Game Storyline

Zone	Theme	Core Concept	Gameplay Vibe	Unlocks
Array Plains	The foundation	Arrays & Hashing	Open grasslands; puzzles about order & storage	Two Pointers / Stack
Twin Rivers	Flow & symmetry	Two Pointers	River-crossing puzzles; matching logic	Sliding Window / Linked List
Stack Summit	Depth & memory	Stack	Climb a mountain by managing operations; undo/redo logic	Binary Search
Mirror Marsh	Efficiency	Sliding Window	Visualize shrinking/expanding patterns to find balance	—
Linkvale	Connection & growth	Linked List	NPCs emphasize links between people (nodes)	Trees
Binary Ridge	Decision paths	Binary Search	Navigate branching paths to find target	Trees
Arborium	The world tree	Trees	Central, branching hub; introduces recursion	Tries / Heap / Backtracking
Triena Ruins	Language of words	Tries	Word-completion mini-games	—
Heapspire	Order of priorities	Heap / Priority Queue	Scheduling tasks for a village	—
Cavern of Shadows	Exploration & recursion	Backtracking	Maze-based puzzles that require returning to previous states	—