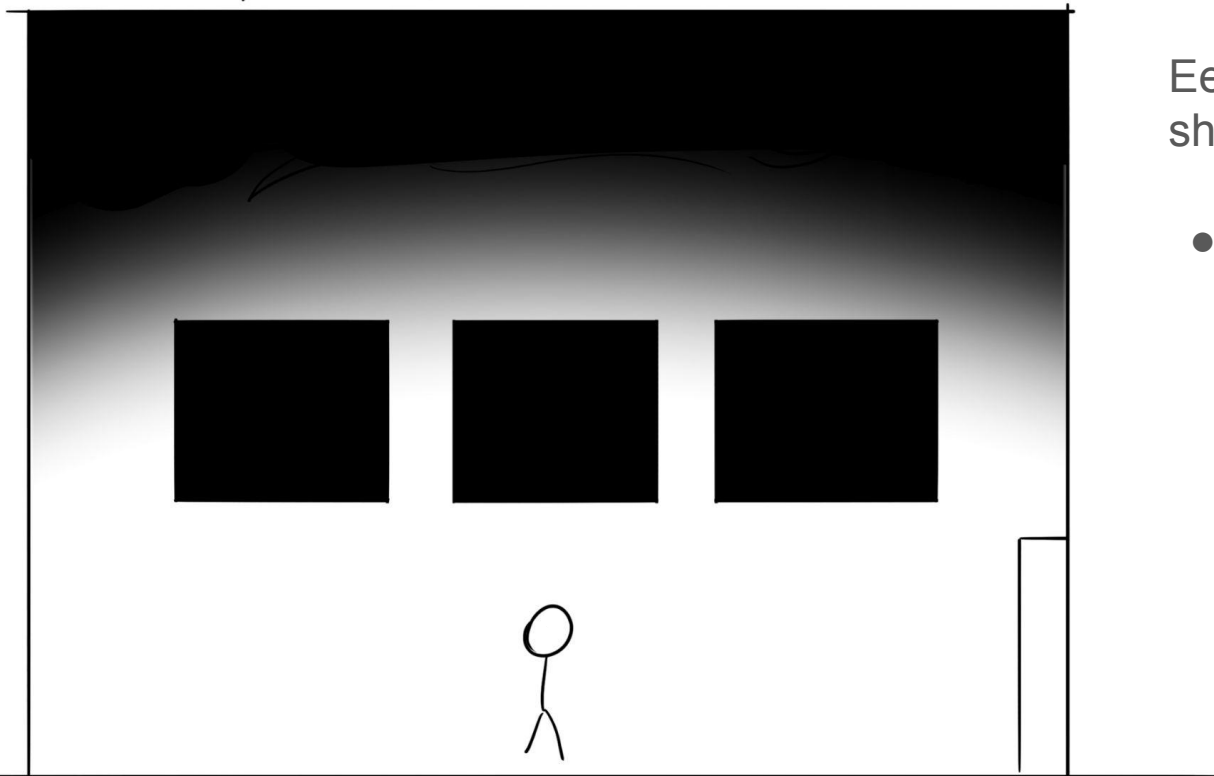


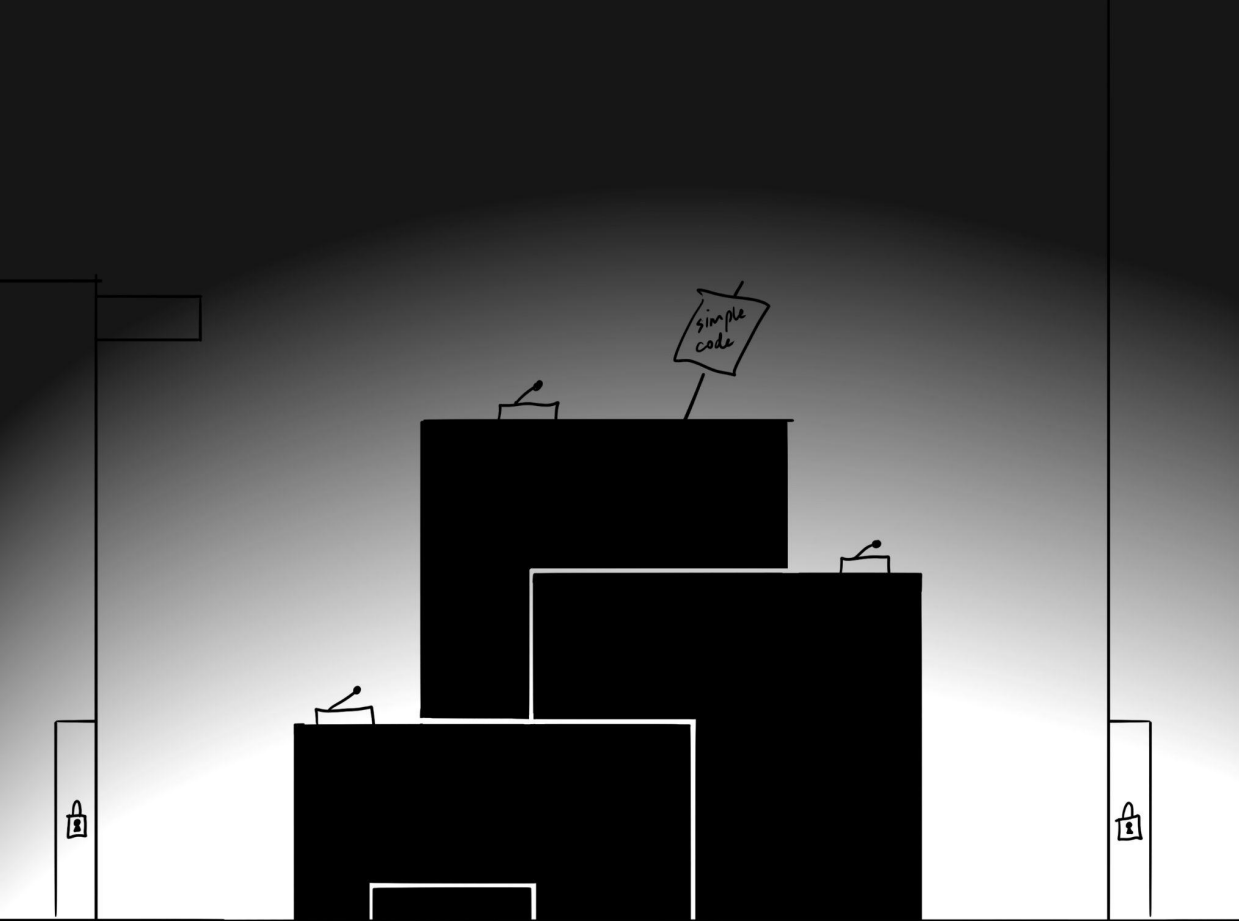
Room 0: Start/Boss (interior)



## Room 0.

Eerie, empty, cloaked in shadow.

- There are windows to the outside but where are all the stars?



