

WHOLE GAME TYPE IS PLATFORMER BASED

https://tmhs-tsa.weebly.com/uploads/9/3/9/7/93976199/video_game_design_info.

#1 - title page (options: start setting quit)

- start selected -> #2
- setting -> volume option

#2 - (cut scene) - alice reading with sister, see white rabbit

#3 - Level 1: chasing rabbit

- Rabbit is faster than alice and makes it to the end
 - Alice must complete parkour
 - If alice fails she starts over
 - Goal: reach the ending point (rabbit hole)
- (Seah)

#4 - (cut scene) - alice fall into hall

#5 - Level 2: collect item (cake and drink me potion key)

- Darkness surrounding
 - Maze
 - 3d starts
 - cake (alice gets big) and potion items(alice gets small)
 - Alice big at the end
 - Goal: Collect all the item & reach the ending point (door)
- (Ayush)

#5 - (cut scene) - alice cry & tears become river + get small again

#6 - Level 3: boat

- Gets on the book
 - Avoid obstacles
 - Goal: survive for 20 seconds
- (Allison)

=> reach the white space at the end of level 3 and whole screen turns into white until dialogue (alice sister) shows up

#7 - (cut scene - ending): sister wakes alice up

"Was it a bad dream?"

** sprites on the background turn 3d (like glitch) along each level to show modern twist theme

** when die during the game, restart each level

