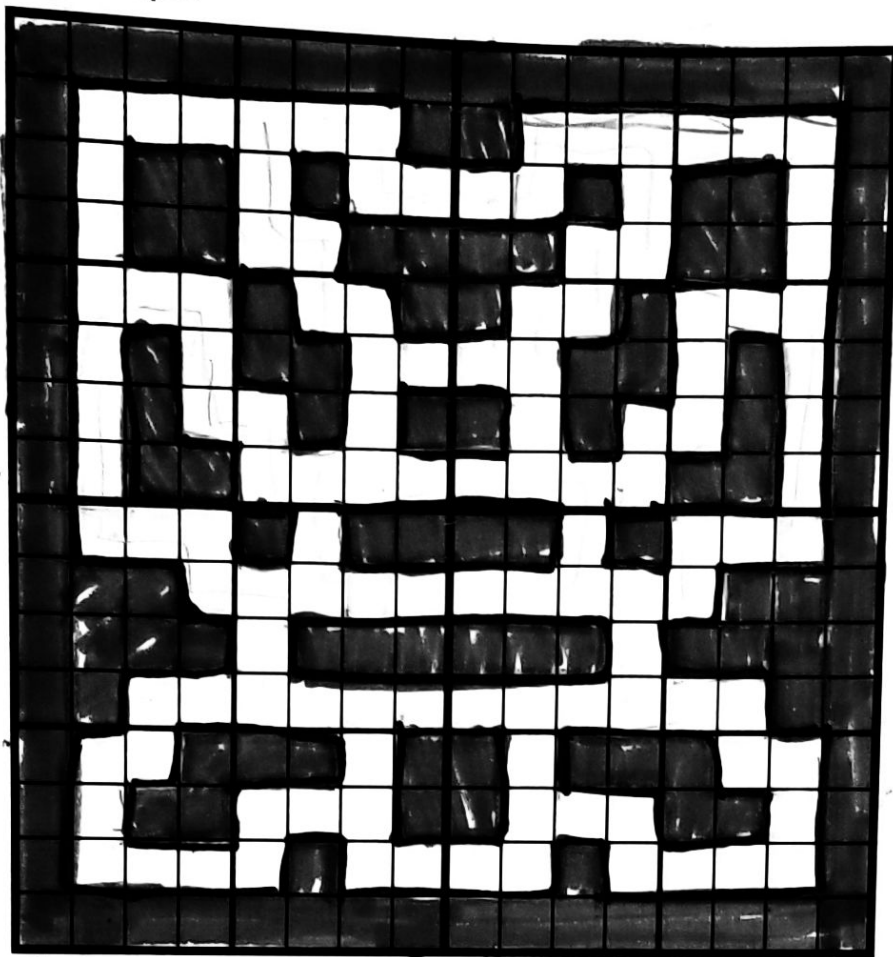


Level Design

Butterfly
shaped
map
to hint
towards
ending.



Every
level
will have
this map,
just varied
colors &
spawning
areas /
bridges.

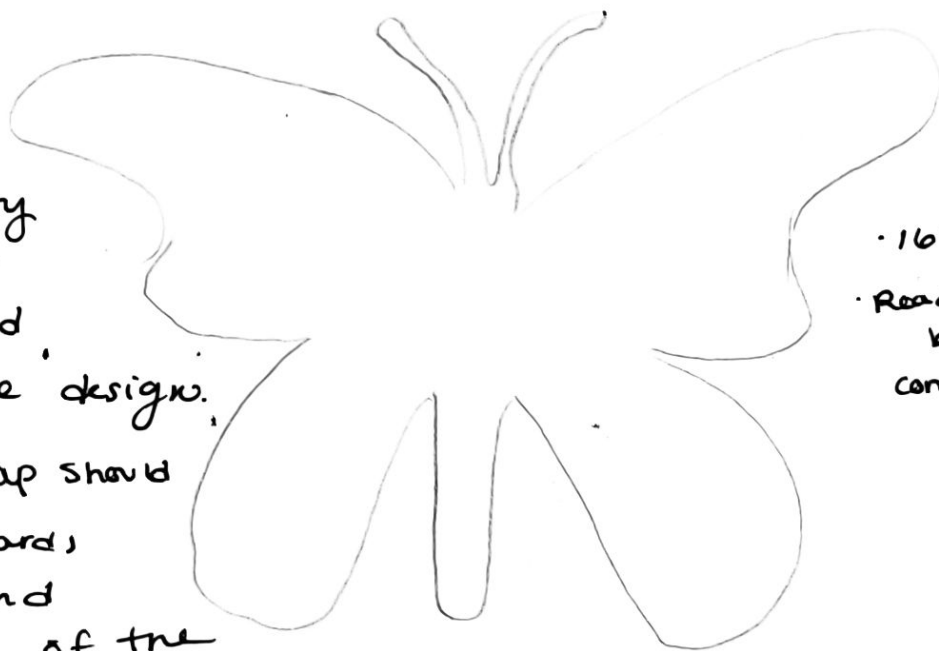
This one (or something similar) should be the map.

The
player's
crawler
has a story
& that
should

drive the design.

So, the map should
hint towards
the end
sequence of the

crawler turning into a butterfly.



- Each
cell is
an 8x8 sprite

• $16 \times 16 = 256$

• Road should
be kept a
constant 1x1
path