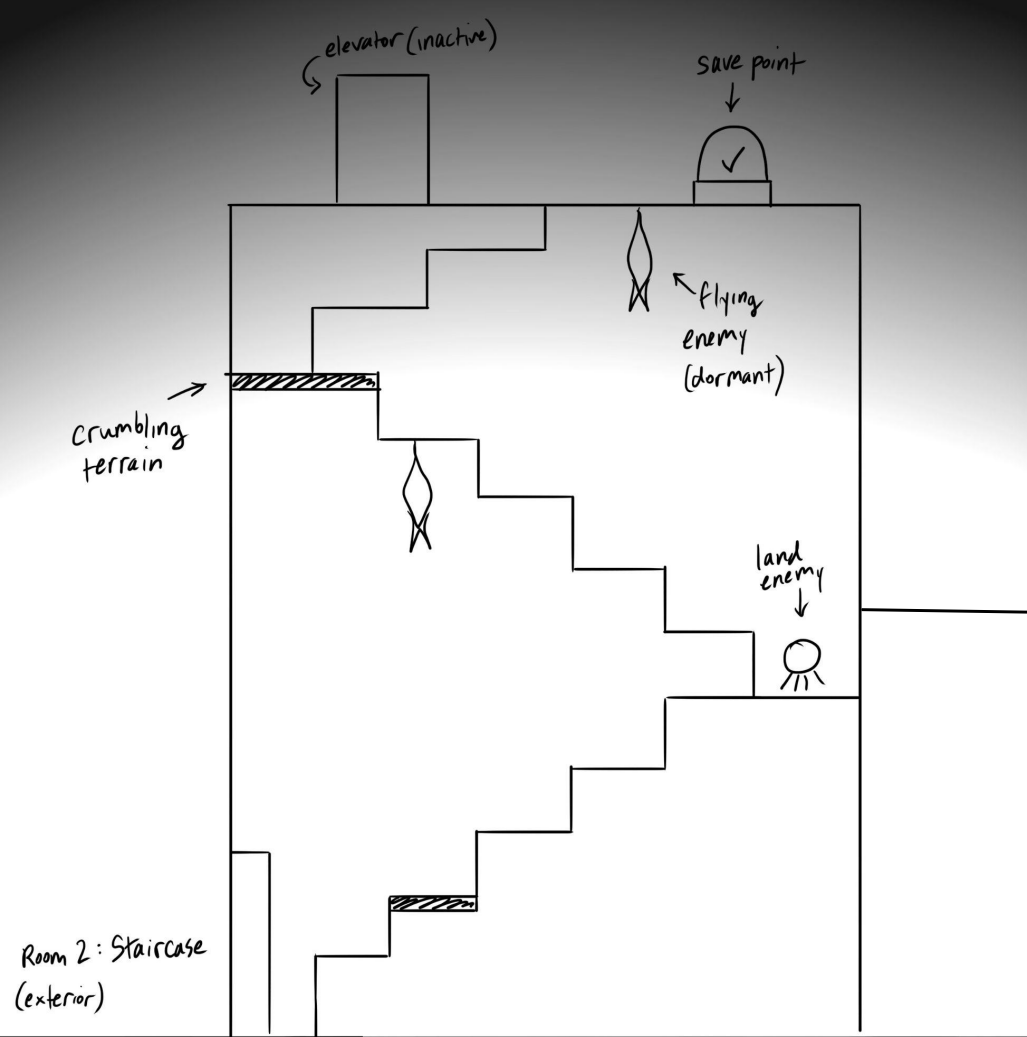
↑  
locks  
behind you

Room 7: Switch puzzle (exterior)

## Room 1.

Exit **Room 0** onto street.

