**Level Design Doc: Temple Quest (v0.1)**

**Temple Quest** is a Coop/Competitive game where 4 players must cooperate in order to progress but are also in competition to survive.

**Basic Mechanics**

Players always start at the bottom of the screen (for now – keep it simple for the first levels). Players cannot attack but can activate an action with a button (button to be determined – most likely the A button on the Xbox 360 controller).

The environment is the basic of the puzzle mechanics. We can find tile traps, switch tiles, wall switches, blocks or crates which can be pushed, moving walls, spike traps, and more if we got time.

The goal is to have players move to the exit door in each room by solving puzzles. These puzzles may misdirect players on what they have to do in order to progress.

**Prologue Level**

“All 4 players enter the last room of a Ruin Temple where the last treasure is within their grasp. Only one more puzzle and the treasure is ours!”

Gameplay: 4 Tile Switches are in the room which will reveal the last treasure of the temple. No obstacle. No trap. Players should not be able to suicide in this level either.

Once the players “loot” the statue, the Credits roll until we see “THE END?” A moment later, the Credits rolls back. This process should not last too long, about 10 seconds should be enough. We do not want the players to wait too long before restarting playing the game.

**Level 1**

The room should be small 5x5.

Four wall switches are on the wall next to the door. Two of the four switches must be activated at the same time in order to open the door. Activating only one switch will do nothing.

**Level 2**

The room is a bit bigger 7x10 with a funnel to the door. Level Design to come.

We will introduce the Tile Switch which will open a Tile Trap and the block which is placed at the funnel. If pushed to the end of the funnel, the players will get blocked and are forced to suicide.

Puzzle: Four Switches are on the floor: Two on the players’ side, two past the funnel near the exit door.

The Funnel will be 6 tiles long, and goes as followed: Rigid (block position), 1.tile trap, rigid, rigid, 2.tile trap, 3.tile trap.

If two switches are pressed, 1.tile\_trap opens, and 2.tile\_trap and 3.tile\_trap are rigid.

If one or none of the switches are pressed, 1.tile\_trap is rigid, and 2.tile\_trap and 3.tile\_trap are soft (when player steps on it, he falls)