Wireframe:

Index:

♥ = Health increase

🔑 = Key

🔒 = Lock

🗡 = Boss key

⧓ = Dungeon Item path

😈 = Boss

👿 = Miniboss

⬅ = One way path/lock (temporary)

🗝 = Boss key lock
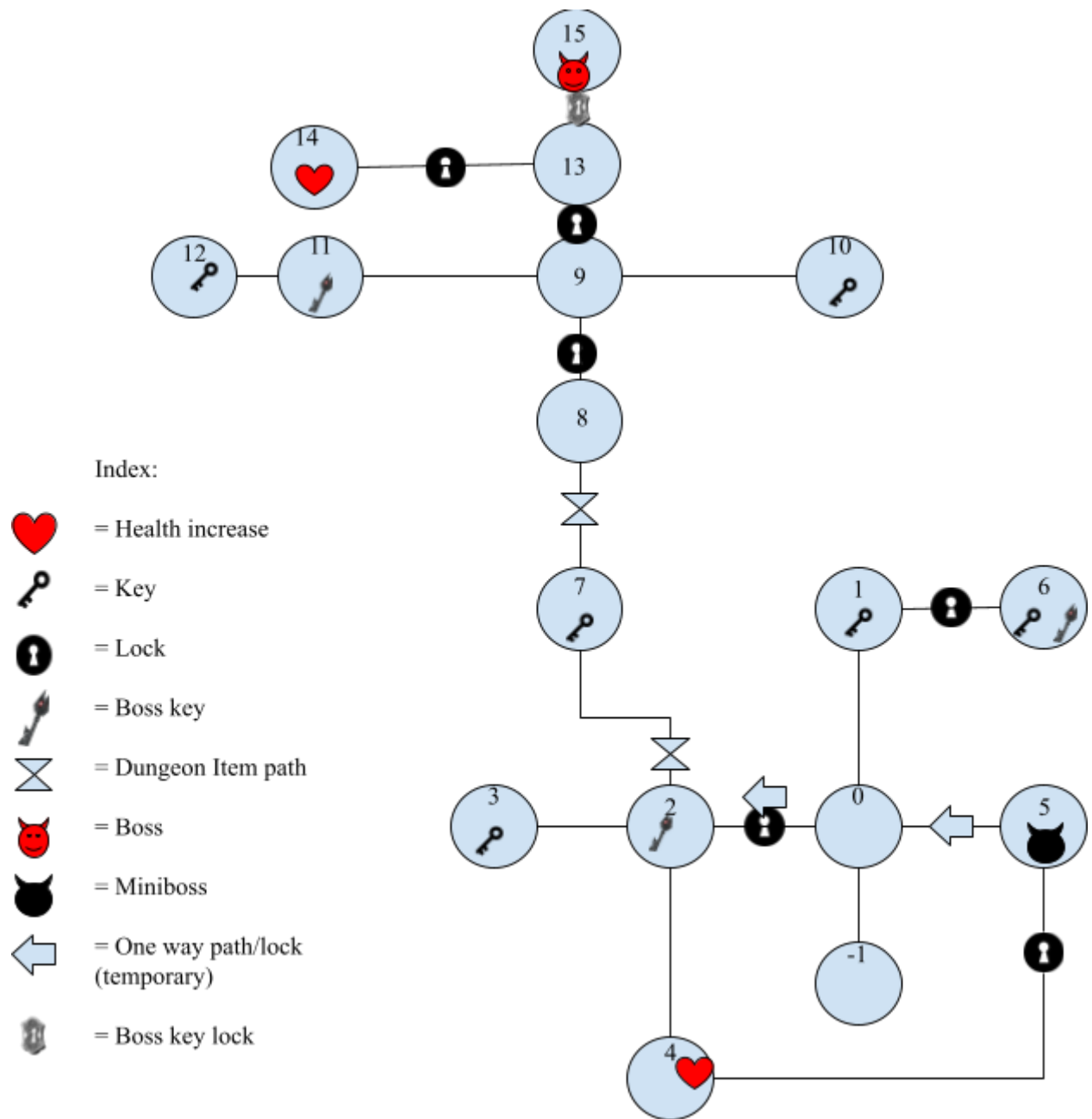
Firefly Gadget Gameplay uses:
1. Cross gaps
2. Light flammable objects on fire (for puzzles typically)
3. Increase traversal speed

