**Level Design Document**

**Jungle Temple**

**Exterior Puzzles:**Puzzle 1 – Water Slide/Dash Puzzle

Puzzle 2 – Light Puzzle

Puzzle 3 – Grappling Hook to Floating Platforms puzzle

Puzzle 4 – Broken Tower Jumping Puzzle

Puzzle 5 – Spinning Tiles Puzzles

**Interior Puzzles:**

Puzzle 1 – Button Press (Press correct button combo)

Puzzle 2 – Spike Trap Maze

Puzzle 3 – Swinging Axe + Moving Walls

Puzzle 4 – Collapsing Floor + Rolling Boulder

Puzzle 5 – Mirrored Block Puzzle

Puzzle 6 – Alternating Spike Navigation

**Graphical Effects**

* Water + Running Water
* Light Rays
* Torch Lighting
* Day/Night Cycle (Maybe)
* Wind (Maybe)
* Canopy Effect
* Sparks (Maybe)
* Dust (Poof + lingering dust in the air)
* Door Opening Effect (Like the Temple Door is opened and there’s some neat graphical effect to it)
* Camera flash for taking pictures (Maybe)
* Dash Thrust Effect
* Fade out/Fade in on Player Death
* Pause Screen
* Options Screen
* Clouds
* Grass

**Sound Effects**

* Airship Engine
* Wind
* Water stream
* Button grinding
* Stone on stone grinding
* Swinging axe woosh
* Metal on rock
* Fire crackling
* Puzzle Completion indicator
* Puzzle Failure indicator
* Grappling Hook
  + Firing
  + Rope flying through air
  + Hook impact
  + Pulled towards hook
* Footsteps (for varying surfaces)
* Jumping (Player wings/glider flap)
* Player hurt
* Player scream (if they fall off the level)
* Swimming
* Background Music (Exterior and Interior)

**Additional Notes**

Size: 1 x 1 KM at max

The level is a series of floating islands, a large one that the Temple resides on, and smaller ones with the existing puzzles around the large island.

**Mechanics to Research**

* Collapsing Floors
* Swinging Axes (Already looked at)
* Boulders rolling back and forth in a constant motion
* Mimicking Movement Blocks
* Grappling Hook (With actual hook and not just a raycast)
* Light Rays
* Spinning Puzzles
* Automatic Spike Trap
* Sliding + Mechanic Interaction while sliding
* UI
* Level Streaming and Loading