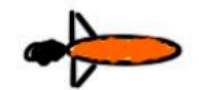



Unit 9 Lab - Rockets on the Beach #1


Jonathan Mendoza - 10-21-24


Notes: Turrets will be placed on each island
Make your way past using various movement
that has been set


Key


 Rocket Turret


 Turret


 Door


 Physics Object


 Special Object


 Jump Pad


 Pad

 Vanish Pad

 Rotating Object

 Movement

 Path

 Teleporter





Unit 9 Lab - Switchin' lights 2.0 #2


Jonathan Mendoza - 10-21-24


Notes: An improved version that has rockets and some minor adjustment to gameplay that will be great keeping what was good.


Key


 Rocket Turret


 Turret


 Door


 Physics Object


 Special Object


 Jump Pad


 Pad

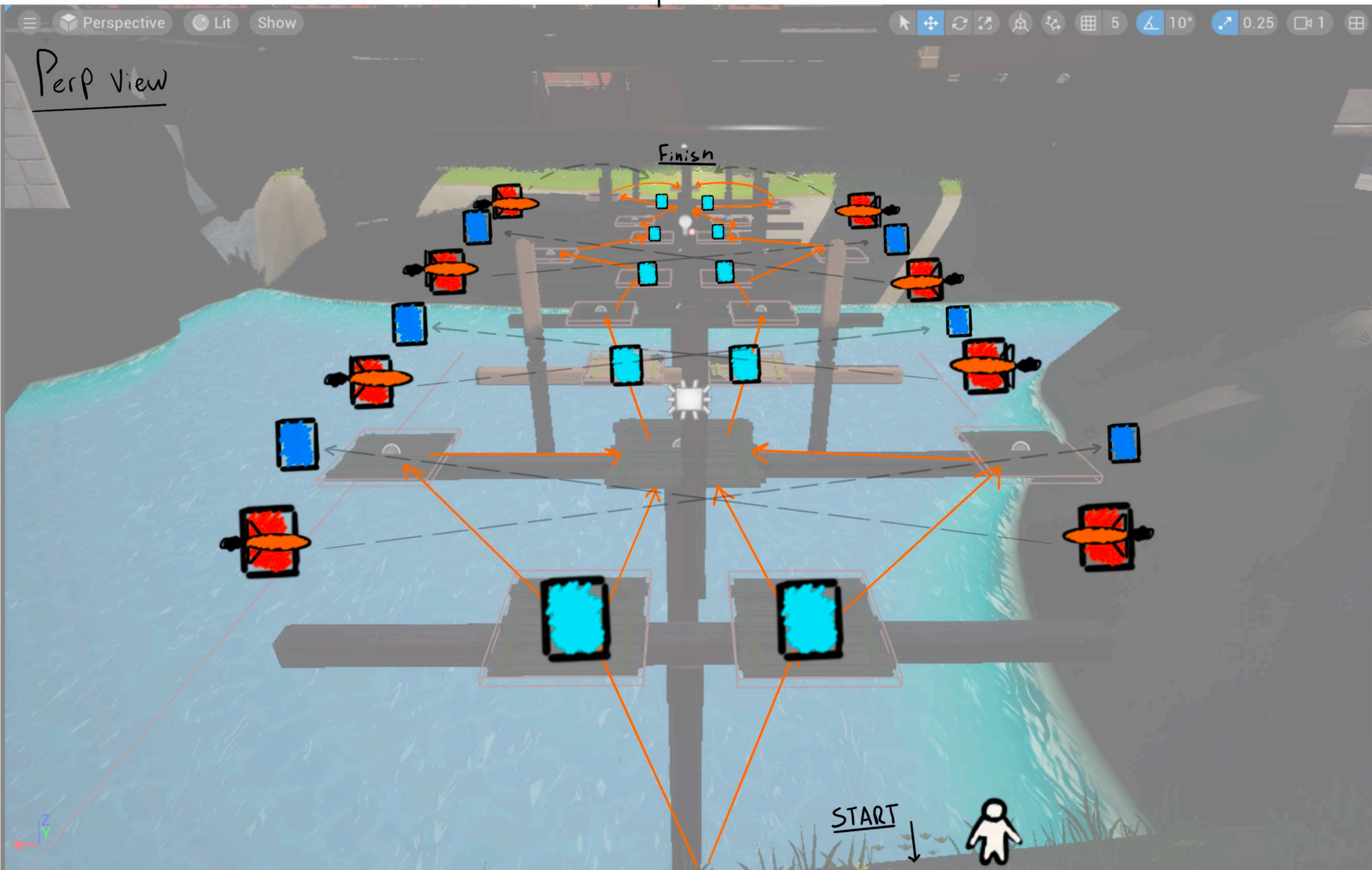
 Vanish Pad

 Rotating Object

 Movement

 Path

 Teleporter



Unit 9 Lab - Switchin' Lights 2.0

Jonathan Mendoza - 10-21-24

Notes: Using the shadows to help with the lighting of the rocket.

Key

Observe

Ideas

Side view

Rockets could be hidden here if needed

Lot's of open space to use

Maybe I could add rockets that shoot upwards

Unit 9 Lab - River Crossing Remake.

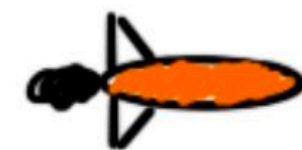
Jonathan Mendoza - 10-21-24

Notes: The idea of this is to improve my very first puzzle to see if i've improved when it comes to design and level building. Taking the same assets and expanding it with the new rocket turret that I will build.

Key

Observe

Ideas



Rocket
Turret



This building
could be used →

This space is
smaller when
in the level. Take
note so when
creating it can be
smooth. (Teleporter
can be used!)

Adding a warm up could work
since it was an original idea
at first.

Could use
the roof for
something

Unit 9 Lab - River crossing remake #3

Jonathan Mendoza - 10 - 21 - 24

Notes: My very first puzzle but with some minor improvements.

