Story for our game and how this is reflected through level design

1. Level begins with the guy in his house. Crash of lightning, makes the guy grumble and wake up. The player can then walk to the right. He walks passed a window, the player briefly stops, looks out the window, sees the storm and exclaims. There is a checklist that pops up prompting the player to board the window. The player walks to the toolbox in the back of the room. He picks it up (like the lighter fluid can) and carries it to the window. Animation plays as he boards the window. The player heads towards the door, has to jump over a box in the way. Opens the door.
2. There is a strong wind that slows down the player. They have to walk towards the lighthouse. The player is slowed while walking towards the wind. If they jump the get pushed back. The player needs to approach the ledge to climb it. Then proceed to the door to open it and enter the lighthouse.
3. Player needs a lamp. There is moonlight that lights portions of the room. Occasionally lightning strikes and the room is lit a lot more. The player sees a toolbox at the other side of the room and needs to navigate to it to pick up their lamp. The player has the minigame where they are throwing items out of the crate until they find the lamp. If the player accidently throws out the lamp the game ends and they pick it up and carry on. Then use that to leave the level. If the player reaches the ladder first, then they grumble and exclaim they need to pick up the lamp first.
4. The point of this level is to introduce the player to jumping over holes in the floor and other obstacles. The player needs to put down the lantern to move a box to make a jump to the other side in order to reach the ladder.
5. The final floor of the lighthouse involves looking for a key. The player needs to rummage through a number of boxes across the map, incorporating the mechanics introduced in the previous floors to find the key. Then make their way over to the final ladder.
6. The top of the lighthouse the player walks towards the beacon, unlocks it and lights the beam. The game ends.