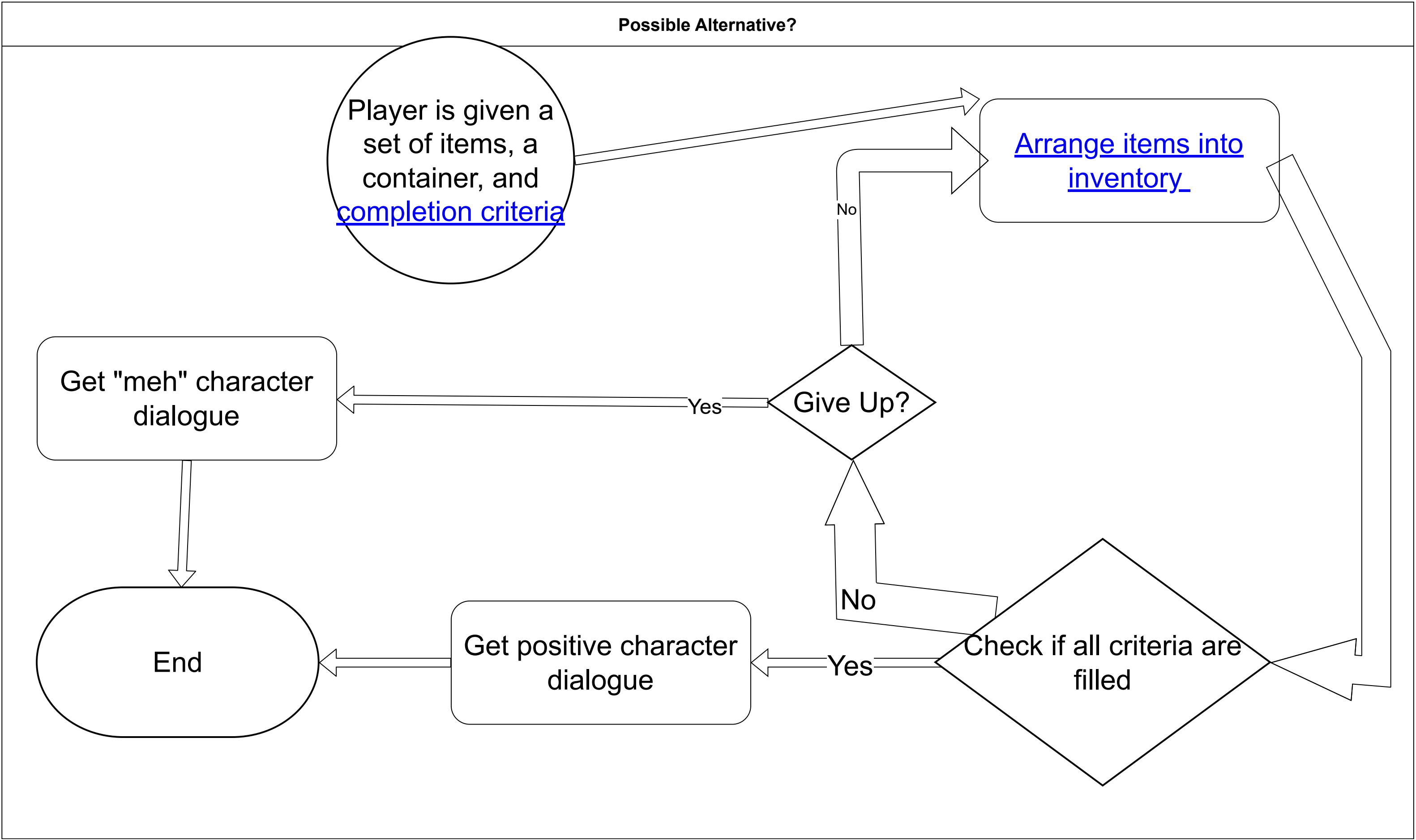
