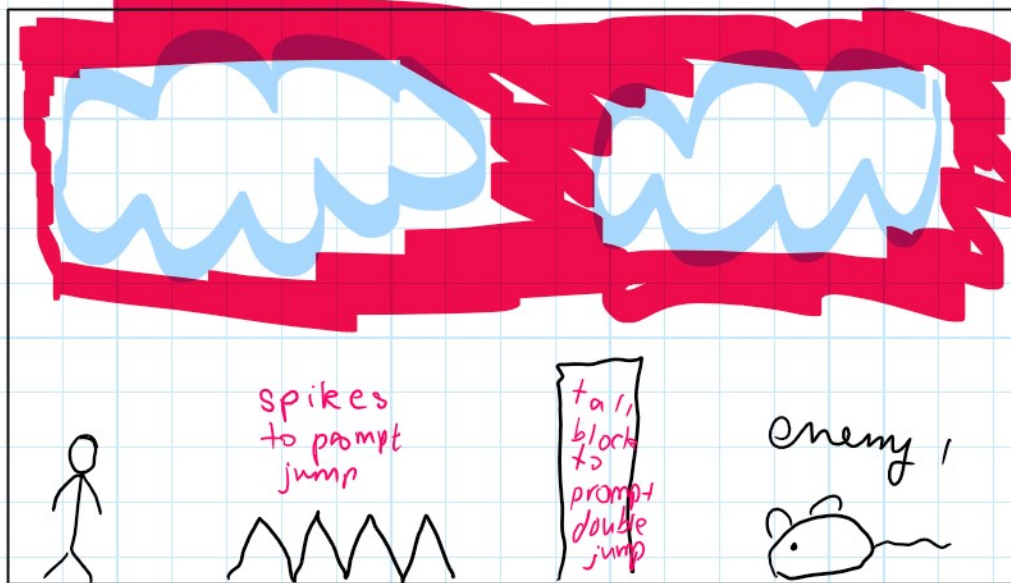


Level 1

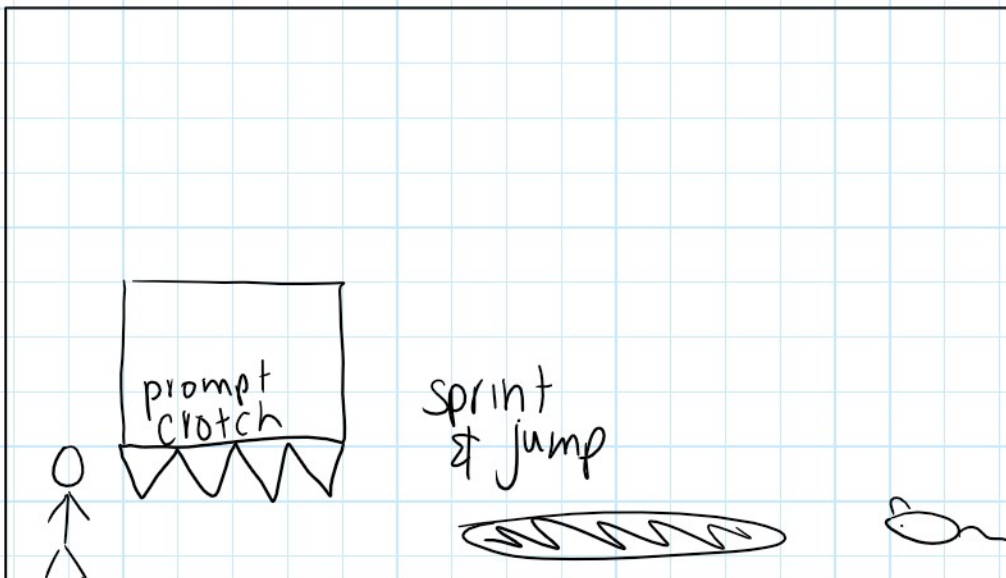
Saturday, October 24, 2020 3:01 PM



apocalyptic sky

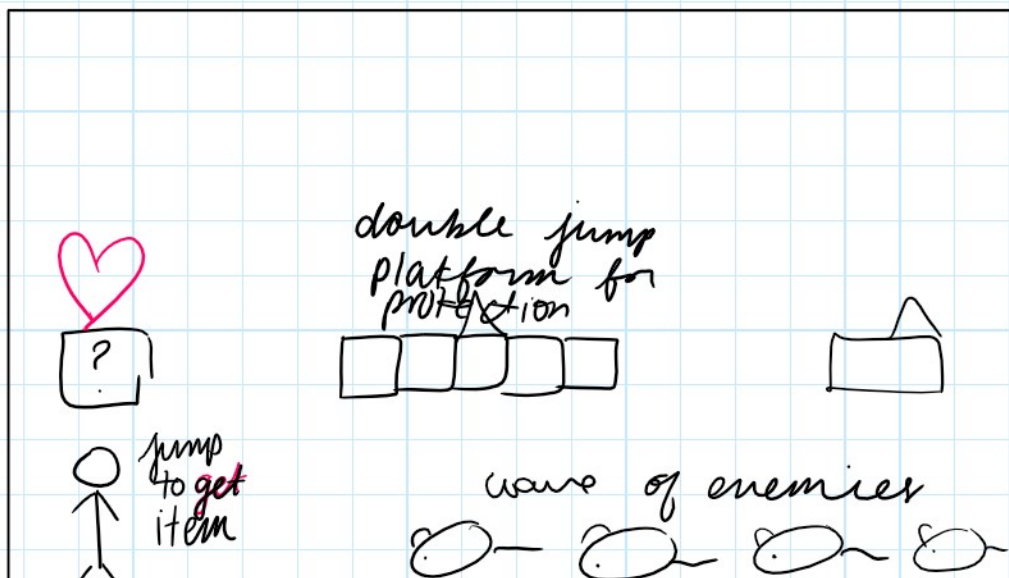
Every level is subdivided into several "scenes" or rooms. Once the player has moved to the end of the scene, game play shifts to the next scene. These scenes are what we depict on the following pages.

Level 1, Scene 1: Glarkson is outside of a gloomy gates hall under a red apocalyptic