# **Assignment 1.3:** Create Core Gameplay Mechanics and First Pass Map.

**This is an action/adventure/puzzle game that you will be designing.**

1. List your Core Mechanics showing progression throughout the level. Weapons and environmental objects can be used to help your survival cause.
2. Create a layout/level map that shows layout of the mechanics. Include Key Events (enemy interaction, environmental interaction), and Objective/Challenge/Reward (OCRs). Is the Layout a Maze, Linear or Non-Linear progression.

**Skeleton Theme:**

* + If the player is a skeleton, then avoid having your bones being exploded by the humans
  + If the player is a human, then avoid being caught and turned into a skeleton
* There will be times when you can be loud and strong in your actions against the enemy. There may be times when you will practice avoidance of the enemy (especially if there is a group of them). The level/environmental theme (look an feel)will be up to you. It must follow the general style of the Legend of Zelda: Link's Awakening (Switch version). Overall Camera angle.

**Partial Rubric:**

First Pass at Level Layout

Must include:  
1) List or Core Mechanics and combinations  
2) Key Events (enemy and environmental interactions)  
3) Objectives/Challenges/Rewards  
3) Type of Progression through the level (maze, linear, non-linear)