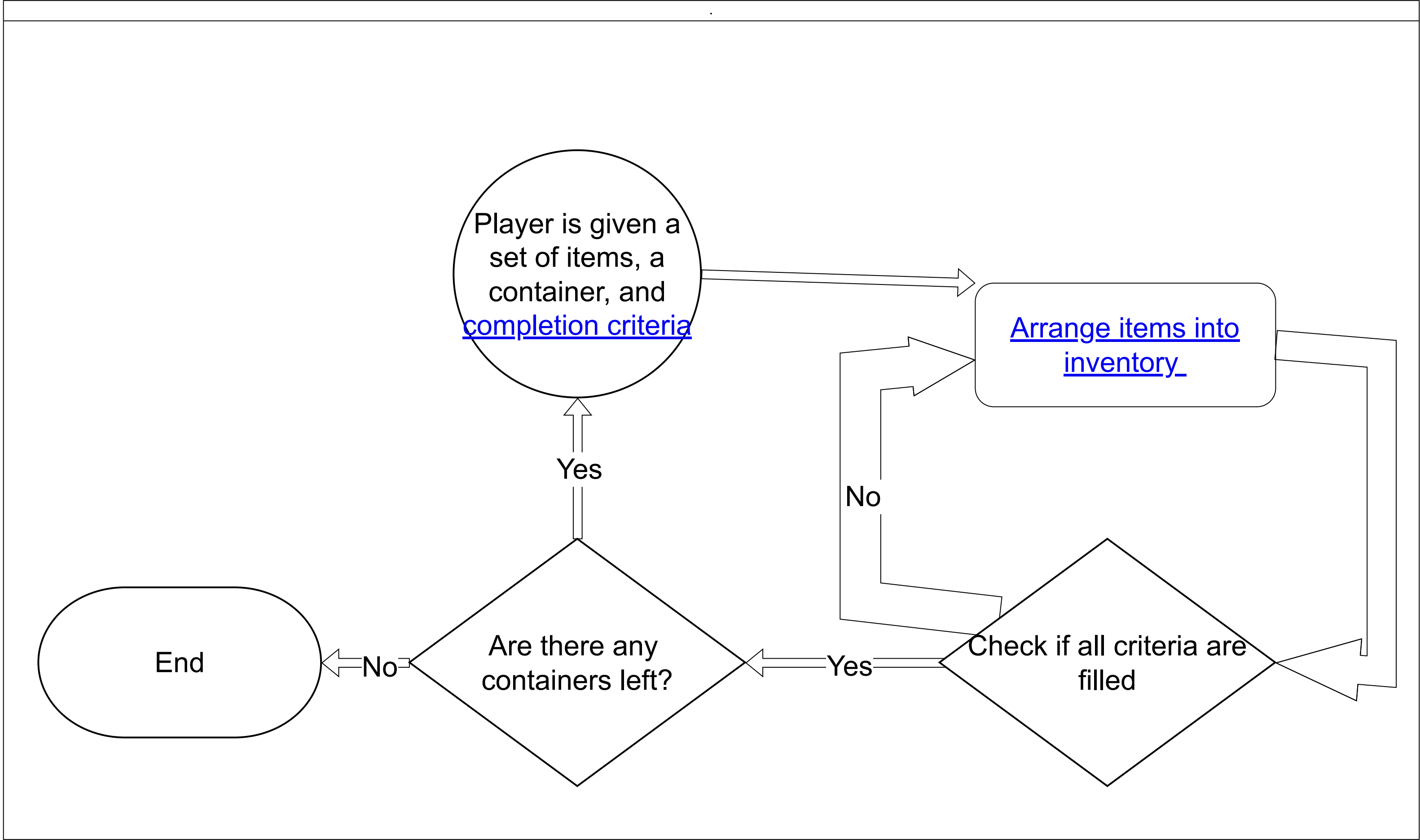


