Body part mechanics

3 body parts

Head -> Legs -> Torso -> Arms

Crazy abilities, not realistic, connected to body part

**Head**

Roll (+ jump)

**Legs**

Wall run (build up speed to run up a wall, when on wall speed starts to decrease, once reaches zero -> drop off the wall)

**Torso**

Breathe in / out (extreme push/pull)

**Arms**

Hook shot (extending arm, if you hit something, you’re launched there)

Puzzle concepts

Way back is not the same way as way there so player has to learn the new ability

**Legs -> Cowardice -> Fire**

Just head (rolling)

Puzzle Details:

Legs running away + player has to catch them

Immediately sees legs right in front of play

By walking towards them, triggers cigarette and fire starts

Fire forms maze

Player has to maneuver legs into dead end

Fall into pit of fire to get legs

Use leg ability to get out of the pit

**Torso -> Balance -> Work-Life-Balance**

Legs + head (walking, wall running)

Puzzle Details:

Huge scale as the centerpiece of the area

Scale is out of balance -> piles of documents on one side

Torso is at the top of the document pile

Objects related to leisure time at higher spots in the level

1. Climb document pile with wall run to get torso

2. Use torso to push leisure time object onto other side of the scale

3. Leave area using the leisure time side of the scale

**Arms -> Destruction -> Destroying the work of another person**

Legs + head + torso (walking, wall run, pushing objects)

Puzzle Details:

Player has to reconstruct statue of themselves

5 pieces that have to be maneuvered to certain spots

At the start, one piece is already in place

Once all are in place, “cutscene” starts that reassembles them

Arms become accessible afterwards (run up the statue)

Use hook shot to get out again (test of the ability)

**HUB - Way to the exit**

Legs + head + torso + arms (walking, wall run, pushing objects, hook shot)

Maybe test of hooks shot before to get to the exit

Conclusion of all abilities

Mini versions of the previous areas, every ability is used again

Not necessarily difficult