

Monday, November 20, 2000 9:54 PM

Overall

- Maybe have one main hand puzzle near the end of each levelmap
 - I think it will be important to vary up each sub area in each level - while there may be portions that are using the same mechanic, they each should vary in terms of sub elements. For instance, on maza, the level will mostly consist of type G1/ M1 map designs but each design should include pressure plates, lasers, throwing etc. I think we will use a lot of combinations (typ all) of the mechanics introduced in previous levels and at least one new mechanic
- Level 0 (moon)
- Intro to main mechanic
 - Jet is tethered to the ship and can't go any further unless untethered - consider intro-ing the ability to untether and use oxygen pack
 - Switch characters to play as Bot and walk over to net tether and bring back jet
 - Simpler puzzles in this level to get player used to main mechanic
 - Incorporated a pressure plate or two that are initially empty - just to intro the mechanic

- Implement a process to be used later on

- Introduce the sliding rock mechanic - not as direct puzzles, but to allow Bot to travel more freely
 - Can use this introduction in combination with showing player that you can unravel

- Maybe also error.

- A way to introduce this could be to open up a pathway from completed puzzles back to the ship - this is something that needs to be decided because it probably won't be good to make the player have to go through the puzzle every time they want to go back to the ship (and back, etc.)
- Options

- Options
 - Can on

- Can only travel back after completing puzzle? Pressure plate at end activates door near opening that you can walk towards (unintended) will just enough time to get back.
- Tether at the end of each "objective" puzzle is only reachable after going through the puzzle. After reaching the tether, the length long enough to make it back to previous "checkpoint". Some corridors will not allow flow to travel through them depending on the goal of the level/puzzle, and

to travel
some o

- More complex than Level 1 by placing a laser gun that will open a door
 - Jet can find a laser gun in this level which will be used to fight off the aliens the first
- Level 2 (Deimos)
- Deimos is a small moon, so nothing major needs to be introduced - can build upon the sliding rock mechanic and build actual sliding rock puzzles
 - Can also introduce the oxygen area idea and use one as a place where the food is supported to be
 - Use newly acquired laser gun to fight off any bad aliens
 - Use main design as a base and iterate

- Use map design #

- Level 3 (Ceres/asteroid belt)
 - Let's say Ceres is not too difficult to get to despite the fact that it's in an asteroid belt
 - Ship doesn't get damaged until flying to different asteroid (next level)

Layer 4 (Asteroide belt fl...

- Emergency land on first asteroid after the ship has been damaged by asteroid debris - find alien markings that direct to another asteroid where aliens may inhabit that area.

that can help

- There is no solid surface on Jupiter and the gravity is 2.5 times that of earth
- Could have flying fortresses like cloud city in Star Wars
- An interesting way to get from one fortress to another is to use portals to gain

Access to parts of
connect each may

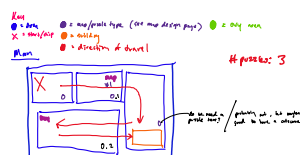
- Introduce fog mechanic - nice to roll into this after being on the gassy planet Jupiter and not being able to circumvent "cloudy" areas then

- Can also begin to

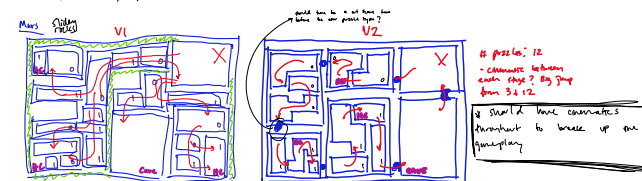
- Ice planet - most of level has ice ground with cracks

- ice planet - most

Level 3 (Neptune)



Can enter into free money passage way bond
or just give 74+ a long sample letter



pr22 les: 12
- difference between
each stage? Big jump
from 3 to 2

↳ should have comments throughout to break up the gameplay

