

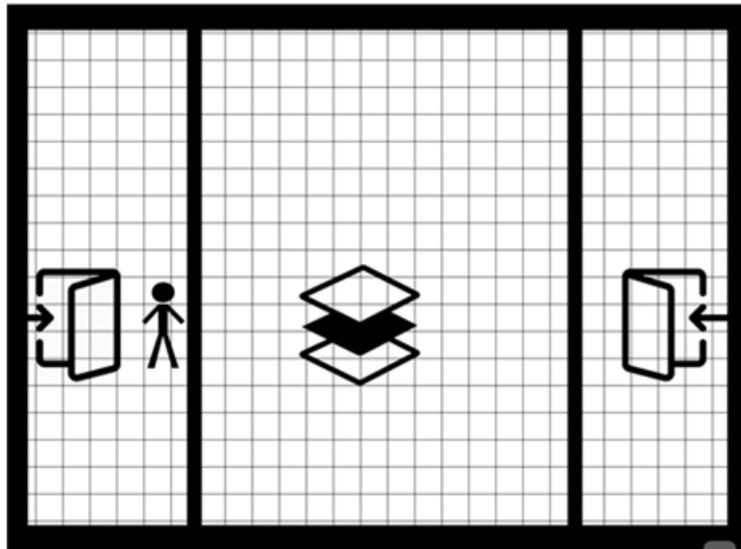
Premise: Circus Tryouts

"You have run away from home to fulfill your lifelong dream of joining the circus. However, the circus does not take in everyone – you must have the skills they are looking for. To prove your worth, you must successfully complete this preliminary obstacle course. Do you have what it takes?"

The general tone of this challenge will be silly, whacky and fun. I think that a circus theme would be able to pull this off well. The sound effects will be very whacky. For example, every time a challenge is completed, a sound effect of an elephant roar will play. Also, every time the player jumps, you will hear a "BOINGGGGG" sound effect.

