* Other Notes
  + REMOVE first puzzle to become a riddle only.
* Floor Changes
  + Floor 1
    - There is a secret ending/room to the WEST of starting room.
      * Player is not notified by such existence.
      * Bad ending, player escapes, world is doomed
    - Room 1-3 to 1-6 is locked
      * Condition: can only be accessed from 1-6 to 1-3.
    - Room 1-8 to 2-1 is locked
      * Condition: Floor 1 Boss is beaten to unlock room
  + Floor 2
    - Room 2-9 to 3-1 is locked
      * Condition: Floor 2 Boss is beaten to unlock room
  + Floor 3
    - Room 3-1 to 3-10 is locked
      * Condition: Sentry Robot must be beaten to unlock room
    - Room 3-10 to 4-1 is locked
      * Condition: Required Security Bypass puzzle to be solved in order to access
    - Room 3-7 grappling hook
      * Condition: Bull Shark needs to be beaten in order to obtain grappling hook
    - Room 3-9 cannot traverse through
      * Condition: Required grappling hook in order to pass a chasm WITHIN room 3-9.
        + This could be replaced as a condition to access from room 3-9 to 3-10
    - Note: change directions up and down to N,E,S,W
  + Floor 4
    - Room 4-5 to 4-6 is locked
      * Condition: brain riddle is solved
    - Room 4-12 to 4-13 is locked
      * Condition: Required boss beaten and name riddle puzzle
* Puzzle Class Notes
  + Puzzle class should contain sub classes for:
    - PuzzleItem
      * Changes label (within GUI class) only
    - PuzzleRiddle
      * Changes to new stage
* OTHER NOTES: (Maybe add, just ideas for now)
  + The addition of Control Classes for: Item, Player, Monster, Puzzle, Room
    - Each Control Class will have all the methods, separate from the main class that way it will look more “organized”.

**Unique monsters**: puzzler, pogo, giant bull shark, giant robotic sentry, joe ker, Quinn har

**Common monsters**: hula hooper, wild hyena

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| --- | --- |
| MONSTERS | ROOMS |
| 1. Puzzler | (Floor 1) Room 1-8 |
| 1. Hula Hooper | (Floor 2) All except 2-9 |
| 1. Pogo | (Floor 2) Room 2-9 |
| 1. Giant Bull Shark | (Floor 3) Room 3-7 |
| 1. Giant Robotic Sentry | (Floor 3) Room 3-10 |
| 1. Joe Ker | (Floor 4) Room 4-12 |
| 1. Quinn Har | (Floor 4) Room 4-13 |
| 1. Wild Hyena | (Floor 4) All rooms 45% chance, except rooms with unique monsters or bosses |

|  |  |
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| PUZZLES | ROOMS |
| 1. A Blood Type | (Floor 1) Room 1-1 |
| 1. Painting | (Floor 1) Room 1-9 |
| 1. The Animal Statues | (Floor 2) Room 2-3 |
| 1. The Laser Hallway | (Floor 2) Room 2-5 |
| 1. The Colored Buttons | (Floor 2) Room 2-7 |
| 1. Jump The Chasm | (Floor 3) Room 3-9 |
| 1. Security Bypass | (Floor 3) Room 3-3 |
| 1. Riddle 1 | (Floor 4) Room 4-5 |
| 1. Riddle 2 | (Floor 4) Room 4-12 |