sky. To gain entry he must jump over a set of spikes, and use his double jump powers to cross a tall block, all while evading an enemy mouse.



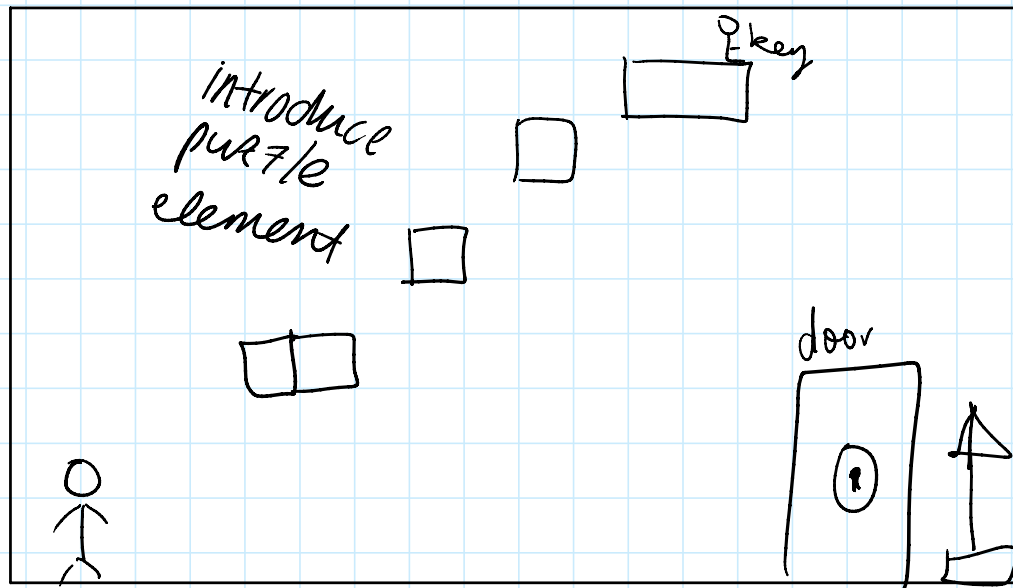
Level 2, scene 1: Glarkson must use his crouch ability to duck under spikes, and his sprint jump to cross a hole while avoiding a mouse.

2



Level 1, Scene 3: Glarkson finds a mystery box and must jump to capture it. In addition he must make use of the platforms to avoid the mice.

