Level 1:

Mara Forrest:

Races / hide and seek with siblings, focus on character movement for the level.

Level 2: Split for

1. Chester (Haunted house)
2. Train from Crew

Ether level focuses on stealth usage, ether avoiding a host, or train conductor

Level 3: Birmingham, Smog filled industrial city,

Level focused on using blink to avoid hazards, introduce hunters as pursuing force

Level 4: Oxford. The Scholar City

Potential for introducing other supernatural beings, navigate to the library, focus on the use of slingshot to distract / alter environment?

Level 5: Jump into the books

No specific mechanic focus going forwards, all basic mechanics covered. look at including refences to specific famous fairy tale books

Level 6: ?? London Streets ??

Level 7: Clockwork workings of London tower.

Chasing Dolphus? Chase gives urgency to the game and reason to have to not wait and observe the clockwork workings for too long