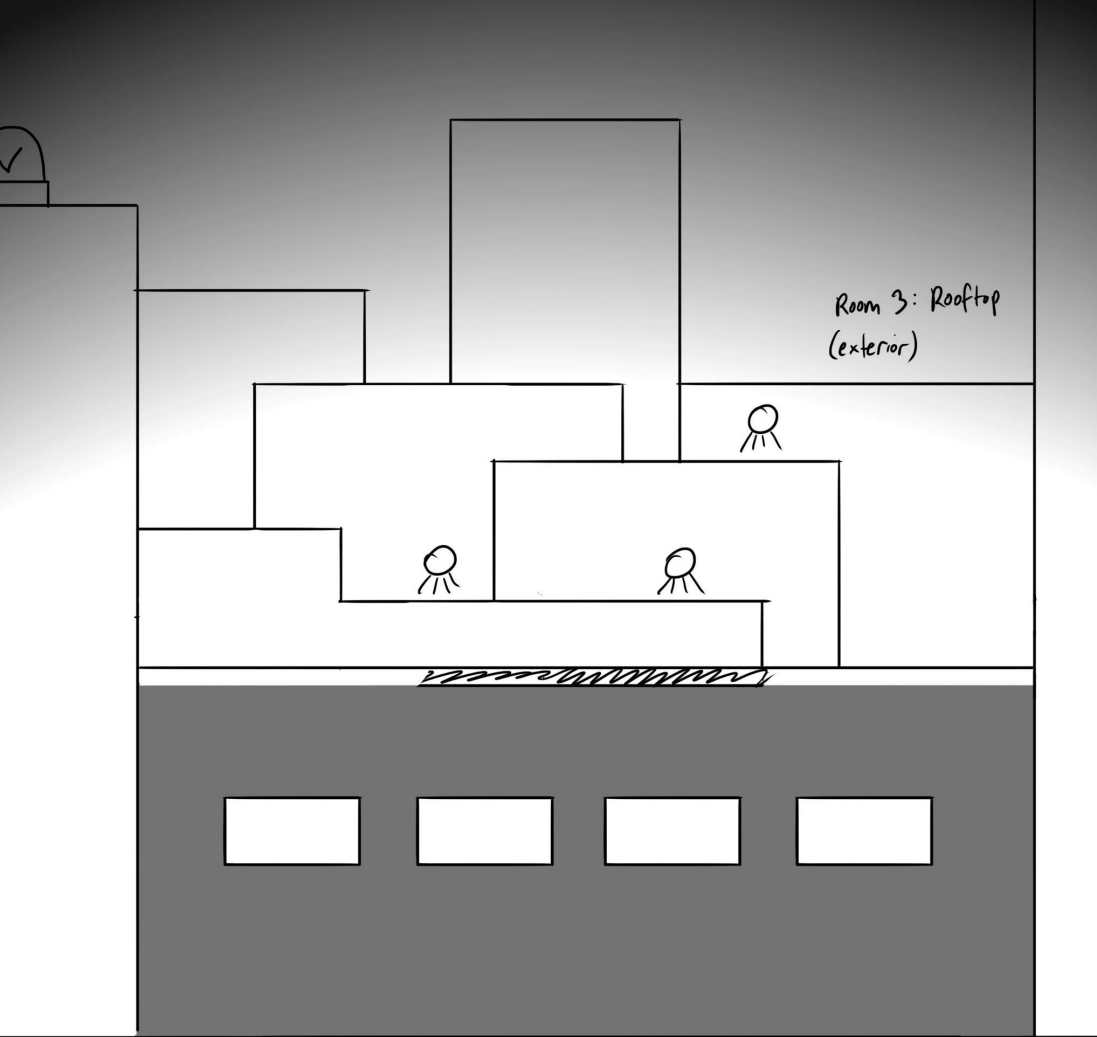
- Door to **Room 0** locks behind player
- Introduces simple puzzle mechanics
- Switch puzzle unlocks door to **next room**



## Room 2.

Start at street level and climb up the stairs.

- Introduces crumbling terrain in small amounts
- Introduces land enemy
- Flying enemies dormant
- Player can save progress at top of stairs

