



This is the rough idea for the first level for the haunted house. The layout is meant to be confusing with places that lead to nowhere to hopefully create an uneasy experience. Each square is a meter.

Green is batteries

Yellow is keys, the number signifies which doors it will open.

White is doors, number show which key is needed to open it, O means its open, A means it will open on its own.

Red is the exit to the next level.

Black is where the enemy will spawn.