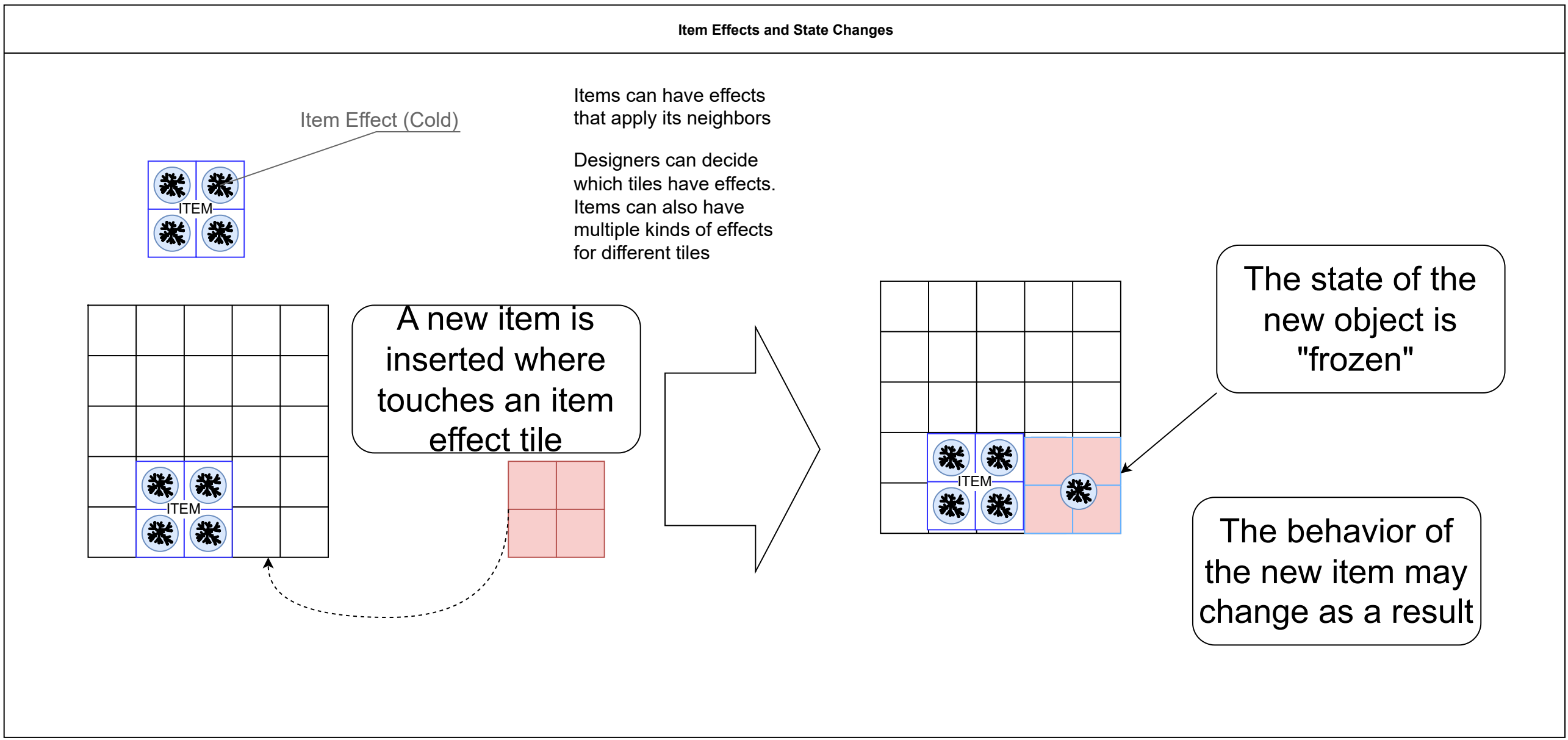