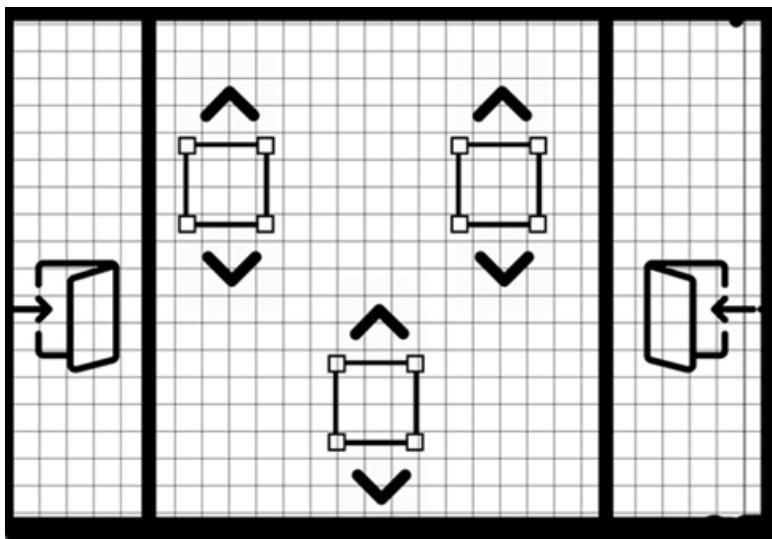
Level Design

Level 1



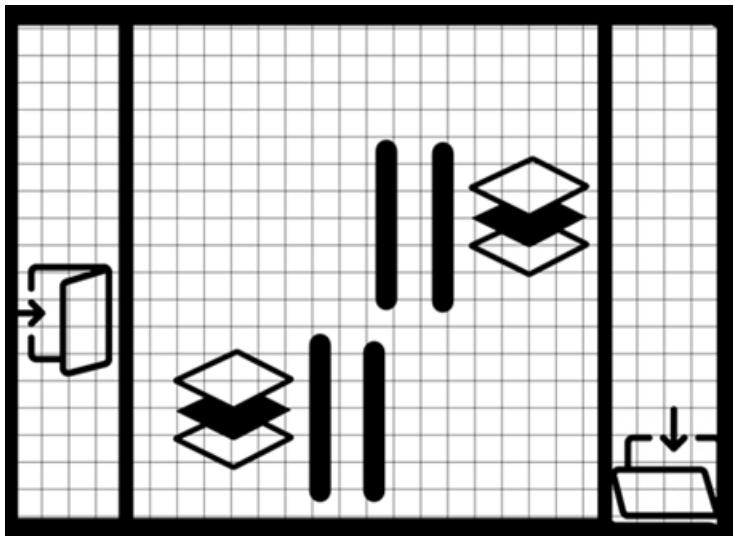
The purpose of this level is to teach the player how to jump and how to interact with switches. There is a stationary floating platform above a pit. The player must jump to cross. If they fall they must go back to the beginning using the stairs in the pit. Once the player successfully crosses, they reach a door that can only be opened with the press of a button that is beside it.

Level 2



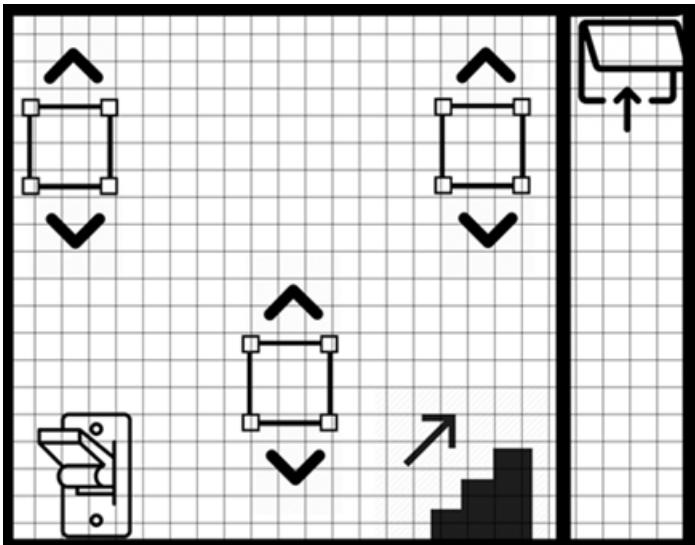
This level introduces moving platforms to the player. These platforms test the player's ability to coordinate their jump. The door is simply left open. Once the player lands on the opposite edge, they hear applause.

Level 3



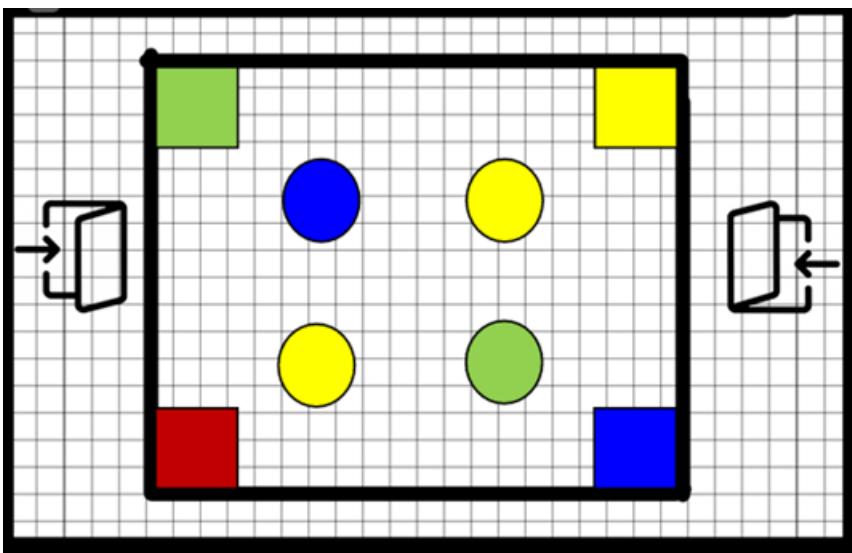
This challenge requires timed jumping. Once the player lands on a moving platform, there are obstacles floating in the air that they must jump over. If the player collides into them, they fall off the platform and have to restart the challenge.

