








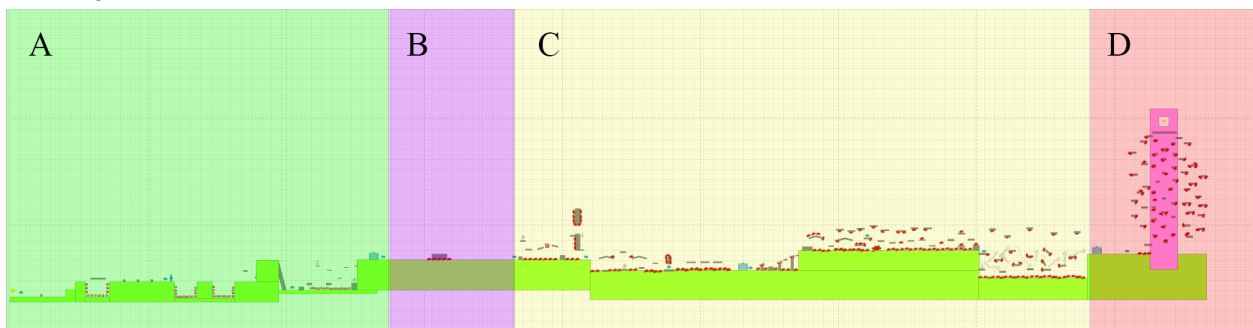


Pop Up Prince

Icons

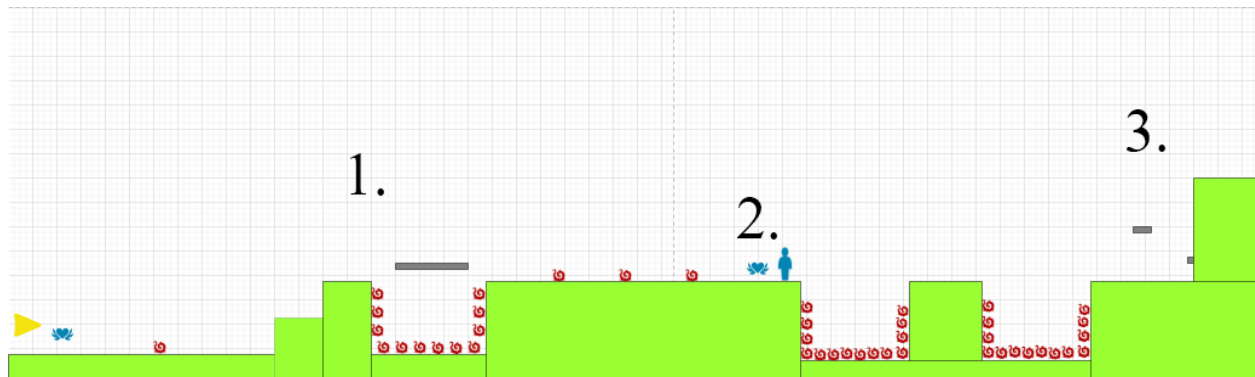
Hazards		Gameplay		Pickups		Events	
	Ink Puddle With Arms		Respawn Location		Flower Collectable		Level Start
	Thorn Bush		NPC		Key Pickup		Level End
			Gate				

Entirety of Map:



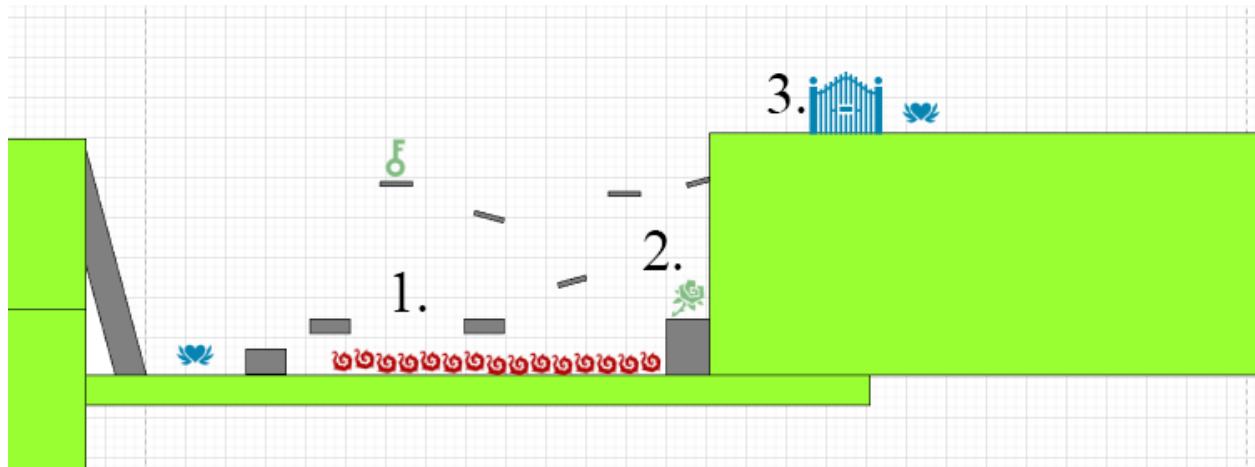
- Tutorial area in woods. Relatively safe and used to teach base mechanics
- Used only for cinematic purposes. Player seeing ink for first time but has no control over their movement or actions
- Challenge stage. Progressively gets more difficult as the stage progresses, requires player to develop mastery over skills taught in section A.
- Challenge stage. Challenges are similar to those found in section C, but they are vertical instead of horizontal, and time pressure is at play, with the ink rising around the tower.

