**General progression of game:**

Tilemap (In progress)

**Puzzle list w/ descriptions (in progress)**

Game features:

“Disturbance” – some dinosaur interactions will be made optional or interchangeable. Those that are will add to the “disturbance” level. The state of the final boss (Apex) will be determined by the disturbance level. An ideal play through can ensure the predator remains asleep. A low disturbance level will awaken it. A high disturbance level will awaken it, but also make it more aggressive (more difficult to beat).