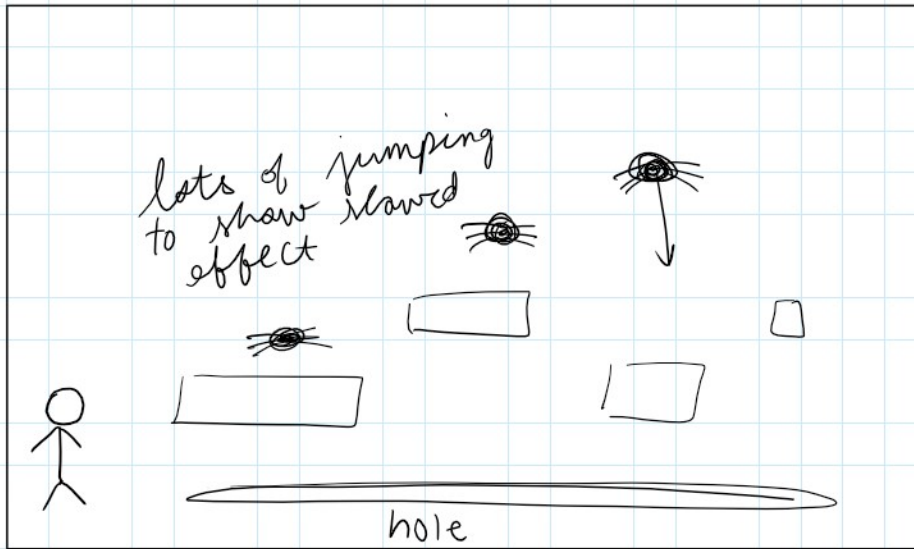
3



Level 1, Scene 4: In this scene, Glarkson is introduced to the game's puzzle elements. He must capture a key and use it to unlock the door and advance to the next level

