

Level 1 Notes

Puzzle Abilities: (LT)

Jax - Reflective barrier (only one at a time) (Player controls the direction)

Bryan - EMP Pistol (Can be bounced off certain surfaces) (player does NOT control the aim)

Lufio - Can crawl through small spaces (if not near a puzzle, will cast healing spell) (Press Y/triangle to use healing)

Kal - Time stop (move when no one does) (Hold the puzzle button to last longer)

Movement abilities: (RT)

Jax - Charge (stuns enemies)

Bryan - Rocket Dash (Medium horizontal travel)

Lufio - BuGlide (Long, continuous horizontal travel)

Kal - Double jump (Press A twice)

Dodge abilities: (LB and RB)

Jax - Block (damage block) (Player can hold the dodge button to hold block) (LB Block Left, RB block right)

Bryan - Dive roll (Player dictates which way he rolls) (LB roll left, RB roll right)

Lufio - Back step (animation: tiny beetles grab Lufio's shirt and pull him backwards) (Player does not control where Lufio lands)(Player can still attack while being dragged)

Kal - Blink (think of reaper) (Player controls where Kal teleports to...later in the game)(LB/RB both do something, but use stick to dictate where he appears)

Combat abilities

- Up + attack = upper cut
- Down + attack = trip kick
- Forward + attack = small knock back
- Back + attack = ranged:
 - Jax: Semi-auto wrist gun (short distance)
 - Bryan: Sawed-off shotgun (Aoe front)
 - Lufio: acid spray (one string of fluid)
 - Kal: Sword Wave (aoe around player)

Level Outline

0.0 Wasteland

- Jax
- Point A to B movements
- Simple combat
- Jax's all abilities

0.1 Wasteland .2

- Jax and Bryan only (Playable characters)
- Bryan's abilities
- Pixie (Lufio's beetle) as boss

0.2 Lab Basement

- Jax, Bryan, and Lufio
- more puzzles
- Lufio's tutorial
- Incubation Chamber puzzle with Lufio and retrieving a larva

0.3 Core room and exit

- Jax, Bryan, Lufio, and Kal
- Starts with Jax combusting with energy and Kal coming to stabilize him.
- First we go through Kal's abilities
- Final boss with the experimented muscle dude

LEVEL 1

1. Jax walks in the gas station fight beetles. Jax Puzzle
2. Jax learns charge and goes fast through a moving door
3. Bryan fighting off the last bit of enemy. opens the door with EMP
4. Bryan rocket dash to open the door
5. Jax bryan puzzle together / turret. Later, combat in the open
6. main combat
7. beetle
8. lufio puzzle and heal
9. lufio movement
10. mutated mini boss. runs and breaks. Lufio healing, lufio corrosive vile
11. Three of them puzzle together
12. Kal's double jump and time stop