

LEVEL DESIGN & PROGRESSION

OVERWORLD

The begin play option in the main menu leads to the overworld map, the high school corridor where the player can access all playable levels (**classrooms** and the **courtyard arena**) in addition to the in-game store (**WC**).

The **GPA** of the player is displayed on the wall. Next to each classroom is a **scorecard** displaying the highscore of the player and above them is a window showing a glimpse at the world that lies ahead.

The overworld map is decorated with the students walking back and forth.



From the get-go, the player can choose to access any of the following levels from overworld:

- **Mathematics 101**
- **Literature 101**
- **History 101**
- **Chemistry 101**
- **Biology 101**

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PROGRESSION

After successfully completing all five levels with a **satisfactory GPA** (> 1.0), higher grade 201 levels are **unlocked**. Completing 201 levels while a GPA higher than the same minimum unlocks 301 levels, and then doing the same with 301 levels finally unlock 401 levels.

Different grade levels maintain the same setting, art style, level elements and enemy types, but vary in terms of **level layout and difficulty**. The difficulty spike between grades increases between 201 and 301, and is highest between 301 and 401.

The increasing difficulty urges the player to replay levels to collect more lecture notes and level up before taking on the higher grade level.

Clearing all levels with a satisfactory GPA unlocks the **Graduation** level which is the final boss fight of the game that takes place in the courtyard of the school.

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Every level is a world of its own, starting in a classroom and leading to the domain of the teacher, be it the dungeons of the chemistry teacher Ms. Garlick or the graveyard of the history teacher Mr. Bones.

Different levels feature different level elements such as hovering platforms or different enemy types not found in any other level.

At the end of each level is a boss chamber where you complete the challenges of the teachers or defeat them.

LEVEL TUTORIALS

Since there is no dedicated tutorial level, the player can choose to start with any one of the 101 levels. The classroom sections of 101 levels serve as a tutorial on the basics of navigation and combat.

The tutorials should ideally be given in the following order:

Run > Jump > Punch (+ Repetition Penalty) > Kick > Dodge (+ Stamina) > Lecture Notes > Special > Ranged

Tutorials are displayed on chalkboards placed in the map. Pop-ups can be placed on the upper part of the screen if further clarifications are deemed necessary.

SECONDARY PATH & REPLAYABILITY

As the difficulty spike between different grades of levels encourage replaying the levels, all levels offer a secondary path to provide a **shortcut** to the final room of the level that is faster but more difficult to navigate than the basic path.

Secondary paths feature **no of enemies or lecture notes**. These paths are instead filled with **trap triggers**, visible or otherwise, and are nearly impossible to navigate by players who are unaware of the location and timing of the triggers placed.

Gameplay on secondary path focuses on platforming and navigating through the traps instead of combat, providing a different kind of gameplay challenge than basic path.

The lack of lecture notes means players successful in navigating secondary path to the boss chamber will not be able to benefit from the lecture note bonuses to offense and defense, making these paths more suited for players confident that they can take on the final fight without bonuses.