

High-level Idea:

-This map was built with two different parts. And players need to solve a number of puzzles and conquer these two areas.

Puzzle1:

-At the start, the player needs to choose two paths. If the player goes left, he needs to become bigger and pass a falling floor area but he will receive a key as the reward. If the player goes right, he needs to become small.

-As the player enters the middle part of the left puzzle, he needs to jump to get the key in order to open the door.

-At the right part of the left puzzle, the player needs to push the box to make a bridge to the right and get the key for the door.

Puzzle2:

-In order to solve this area, player needs to find at least three keys to open gates connected to the goal

-On the way player finding keys, they need to go through several hot zone, falling ice floor area, and bridges. Player need to adjust their size in different situations.

13 Checkpoints(red block area):