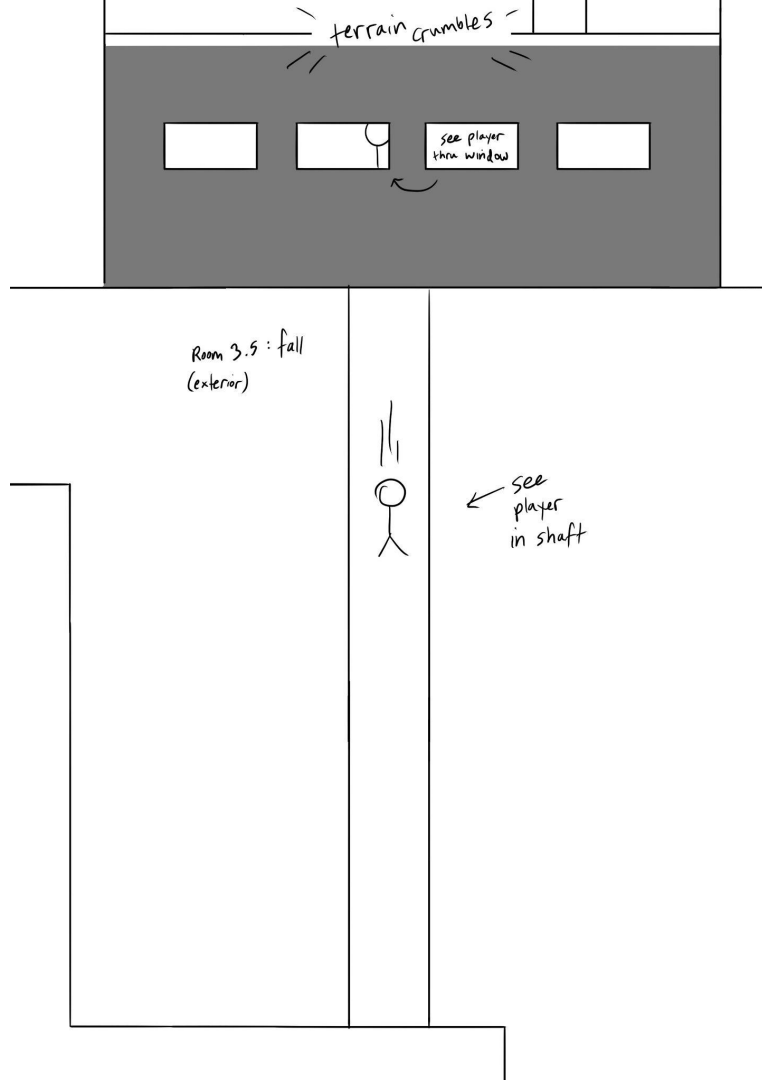


## Room 3.

Travel from the top of the previous rooftop to the next rooftop over.

- Takes the basics introduced in previous level + makes more difficult
- Several more land enemies + basic platforming
- The rooftop is crumbling terrain; the player moves onto the next level by falling through

