

Gadget code:

1. For the rocket fire gadget, the code will set collisions with the abyss objects' triggers to be ignored against the player's collisions while the item is in use (Physics2d.IgnoreLayerCollision). The ignore will be set to false when the item is not in use or runs out of stamina.

Hazards:

1. Before you get the rocket fire there are predictable web lines shooting from the trees. If one hits you there's a brief delay before you get dragged into the trees and kills you. After you get the rocket fire you can burn off the web.
2. Once you get the rocket fire ability if the web is destroyed the giant spider will actually come out and try to grab you. See combat uses #3.

Firefly 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 ward off/hurt the giant spiders coming after you if you use it quick enough. Both boss and in the main dungeon.

My Puzzle Ideas:

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. (potentially missable should probably only use for secrets) (maybe I could have a key in here)
3. There are 2 water jugs hanging over a fire suspended by spider webs that you have to navigate to 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's a gap that's too far to cross with rocket fire given your current stamina (at this point in the game at least) but there's a torch there you need to light. You also notice there's a line of webs that lead to the torch that you can light to light the torch. Could reward a key or open a door.
6. You have to cross a room with a whole bunch of platforms with some 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;
}

```

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 and glide to that platform. Once on that side, you can step on a floor switch to destroy the spider statue making it so you can just use the rocket fire ability to traverse the room.
9. You enter a room and a dialogue saying "Hungry..." (Fungus) plays. The solution to the puzzle is to push a fly statue into the mouth of a human/spider hybrid creature. (I won't make a pull script I'll just have the floor have raised floor boundaries achieved using colliders that ignore the player collision layer.
10. A room where you can 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 open a door.
13. You can shoot a bullet at a small firefly to get it to fly into some burnable 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 boy 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.

My Dungeon Design:

-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: web covered door
 - Up: puzzle #9
- 2 loopback doors from left and up
 - Left loopback: web covered
 - Up loopback: fire

1. Up path:

- 1 dungeon item key puzzle
- Key: puzzle 15
- 2. Left option:
 - Key: puzzle 2
 - Continue: Puzzle 7
- 3. Left Option:
- 4. Left Option:
 - Key: Puzzle 12
- 5. Left Option:
 - Puzzle 13&14 (optional)
- 6. Miniboss Room:
 - Firefly ability
 - Firefly boss
- 7. Right option:
 - Key: puzzle 10
 - Hazards: 1 & 2
 - Boss Key: Puzzle 4
- 8.
 - Continue: Puzzle 8
- 9. Hub Room:
 - Continue: puzzle 6 (maybe simplified)
- 10. Right option:
 - Puzzle 5
- 11. Left Option:
 - Health Reward
 - Mini-Miniboss
- 12. Boss Entrance
- 13. Left Door In Boss Entrance:
 - Health Reward
- 14. Boss Room
 - Giant spider boss

Wireframe:

- Index:
-  = Health increase
 -  = Key
 -  = Lock
 -  = Boss key
 -  = Dungeon Item path
 -  = Boss
 -  = Miniboss
 -  = One way path/lock (temporary)
 -  = Boss key lock