Tutorial 1/2:



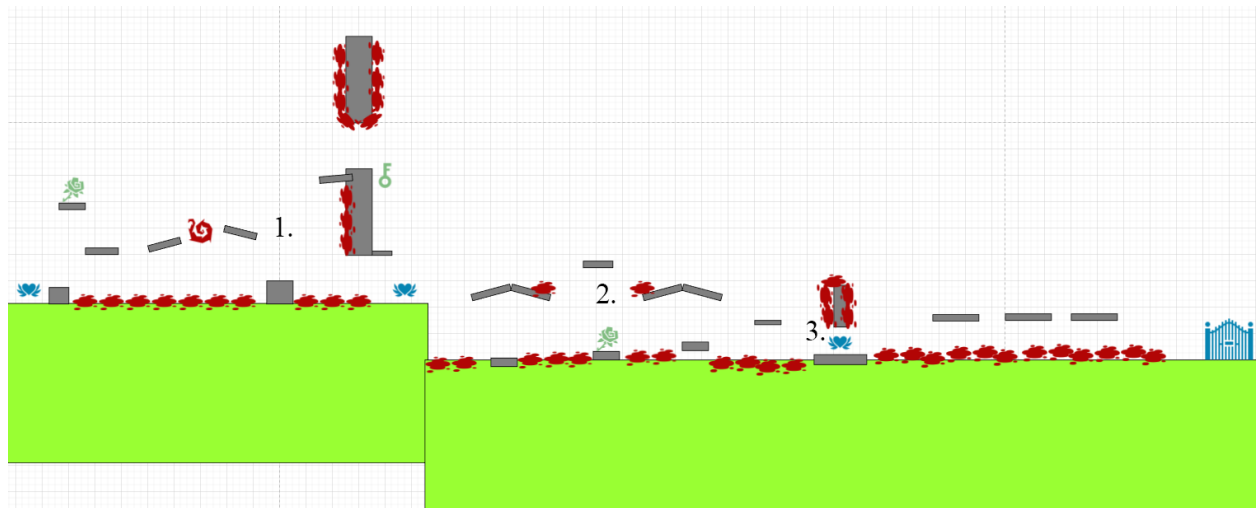
1. Player starting location. Acts as a tutorial for jumping and platforms, the player learns of thorns.
2. Player is forced to encounter the NPC and their dialogue since the gap is too big to cross without a dash. Introduces the player to respawn points and dashes.
3. Players must apply the freshly learned dash mechanic on a diagonal in order to advance. Otherwise can not advance due to the cliff height.

Tutorial 2/2:



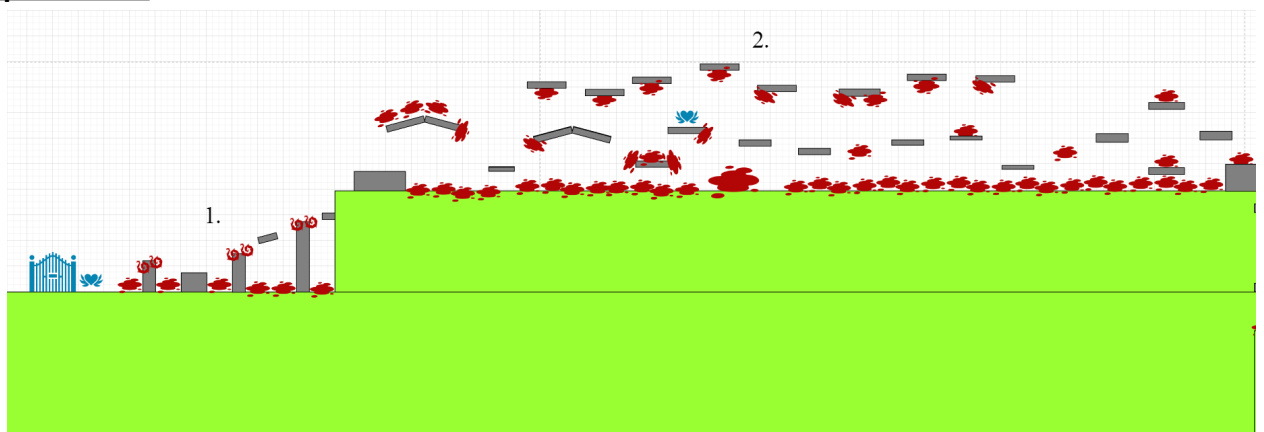
1. Player is introduced to falling and arial movement, since the chasm is to large to cross without falling.
2. Player is introduced to collectable roses through a simple optional dash.
3. Player is introduced to gates, and the key pickup, since they are unable to proceed without unlocking the gate with the key.