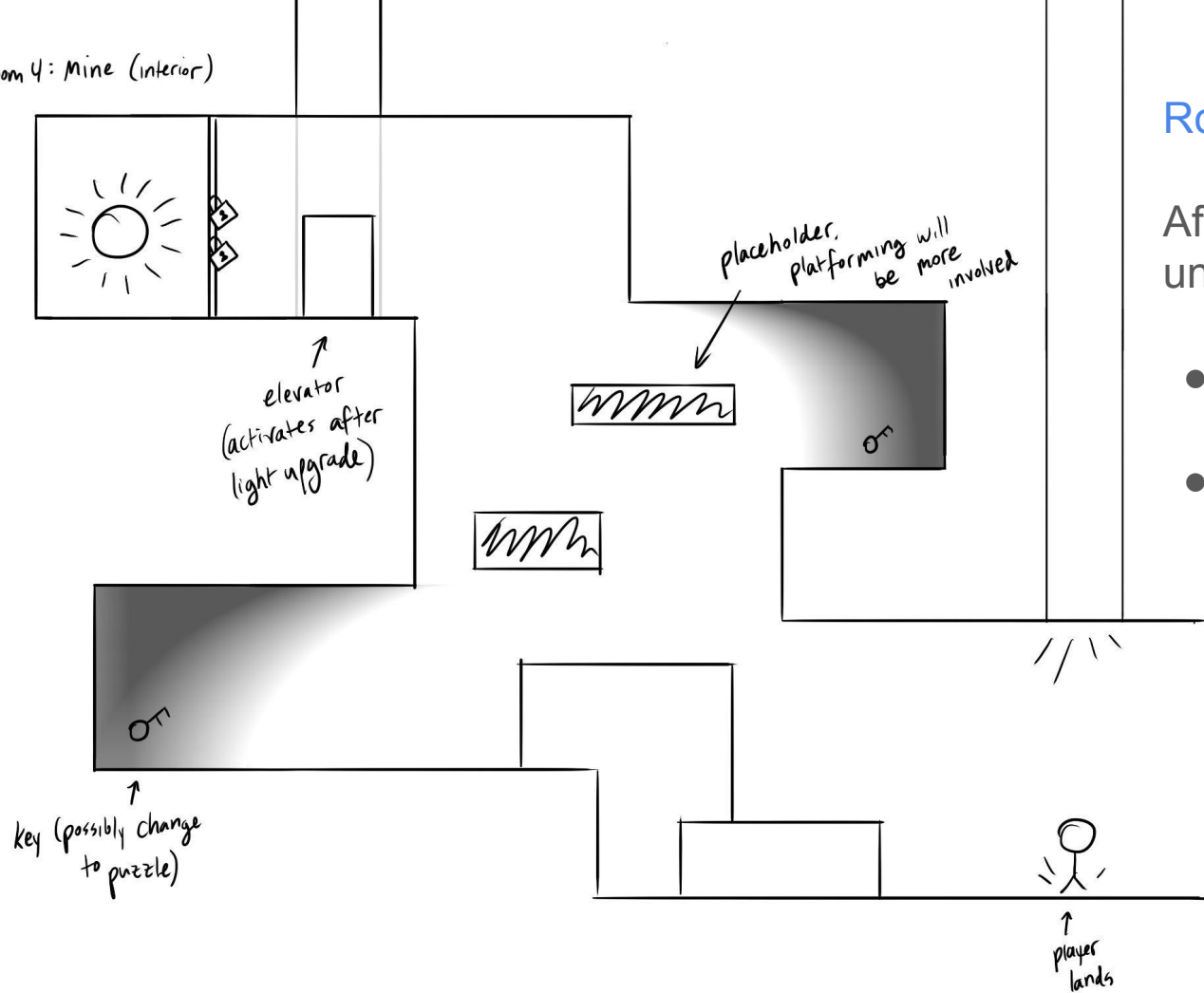




## Room 3.5

- The Fall
- Can see player through windows of building and in mine shaft

