Flame character

Burns everything they touch

Is defeated by wind, cold, snow, and water

Is strengthened by fire, heat, air, wood, combustibles

Must escape the cavern in order to:

* DISCORD END: Destroy the planet
* HARMONY END: Save the world
* NORMAL END: Survive

May be other endings related to decisions made during the escape.

Maybe ask player if they would like to continue trying to escape after each level – if the player chooses to end the adventure, they must face the ending that they earned up to that point.

NOTE: It may be important to not really expose the player to any real level of danger until once they pass a certain threshold, as this will make them less self-conscious about their actions and more likely to proceed without regard for their actions.

Level Design Ideas

Room 0 / CORE, NICKLE, IRON, SOURCE, NICOLE, NICK, COAL

A room where the Flame begins in the center of the room, suspended in mid-air.

There is writing on the walls, but the only legible characters are

There is one exit to the room.

There is one combustible thing that the Flame may destroy.

Maybe we could set a timer so that if the Flame does not move from the center, messages are displayed that give hints about how to survive and how to advance

Room 1 / INNER CORE

A room where the Flame enters from one side, and must use simple maneuvers to reach the exit.

There is writing on the walls, but the only legible characters are

There is one exit to the room.

There are two combustible things that the Flame may destroy.

Room 2 / OUTER CORE

A room where the Flame enters from the top, and must choose to go either left or right.

There is writing on the walls, but the only legible characters are

There are two exits to the room.

There are two combustible things in the room.

Maybe there is a switch or lever the Flame may activate instead of burning through a combustible thing to get to the exits.

Room 3 / LOWER MANTLE

A room where the Flame enters from the left and exits on the right.

There is writing on the walls, but the only legible characters are

There is one exit to the room.

There are three combustible things in the room… but one of them is in the reflection.

You must be able to see your reflection at some point, and it must be different somehow.

Maybe there are puzzles to get around the combustibles.

Room 4 / UPPER MANTLE

A room where the Flame enters from the center and must choose any exit.

There is writing on the walls, but the only legible characters are

There are eleven exits to the room.

There are forty-four combustible things in the room.

Room 5 / DEEP CRUST

A room where the Flame enters from the left and exits on the left.

Room 6 / SHALLOW CRUST

Room 7 / ANCIENT RUINS

Room 8 / SECRET FACILITY

Room 9 /

Room 10 / THE EXIT

Room 11 / THE ANSWER

Room 12 / THE END