Development 1/3:



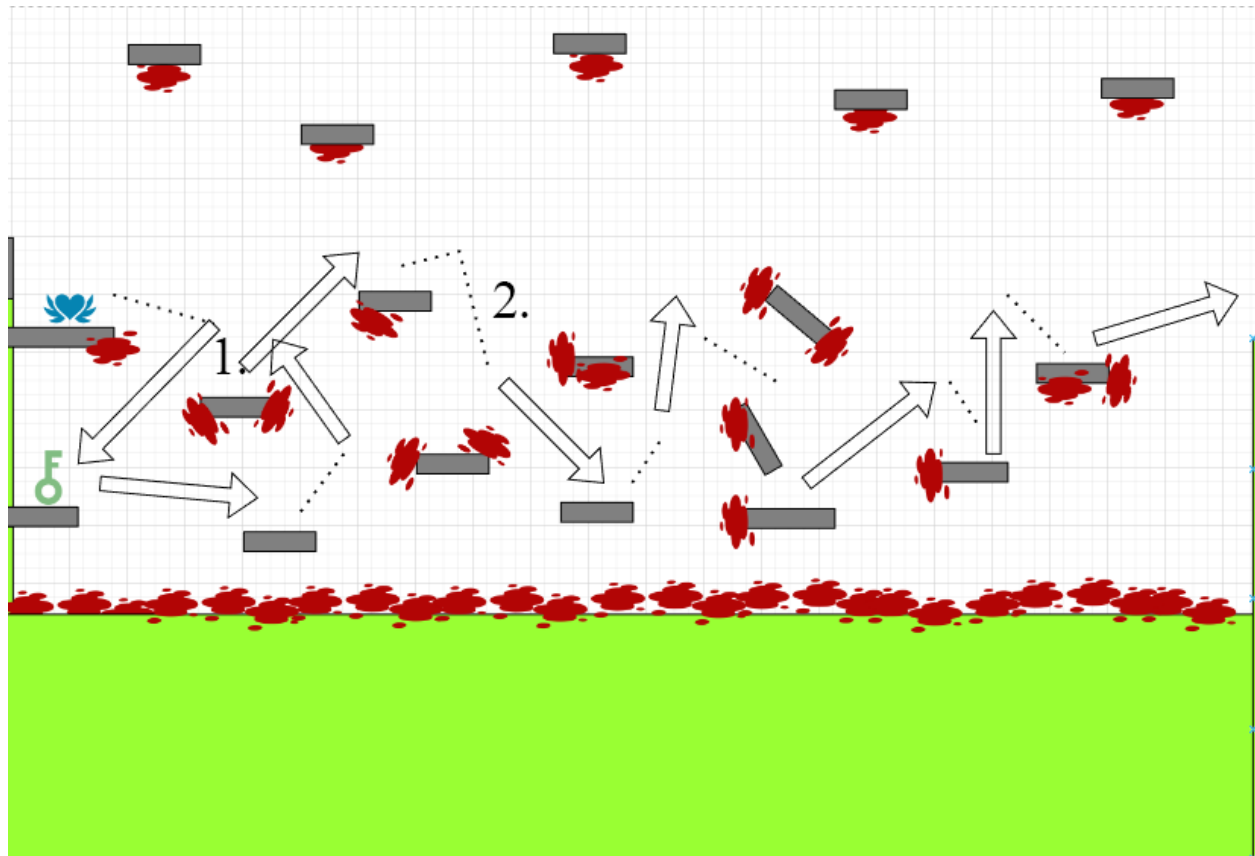
1. The player is introduced to the ink enemies, and is forced to interact with them since they can't advance without coming close to the objects. They are also introduced to platformable objects such as tree branches, balconies, and clouds. The player is then forced to dash in a manner that encourages control and precision while approaching the ink.
2. Player is faced with two paths, one with fewer mechanics required, and the other offering a collectable rose as a reward for challenging themselves. Designed to encourage the player to develop their movement skills, without forcing them.
3. Player is met with with a respawn location as well as an area to develop skills relating to arial movement and dashes.