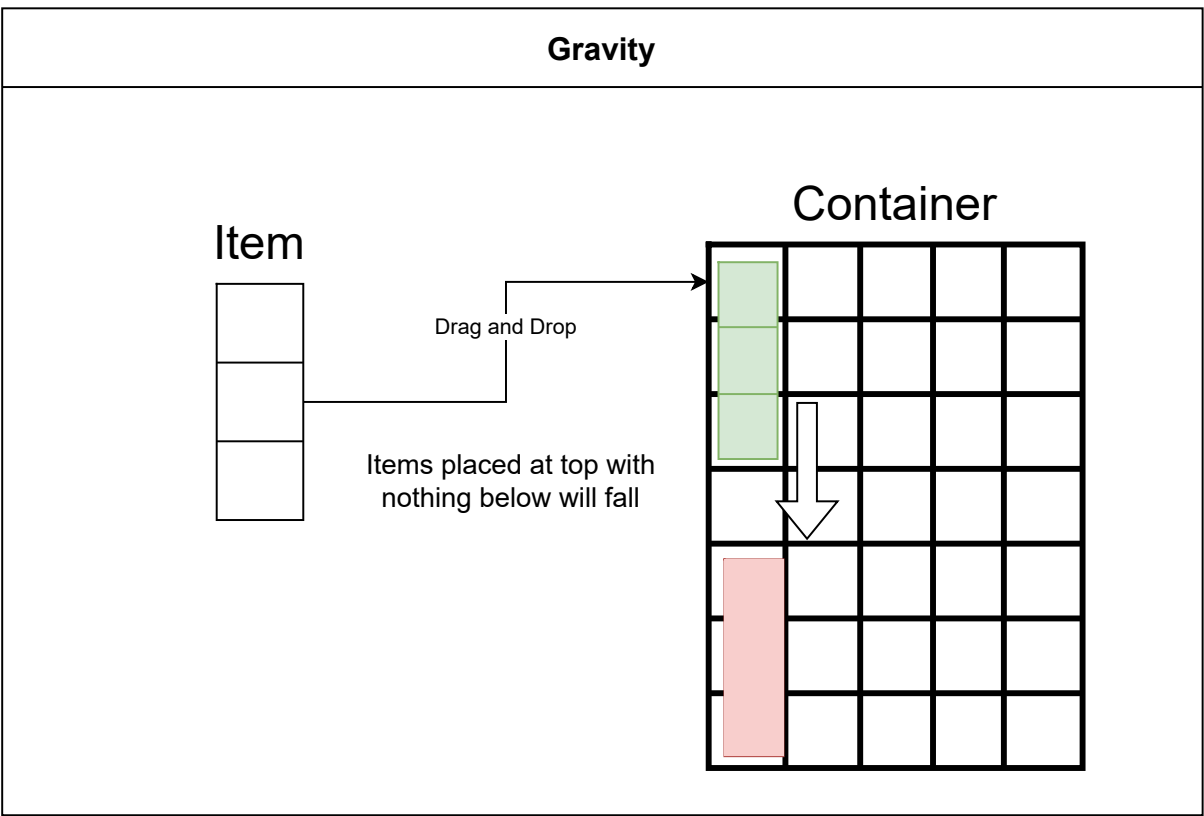
