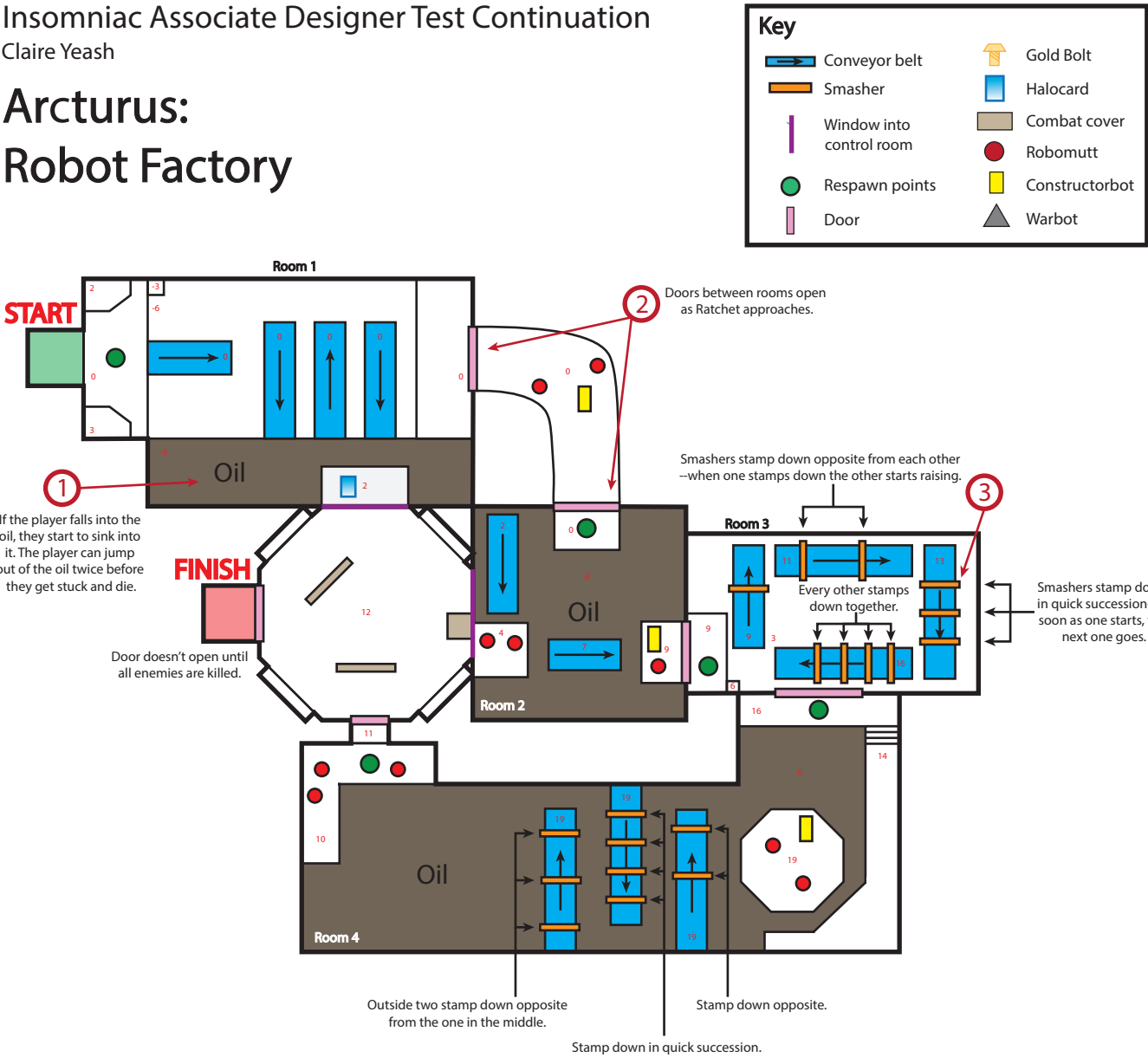
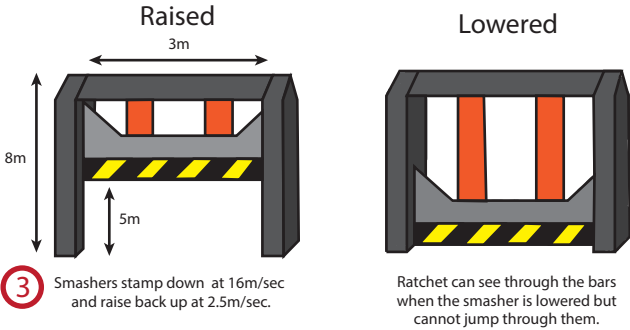


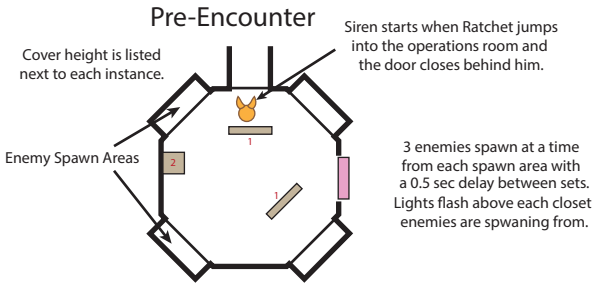
Arcturus: Robot Factory



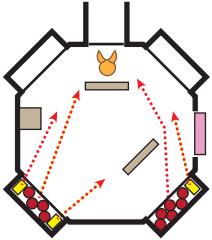
Smashers



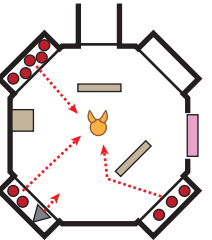
Final Enemy Encounter



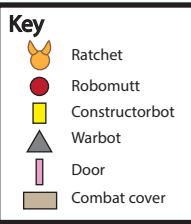
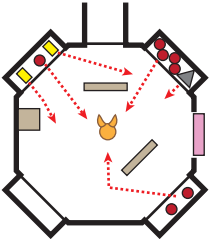
First Wave



Second Wave



Third Wave



Room 1 Focus: Introduce Conveyors

Key Views: Player can see the exit door across from the start; There is a window into the control room above some crates

Notes: Conveyors are above the ground; Player cannot grab edges of the conveyors

Room 2 Focus: Make Oil More Prominent and Put Some Pressure on the Player

Key Views: From the entrance, the player can see the path the need to follow, the enemies and the exit door; There is a window looking into control room, forming a triangle (came from, going, and final goal)

Room 3 Focus: Introducing Smashers

Key Views: When the player enters, they can see the exit door on their left and the first and last conveyors in front; Conveyor belts move in the direction the player needs to go

Room 4 Focus: Test Player on Conveyors and Smashers, Heli-pak long glide

Key Views: When the player enters, they can see enemies on the platform in front of them; Crossing the conveyor belts the player sees a large platform with enemies and one doorway leading into the next room

Things I would change for next iteration:

- Make the rooms less rectangular
- Add gold bolt
- Improve key views in room 3