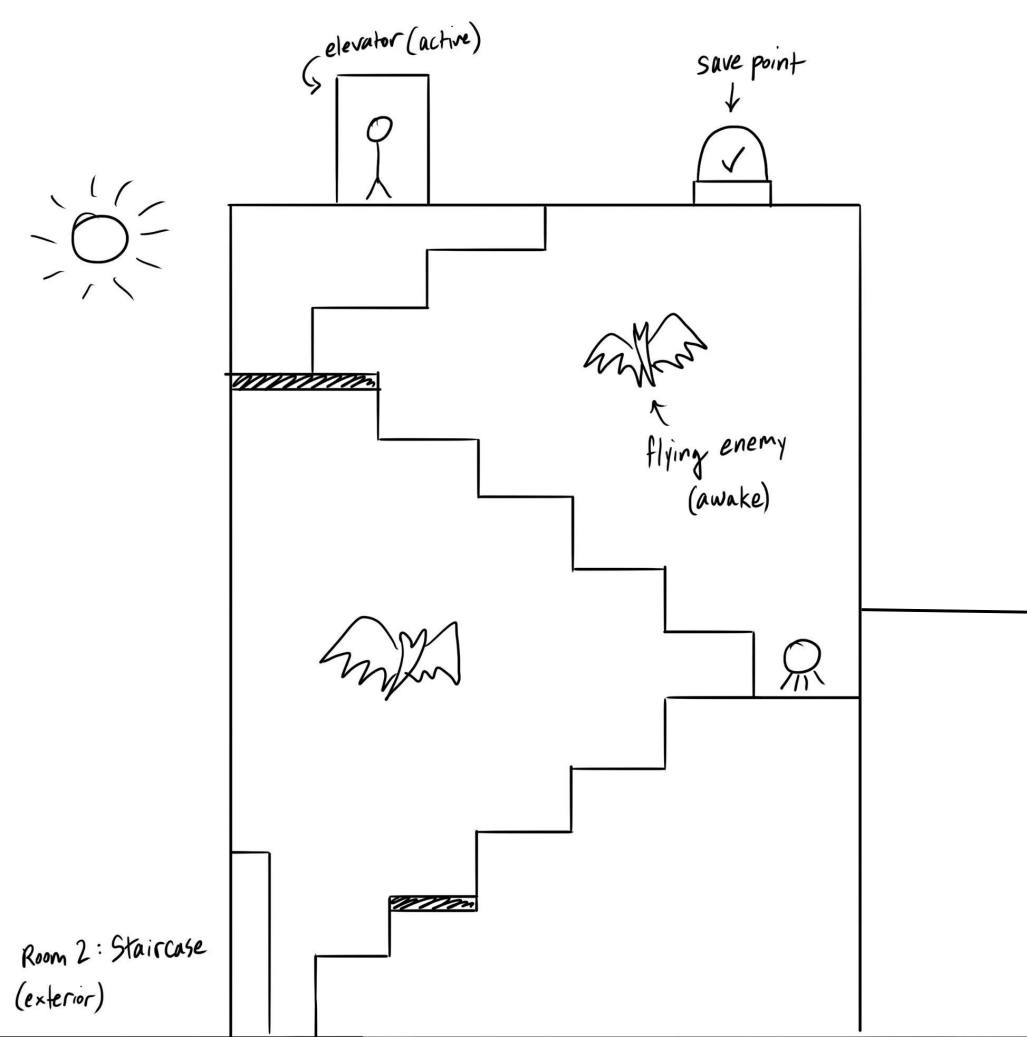
## Room 4: Mine (interior)



## Room 4.

After falling, player lands in underground mine.