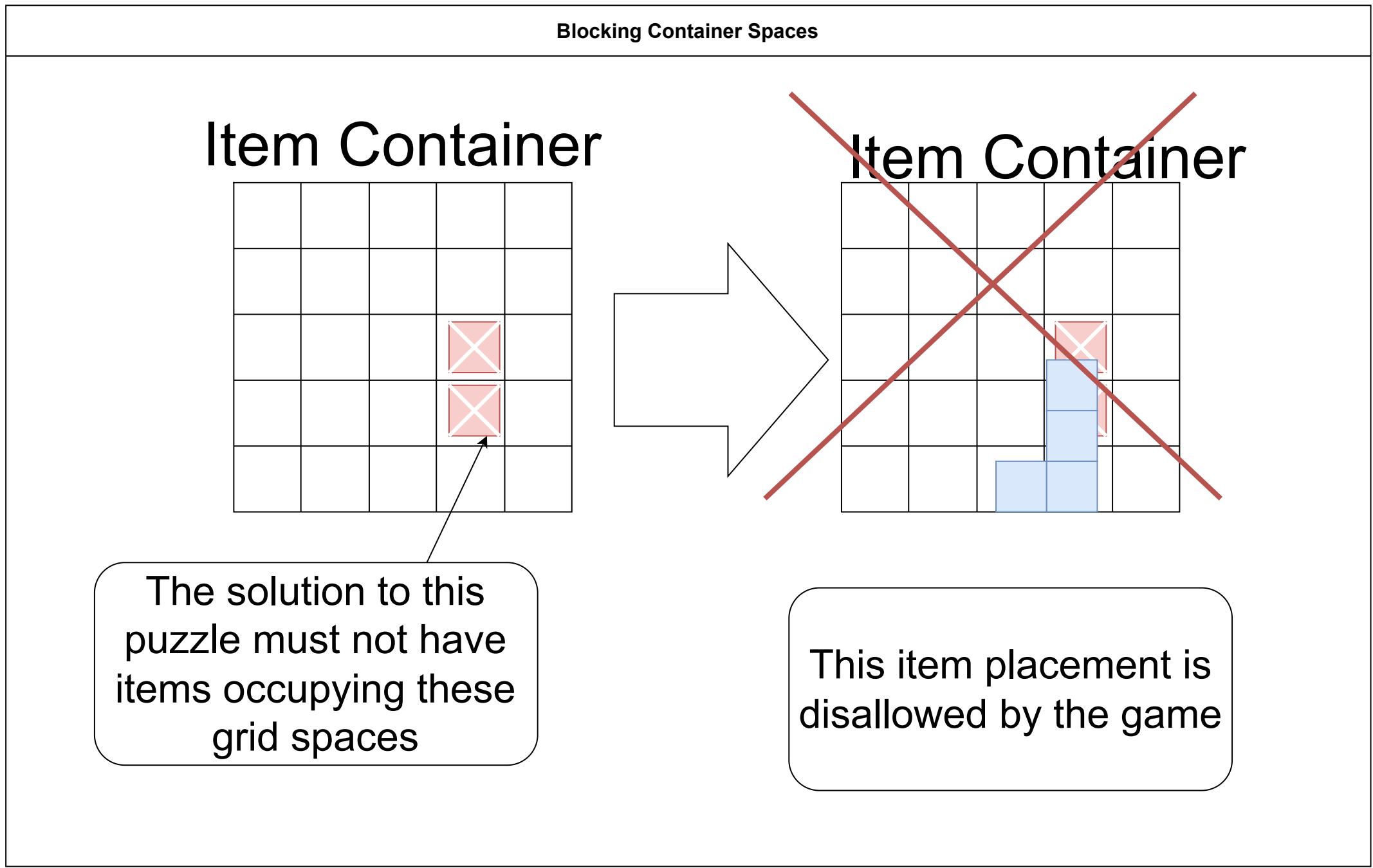
Desired Dynamics