Level 2

Saturday, October 24, 2020 3:01 PM

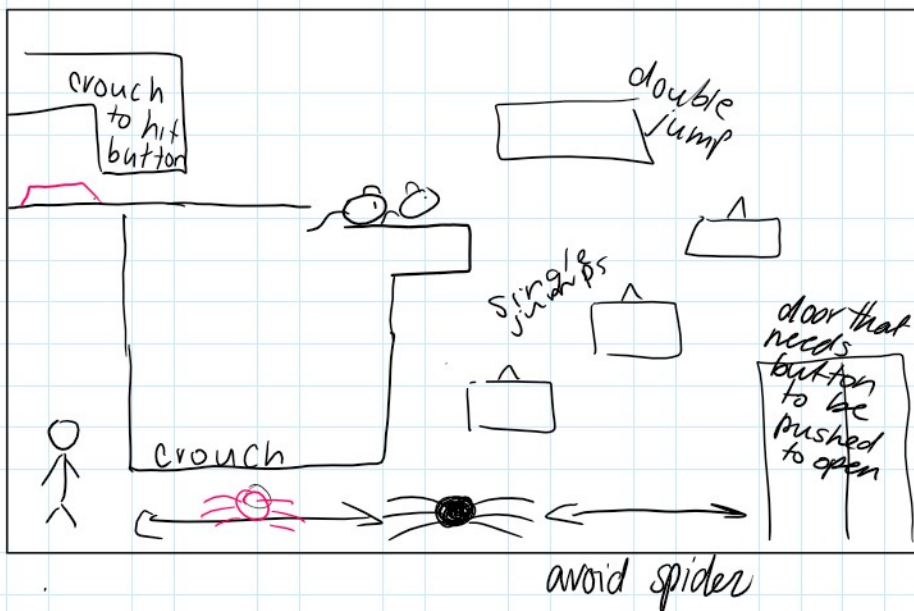


New enemy



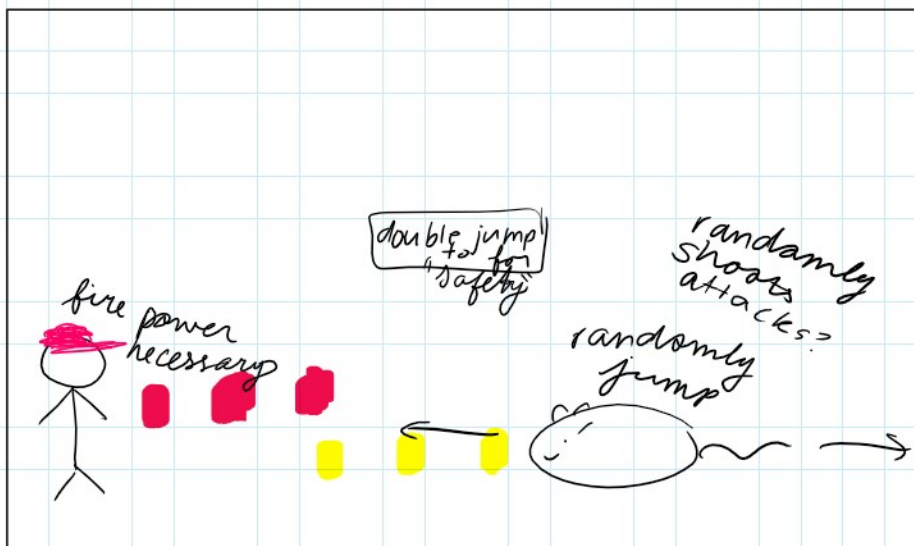
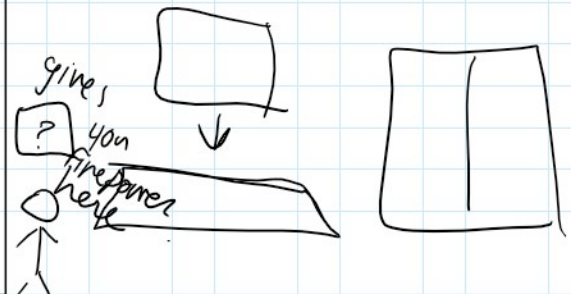
- hits slow player down
- wear off over time
- 3 consecutive hits → lose heart

Level 2, Scene 1: Glarkson encounters a new enemy: spiders that slow his speed. He must jump between platforms to reach the end of the level, but if he is slowed to much, he will not have enough speed to do so.



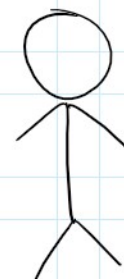
2

Level 2, Scene 2: Glarkson is introduced to another puzzle element. Here he must avoid the obstacles and push the bottom to open the doors and advance to the next scene.



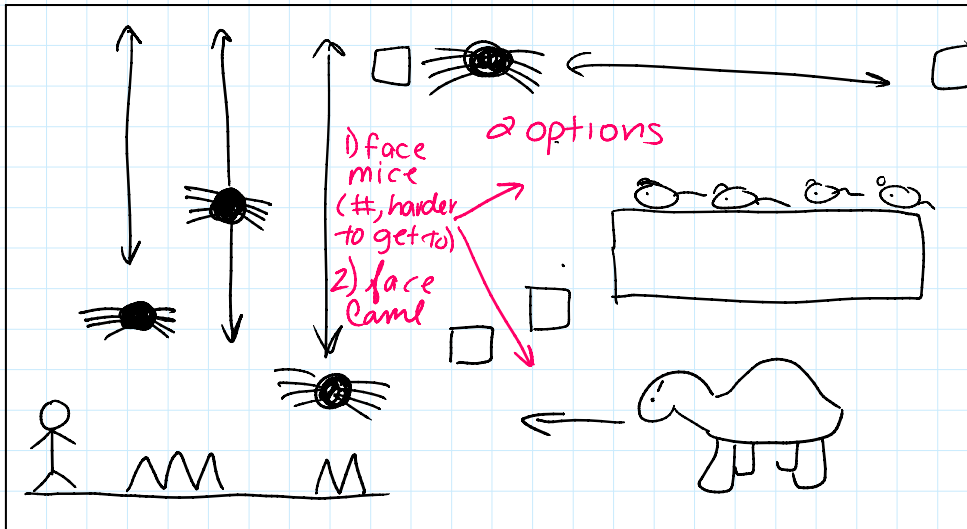
3

Level 2, Scene 3: Encountering the final boss of the level, Glarkson must beat a large mouse. As a special defense however, he has acquired the ability to shoot fire.



