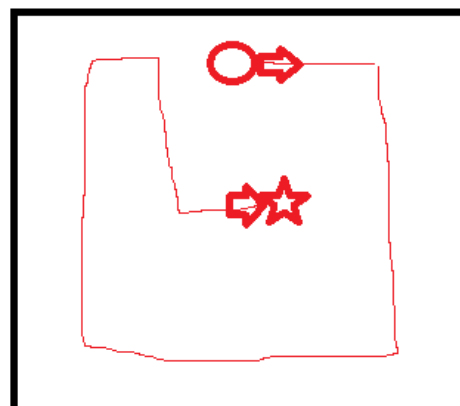
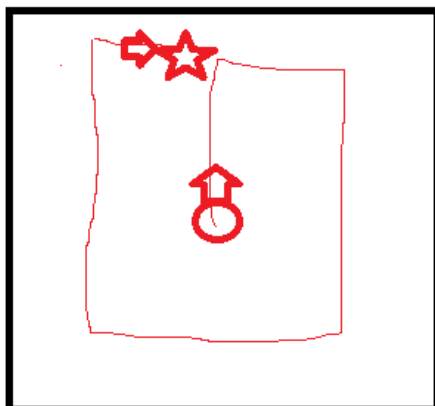
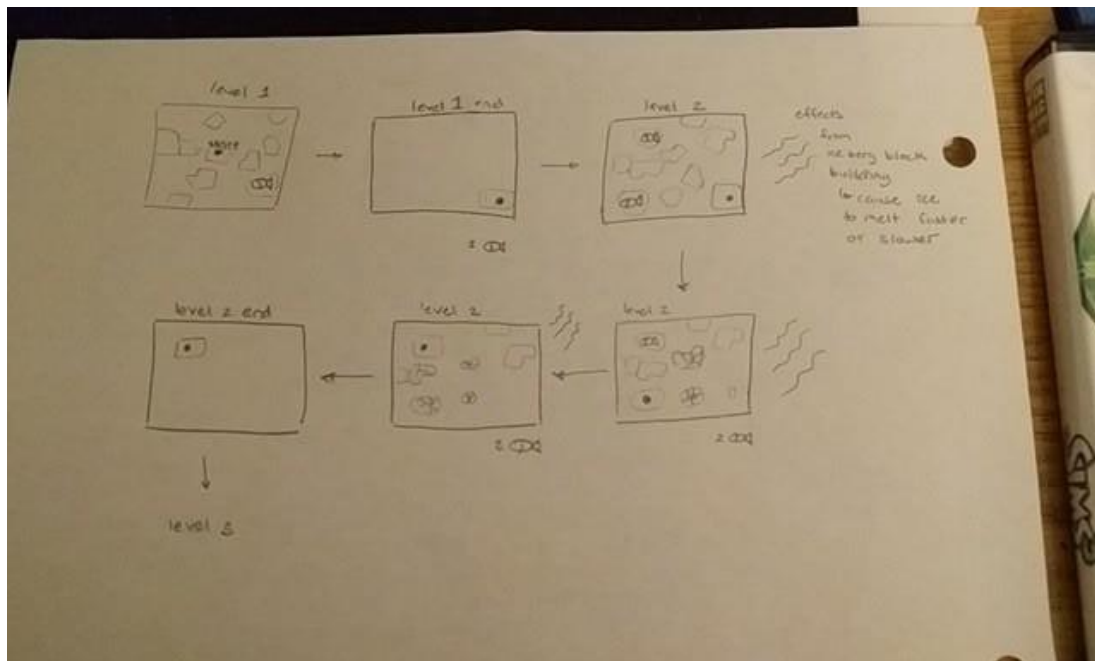


## DATT 3700: Collaborative Project Development, *North Bear* (in development)

### Level Design Update # 1

A sketch up for the design of the game space due to the constraints of a limited live space. These constraints force players to have to 'teleport' to new space and continue the game from there. In these drawings, the green represents the starting point, where the red tiles represent the end. Players must collect a sufficient amount of fish (in game-collectible) in order to access the red tile to move on to the next 'level' (space) in the game, at which the red tile will signal when to proceed via a special effect.



○ Start

☆ End

➡ Direction Facing