Development 2/3:



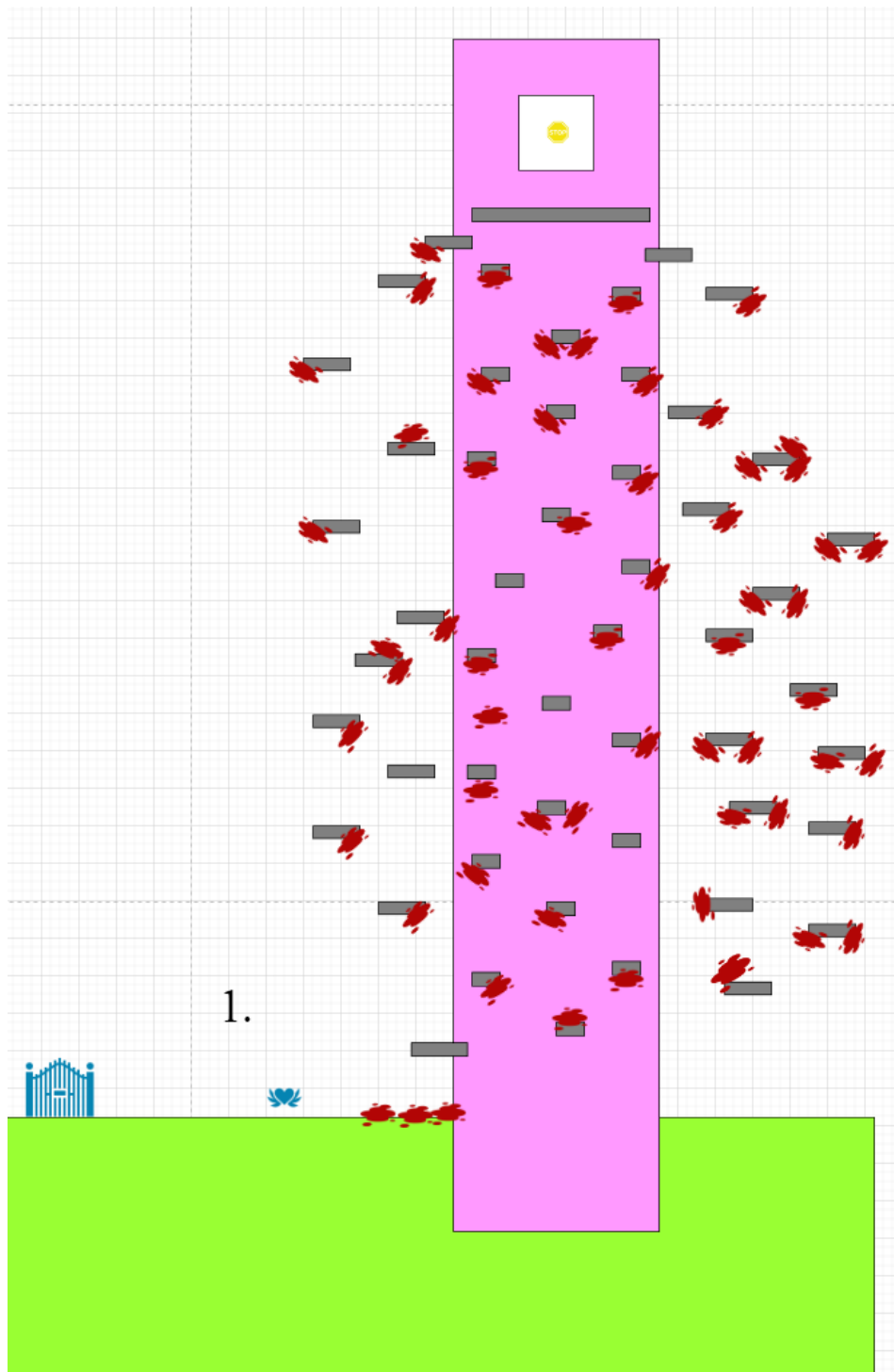
1. Once the player has opened the gate, they are met with a respawn location, as well as pillars with thorns on top. This forces them to use their dashes and jumps in combination to clear obstacles with difficult locations.
2. This part is to introduce clouds with ink monsters, forcing the player to make controlled movements through a tunnel of obstacles.

Development 3/3:



1. The player is forced to critically think about their path through a complex set of obstacles. Arrows shown are one way to complete the puzzle.
2. The player is forced to combine strong arial movement skills with well timed dashed to progress through the puzzle. Designed to mimic the requirements of the challenge stage in an environment without time pressure.

Challenge:



1. Final tower applies the mechanics and techniques used previously vertically and in a timed state, where ink floods the world chasing you up the tower. Forces players to quickly assess the optimal path, and execute on it with developed dash and arial mechanics.

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Delapouite
Stop Sign Symbol
Gate Symbol
Person Icon
Heart Wings Icon

Lorc
Spill Icon
Thorn Icon
Rose Icon

Guard13007
Play button Icon

Sbed
Key Icon