- What dynamics do I want the player to experience that'll sell the aesthetic?
- 1. Shifting item arrangements to optimize space
  - 2. Placing like items together (e.g. frozen)
  - 3. Trying not to let items negatively impact others but sometimes finding it beneficial

Mini-Game



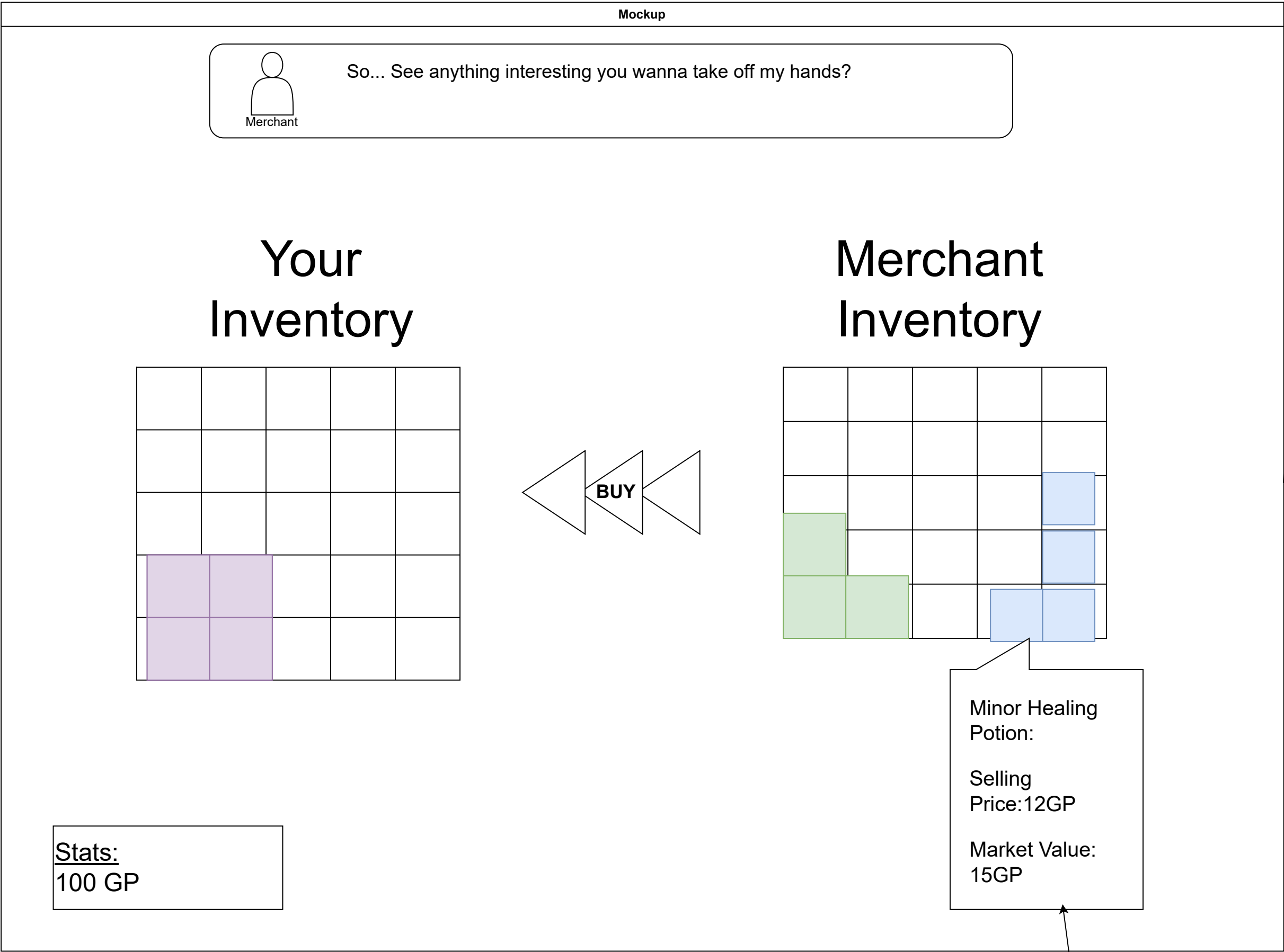
# Puzzle Mechanics



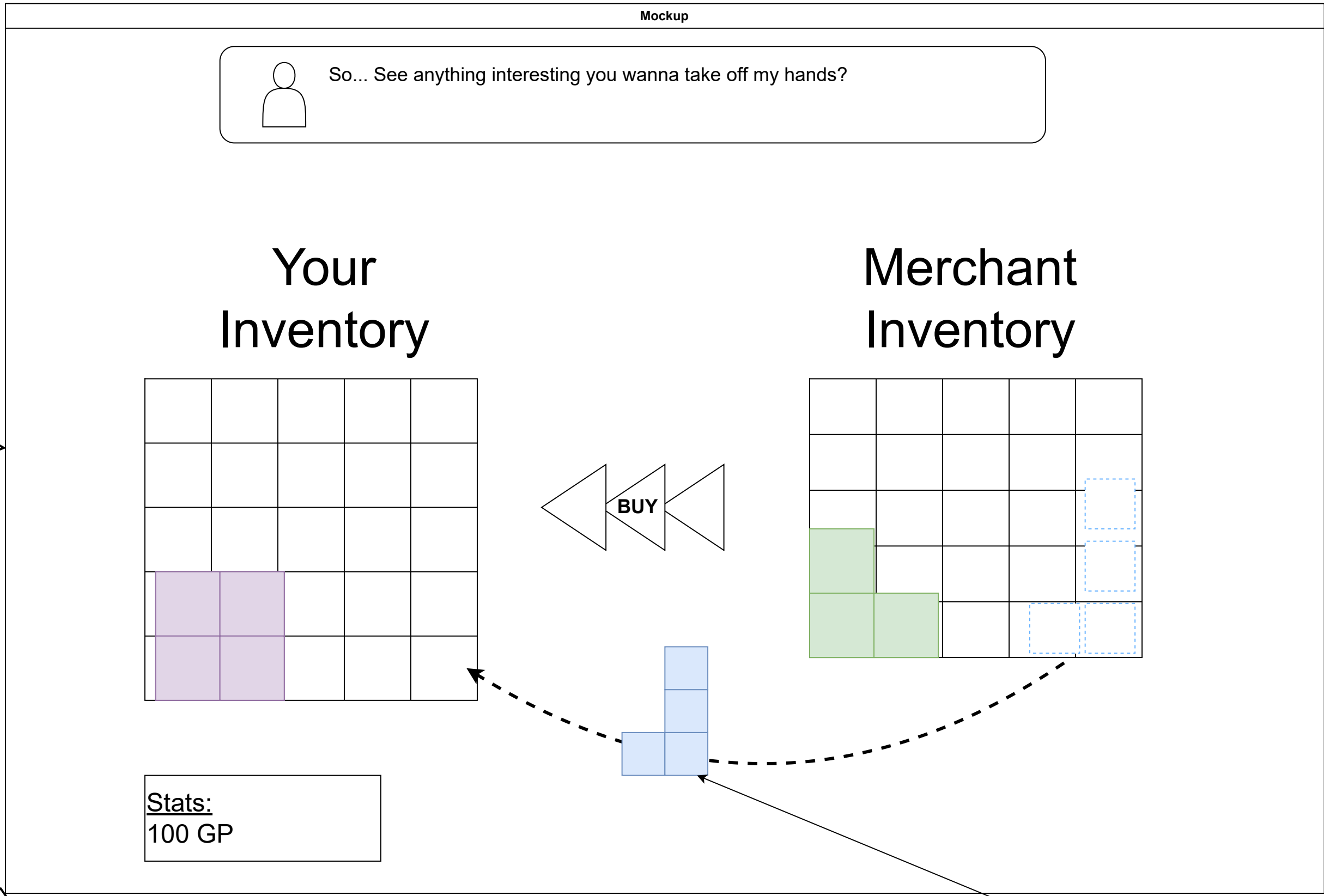