Firefly Gadget Combat uses:
1. Burns enemy spider webs off of you.
2. Can be used to gain distance against enemies and to damage them (and maybe themselves if the player doesn't stop in time.
3. Can be used to hurt giant spider boss

Dungeon Design Details:

-1. Entrance: Puzzle 11

0. Central Room:
- Potential Map available without dungeon item.
- potential compass available with dungeon item.
- 3 paths forward:
  - Left: Locked on one side from the central room
  - Right: blocked path
  - Up: puzzle #9

1.
- Key: puzzle 15

2.:
- Part of the boss key hidden in a golden enemy

3.
- Key: Puzzle 12

4.
- Continue: Puzzle 13
- Heath Reward: Puzzle 14

5. Miniboss Room:
- Firefly ability
- Firefly boss

6.
- Key: puzzle 10
- Hazards: 1
- Part of the boss key hidden in a golden enemy

7.
- Key: puzzle 2

8.
- Continue: Puzzle 8

9.
- Continue: puzzle 6

10.
- Key: Puzzle 5: torches

11.
- Puzzle 5: hidden dots

- Part of the boss key hidden in a golden enemy

12.
- Key: Puzzle 16

13. Boss Entrance
14. Left Door In Boss Entrance:
- Health Reward
- Puzzle 4

15. Boss Room
- Giant spider boss

Puzzles:
1. There's a web covering a doorway that you can use the rocket fire ability to burn through to open the path.
2. There are web-covered spots on the floor that hide secrets and other paths forward. These show up throughout the entire dungeon, but you only learn how to dissipate them after you burn through the webbed door after getting the rocket fire ability. You can burn a more noticeable patch of webs to get a key
3. There are 2 water jugs hanging over a fire suspended by spider webs that you have to navigate across the abyss to cut with the rocket fire ability. This drops the jug and puts out the fire.
4. There's a room with unlit torches that you have to light to continue/get a key.
5. There are webs clumped up in the left, top, and bottom of the room on platforms across some gaps and in the middle of the room there's 4 torches arranged in a square. If you light them in the correct order you get a key. You find the correct number by burning up the webs to check the corresponding number with direction. I could represent numbers with colored dots and I can create new firefly sprites to give the flames specific colors to correspond with the dots.
6. You have to cross a room with a whole bunch of platforms with some moving obstacles over the abyss. This is a skill test for rocket fire's glide ability.
7. Before you get rocket fire you have to cross a gap and the only thing that's in the room with you is a web covered fly shaped block that you can push the block is basically designed to be pushed by the player and then bounce back, hit them, and knock them backward against where they were pushing it. This would be able to get them across the gap.

    ```
    public Transform targetPosition;
    transform.LookAt(targetPosition);
    Void OnCollisionExit2D(Collision2D collision)
    if([insert rigidbody].velocity == Vector3.zero && transform.position !=
    targetPosition.transform.position && collision.gameObject.tag == "Player")
    {
    transform.position += transform.forward*[some really fast speed that will get you
    across a gap but not clip you through the wall]*Time.deltaTime;
    } (dropped)
    ```

8. There's a spinning spider statue on a platform in a room that's mostly an abyss that can't be crossed all the way with the rocket fire ability. The statue is spinning around with a

long web hanging off its abdomen that stretches all the way to your platform. You know from earlier that webs coming from the trees can grab you so you can make the connection since there's nothing else in the room and burning the web will just make the statue spawn a new web the player can surmise that they have to get hit by the web. On being hit they'll be spun around to a distance that's close enough to the other side of the room's platform that they can use the rocket fire to escape to the platform on the other side.

9. You have to push two blocks onto two floor pressure switches on the floor to open a door.
10. A room where you have to kill all the enemies with the spider hazards to get a key.
11. A room near the beginning where you have to push a fly-shaped block out of the way of a door.
12. A puzzle where there are eyes on the wall across a gap (before you get rocket fire) and you have to shoot the oddly colored eye to get a key.
13. You can shoot a bullet at a small firefly to get it to fly into some brunable webs to free up a door. A kid webbed up in there tells you that most magic and weapons just bounce off their webs and that only fire can get rid of them as a hint.
14. You can go back to free the kid after you get the rocket fire for an extra key.
15. Firefly block that has a fire on one end but is pushable on every other end. Need to use it to light torches.
16. There are blocks with images of key subsections. To get a key you slide the blocks in such an arrangement that they'll form a key shape.

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