Level 4



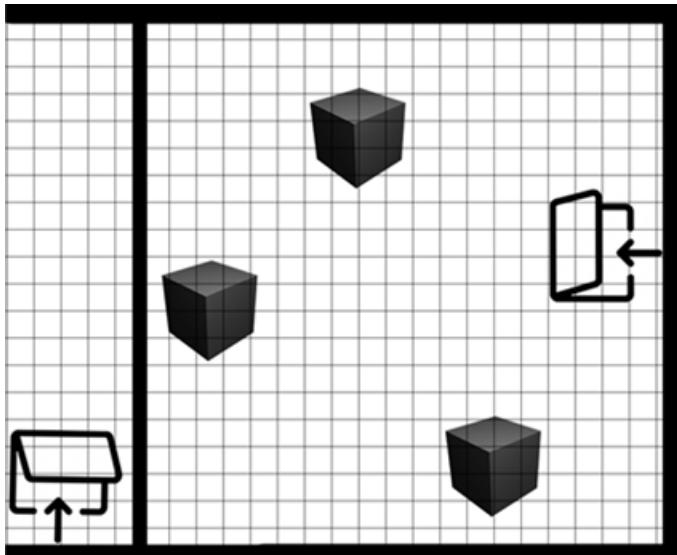
This level introduces switch activated platforms and a timed challenge. The player will go down into the pit and see 3 grounded platforms. The ridge containing the exit is too high to climb. To the left, they will see a switch. When this switch is pressed, the three platforms rise temporarily. The player must go back to the start and cross the 3 platforms before they descend from the expired time limit. The intention is to provide a tongue-and-cheek kind of experience.

Level 5



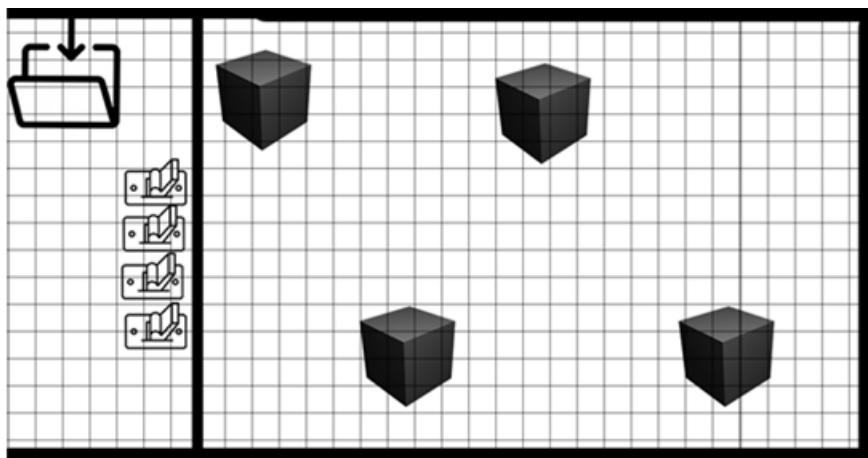
This room introduces 2 new mechanics: Pushing spheres and weight activated switches. To beat this room, simply align each colored sphere with its corresponding colored switch. Once all 4 switches are activated, a set of stairs will appear leading to the exit. A lip surrounds the floor to prevent the spheres from getting stuck. The player can still push the

Level 6



This level's core mechanic is moving boxes. The goal is simple: to assemble the boxes in a way that resembles a staircase. The player then climbs the staircase to the exit. There is a lip around the edges to prevent boxes from being pushed into the wall and breaking the game.

Level 7



This is the final challenge. As soon as the player enters the room, they see 3 color coded switches. In the pit below, they see moveable boxes that correspond with each switch. Pressing the switch raises each box temporarily. The player must push each box on the ground into a linear formation. They must then press all 4 buttons and cross quickly before the time runs out.