

Level Design Document

Overview

The document guides the design of an engaging virtual environment, with an emphasis on easy navigation and captivating visual presentation. Flexibility is a priority, allowing for future updates without compromising the user experience. Additionally, the document includes sections related to the map and its contents.

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1.0 Game/App Objectives:

2.0 Gameplay Mechanics:

2.1 Exploration

2.2 Interactions

2.3 Puzzles

2.4 Dialogues

3.0 Special Mechanics:

3.1 Photo Scan

3.2 Quiz

3.3 Brera Points and Shop

4.0 Win & Lose Conditions

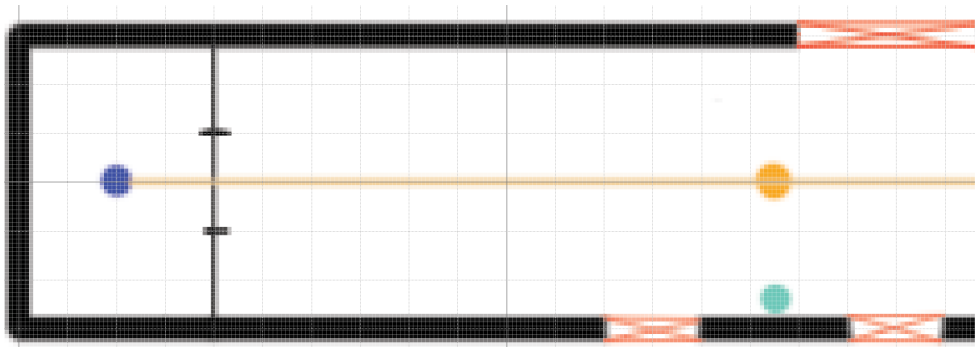
4.1 Win Condition

4.2 Lose Condition

5.0 Location/Setting (Map)

5.1 Legenda

5.2 Corridor



5.2.21

5.3 Room 1

5.4 Room 2

5.4.1

5.5 Room 3

5.5.1 Puzzle

5.6 Room 5

5.6.1 Puzzle

6.0 Puzzles

6.0 App Walkthrough