# Item Tags & Categories

Category	Description	Examples
Weapon		
Food		
Potion		
Wearable		
Trinket		

Tag Name	Description	Examples
Frozen		
Hot		
Heavy		
Fragile		

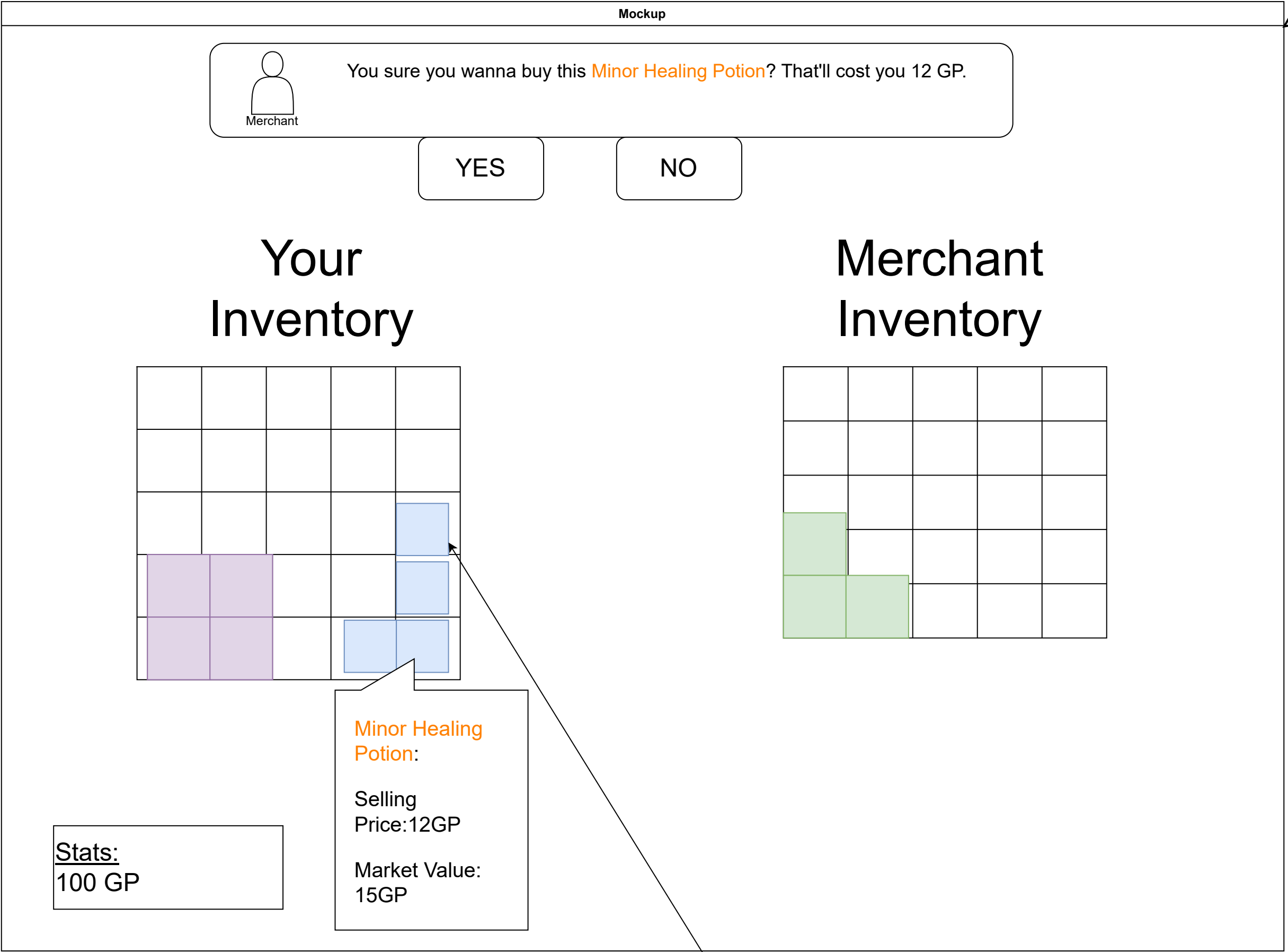


Hovering over items reveals extra info in panel



Dragging an item into your inventory STARTS the purchasing phase

But doesn't complete without confirmation



Rotating and re-positioning item is still possible in this phase until purchase is confirmed

# Completion Criteria

These are the game states that the player must achieve in order for the level to be complete

The criteria should be visibly obvious to the player at any time

Type	Description
Cell Requirement	Items <u>must</u> touch a specific set of cells on the inventory grid
Item effect	Items must have this effect applied to them

