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| GAME NAME | |
| LEVEL NAME: Mission Design Document | Edited by Hardy |
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| The thirsty village’s well is robbed by the Devil for many years, Devil use the control of well to slave the villagers in the village. Player comes to here to beat away the Devil and save the village. |

# Mission Walkthrough

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| 1. Meet the villager | | | |  |
| Meet the villager at the gate of village and have a dialogue. Get the information that the Devil rob the only well of village, you need to beat the Devil and give the well back to the village. | | | |
| Difficulty: | 1/10 | Duration: | 00:10 |
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| 1. Go to the village gate 2. Meet the thirsty villager 3. Have the conversation 4. Get the position of the Devil 5. A cinematic which gives a preview of village | | | |
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| 1. Beat the guard | | | |  |
| Go to the dungeon gate and beat the 2 guards | | | |
| Difficulty: | 4/10 | Duration: | 01:00 |
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| 1. Go to the gate 2. Beat the guards 3. Get the key 4. Open the gate | | | |
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| 1. Lava path | | | |  |
| Jump on the platform to pass the lava. | | | |
| Difficulty: | 3/10 | Duration: | 00:20 |
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| 1. Go to the lava pool 2. Jump on the platform 3. Arrive the destination | | | |
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| 1. Find the key | | | |  |
| The Devil’s room is locked, need to go around to find the undead guard to get the key. | | | |
| Difficulty: | 5/10 | Duration: | 01:00 |
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| 1. Get to the room’s gate 2. Go around and enter the maze 3. Find the undead guard 4. Arouse him and use the lava to kill him 5. Get the key | | | |
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| 1. Beat Devil | | | |  |
| Beat Devil | | | |
| Difficulty: | 7/10 | Duration: | 01:30 |
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| 1. Enter the room 2. A cinematic, Devil is angry 3. Beat Devil | | | |
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| 1. Open the well lock | | | |  |
| After killing the Devil, find solution to move the rock on the well to open it. | | | |
| Difficulty: | 6/10 | Duration: | 01:00 |
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| 1. Jump on the platform to get the top of tower 2. Find rope to tie the rock to the big rock at the top of tower 3. Use blades to cut tree which block the rock 4. The big rock rolls down and bring the rock block the well away. 5. Climb out, the villagers are already here, cinematic, they appreciate your work. | | | |
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# Layout Plan

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# Flow Chart

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# Beat Chart

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