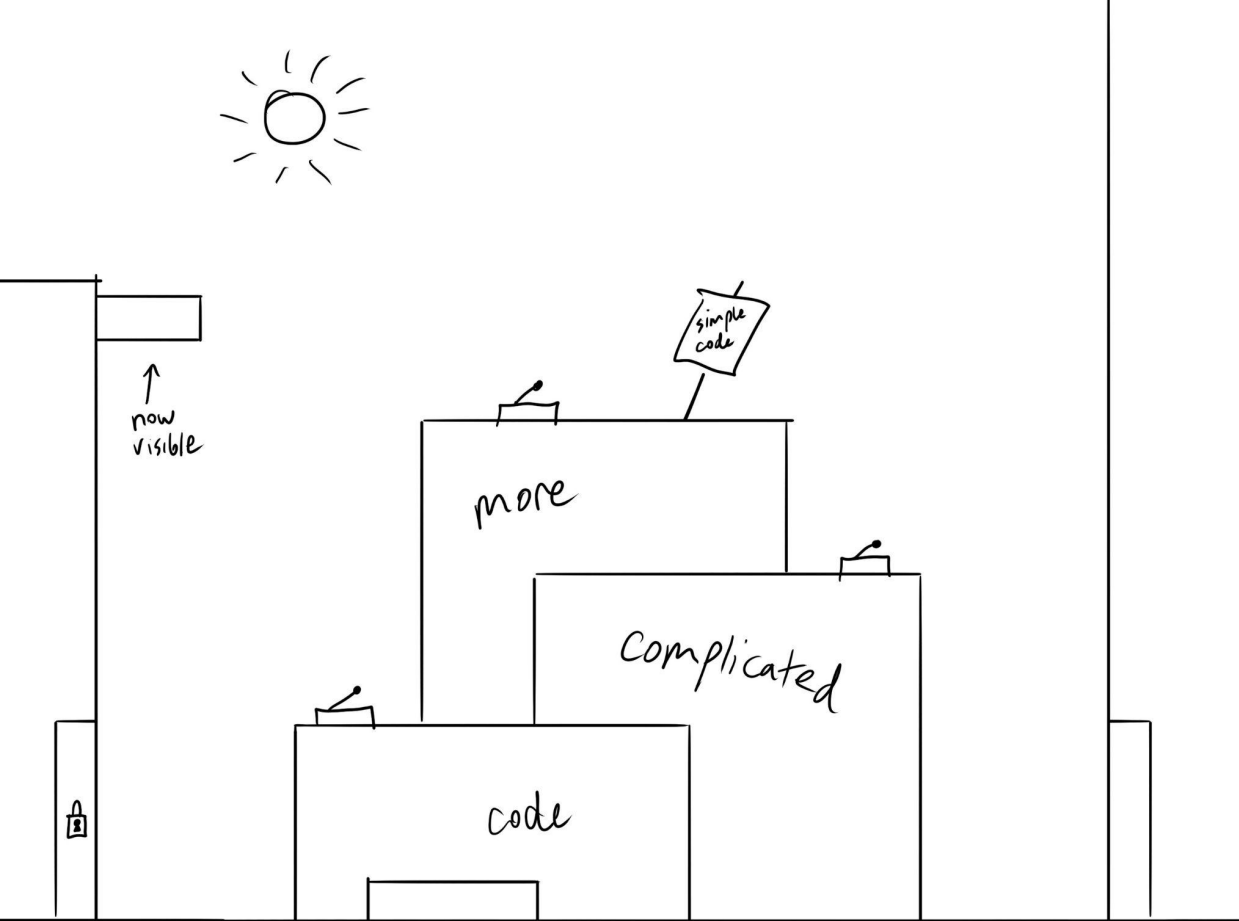
- More complicated platforming
- Player discovers light upgrade at the end of the room (possibly after puzzle/key collection?)
  - collecting upgrade activates elevator so player can leave the room



## Room 2.

Mine elevator deposits player at the top of the stairs, which the player travels back down to **street**.

