

Final Structure - Jonathon Mendoza 11-16-24

Theme - Ancient Ruins, Calm Village.

Narrative - Traveling through the unknown parts of the Hidden Village.

Flow



Zone 1 - "Great Journey"

Zone 2 - "Hidden traps"

Zone 3 - "Under the peaceful waterfall"

Zone 4 - "Misty Breeze"

Zone 5 - "Forest of mystery"

Zone 6 - "Gates of triumph"

Zone 7 - "Gates of knowledge"

Updates

Zone 1 - Fix turret

Zone 4 - Flip puzzle

Zone 5 - Add mist, fix pacing

Zone 6, 7 - Fix Doors

All Zones - Add guides

Time - 12-15 minutes

