

# LEVEL FILE NAME: Boxes

## Story

You are a treasure hunter traveling all over the country. One day, you travel to a abandoned cemeteries. There is no one here but a little girl. She ask you for help her find her dad. You want to help the little girl and of course, get the treasure in the ancient grave. So the mission begin...

## Location/Setting

Cemeteries with a couple of small buildings on the ground and a big grave.

## Mission Objective

Help a little girl and find her dad.

## Gameplay Mechanics

Navigation, interact with NPC. Pick key and unlock the door.

## Special Mechanics

N/A

## Playable Characters

- A treasure hunter

## Enemies

- TBD

## Non Playable Characters (NPC's)

- A girl, give main character the mission of the level.

## Victory Conditions

- Complete the mission.

## Failure Conditions

- dead

## Mission Walk Through

1. Start gameplay-Player starts on a top of hill and sees a road to a cemeteries.
2. Gameplay-Player get mission from a girl of getting into a big grave and find her dad.
3. Gameplay-Player find someone help him open the gate of the big grave.
4. Gameplay-Player go in to the big grave and finds a locked door in the middle and two paths on the left and on the right.
5. IGC- camera shows rocks fall from ceiling and block the right path.
6. Gameplay-Player go through the left path and finds the key of the middle door in a room.
7. Gameplay-Player unlock the door in the middle.
8. IGC- camera pan and rotate over the player, shows what inside of the door, which is a big room with many coffins hanging on the wall.
9. Gameplay-Player find the girl's dad's coffin.
10. End Gameplay The man's ghost appear.