- Player can save progress again before heading down
- Flying enemies now awake
- Land enemy has respawned



## Room 1.

Player returns to street in front of **starting building** after **stairs**.

- With the lights on, more complicated sequence of numbers visible for switch puzzle code
- A ladder is also newly visible (leads to **bonus room**)

Room 7: Switch puzzle (exterior)

Bonus room: health upgrade (exterior)

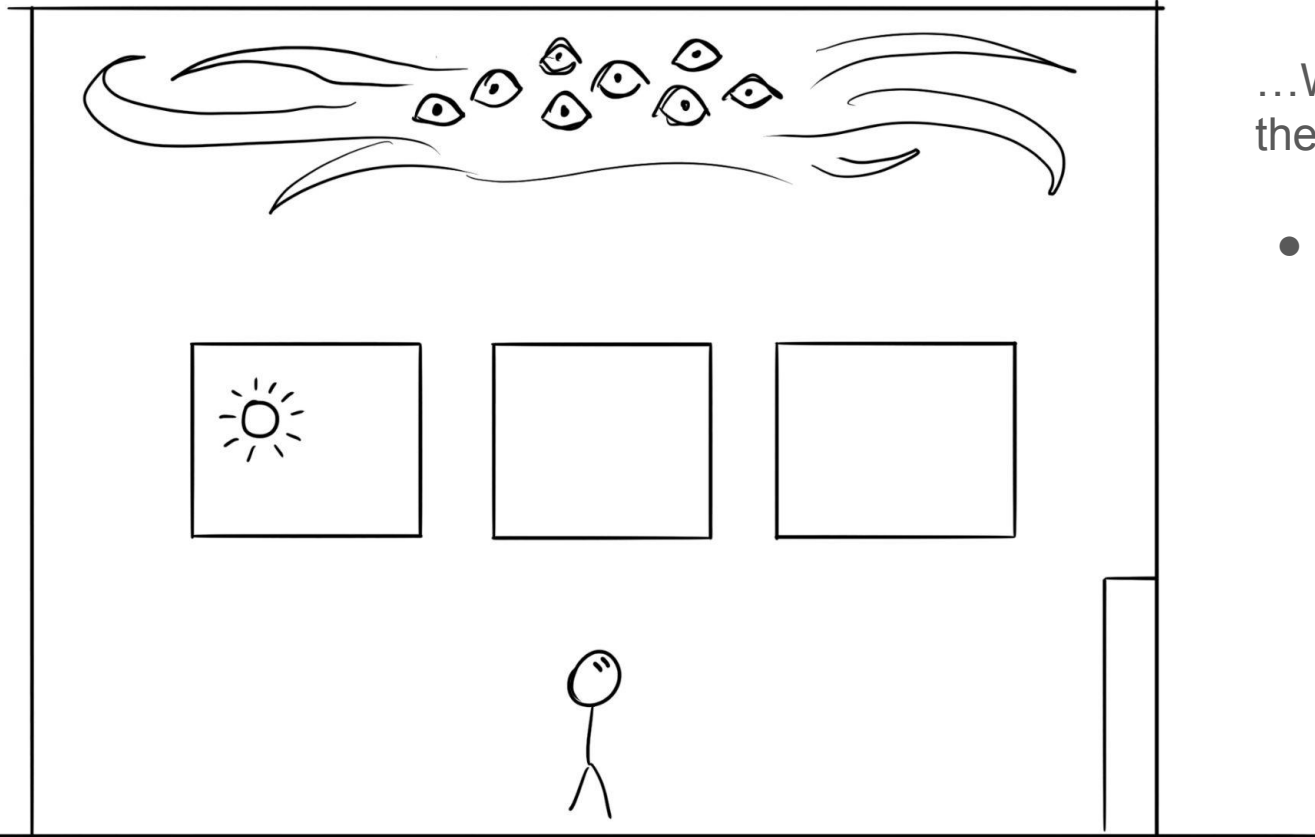


Bonus room.

On the roof of **Room 0**.

- Player can pick up health upgrade

Room 0: Start/Boss (interior)



Room 0.

...Was that guy always there??

- BOSS FIGHT