| Room #1:<br>> Bed<br>> Table with notes<br>> Drawer with key inside<br>> Room surrounded with glass windows on all 4 sides<br>> Aron's hands are tied<br>> Backpack | >Fire-breathing dragons<br>>Note with mission<br>>Jewel<br>>Dragontooth<br>>Torch<br><div>* = Can use<br/>\$ = Can trade</div> | >Sphinx in center<br>>Mummy tombs<br>>Gold coins<br>>Mummy Nemes headdress<br><div>*Torch<br/>\$Jewel</div> | >Robots with laser weapons<br>>Shield<br>>USB drive<br>>Universal key<br>>Computers<br><div>*Shield<br/>\$Gold/Jewel/Medallion</div> | >Medallion<br>>Shuriken<br>>Shadow<br>>Figures/Ninjas<br><div>*Shield<br/>\$Gold/Jewel</div> | >Teasure box<br>>Eyepatch<br>>Parrot<br>>Code in box<br><div>*Torch<br/>\$Shield</div> | >Prisoner's clothes<br>>Paper Clip<br>>Aron is behind<br>>Prison bars<br><div>*Paper Clip</div> | >Bushes & plants<br>> Venus fly trap<br>>Sprinklers<br>>Moss pond<br><div>*Parrot<br/>*Eyepatch<br/>\$Paperclip</div> | >Large Pool<br>>Suitcase in th bottom of the pool<br><div>*Prisoner's clothes</div> | >Bookcases<br>>Hidden trap door<br>>Exit must be found within this huge library...<br><div>*Suitcase</div> |

Map Legend/Key:

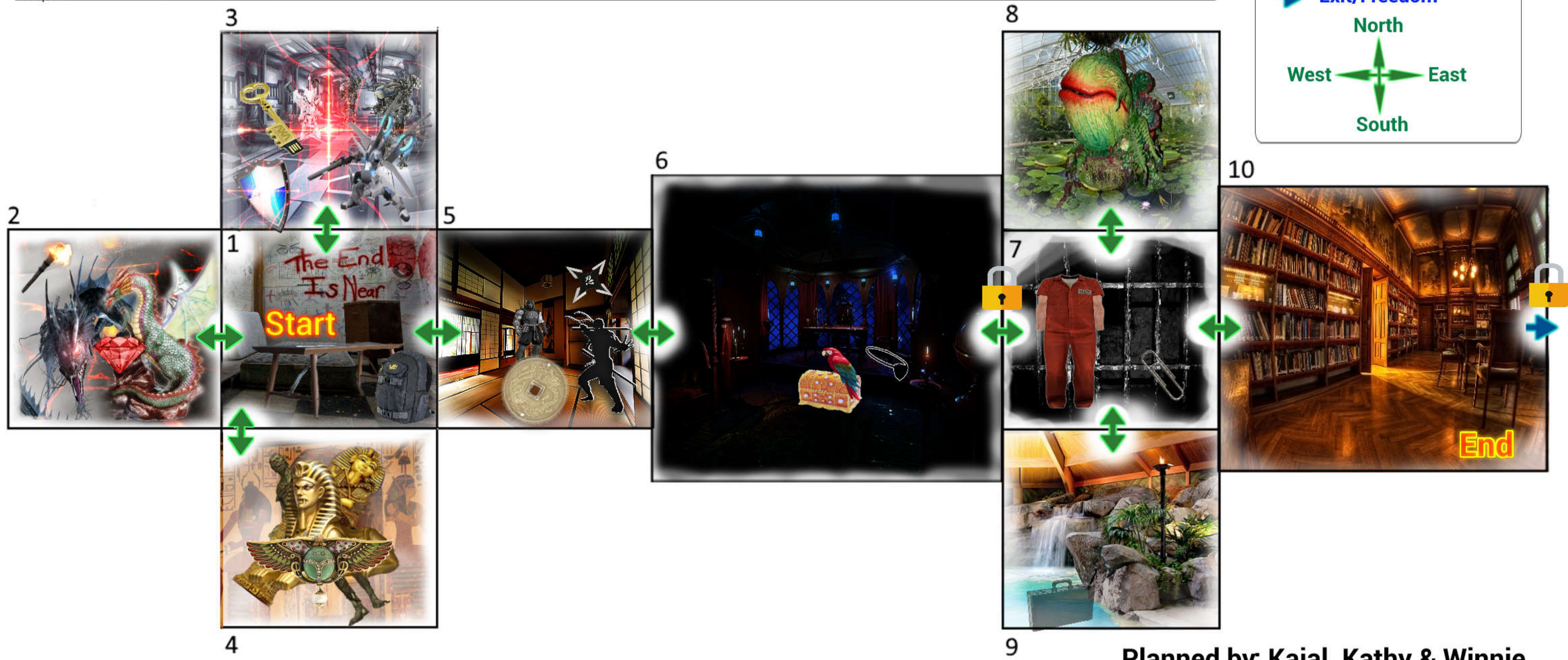
 Requires code/key to unlock

 Passages

 Exit/Freedom



North  
West East  
South



**Room Themes:**  
1) Starting room (In Captivity) 2) Dragons 3) Robots/High Tech 4) Egyptian 5) Ninjas  
6) Pirates 7) Prison 8) Botanical Garden 9) Indoor Pool 10) Final Room for Exit (Ancient Library)

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