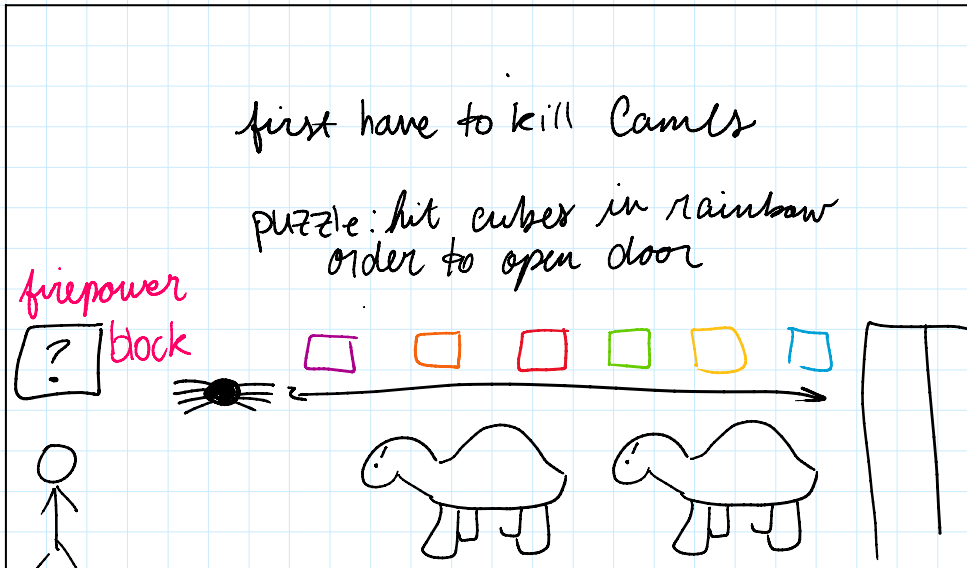
Level 3

Saturday, October 24, 2020 3:01 PM



Level 3, Scene 1; At the beginning of level 3, Glarkson finds himself on the third floor of Gates Hall. He can either choose to take the upper path or lower path, each leading to the same destination. They each have their own challenges; the upper path is more difficult to get to and has multiple enemies. The lower path has only one enemy, but it takes multiple hits to defeat. Since Glarkson has infiltrated the heart of the building, there are bugs roaming around everywhere.

New enemy
Caml
• multiple hits to kill
• fast

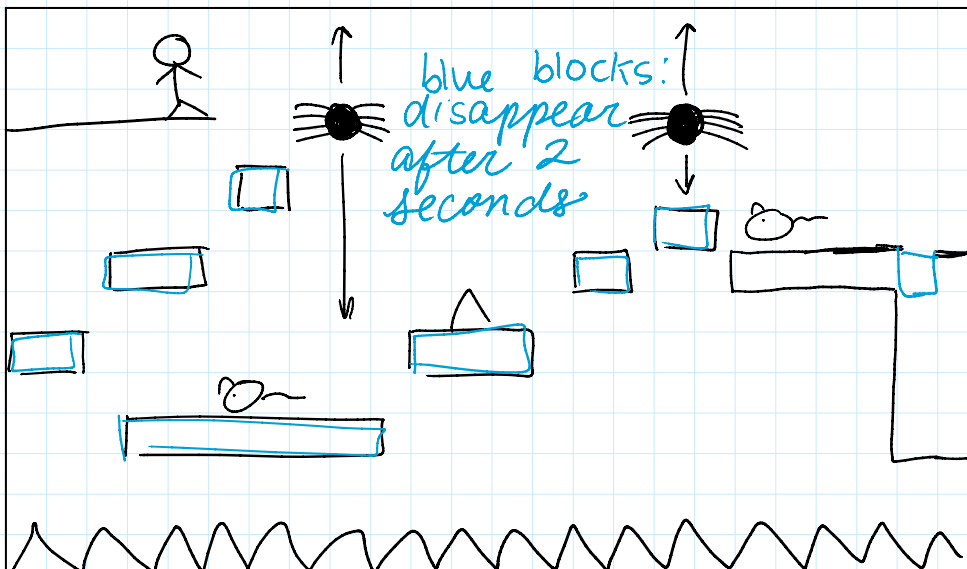


first have to kill Camls

puzzle: hit cubes in rainbow order to open door

2

Level 3 Scene 2; When Glarkson clears the entrance of the third floor, he's ambushed by two Camls! Not to fear - he receives trusty firepower to help him defeat them. After defeated the Camls, Glarkson is confused as to why the door isn't opening. He realizes he might have to do something with the rainbow blocks above him... perhaps hitting them in a specific order will do the trick.



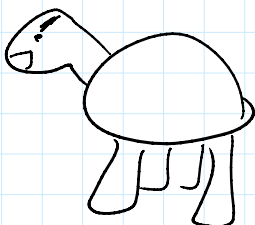
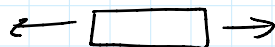
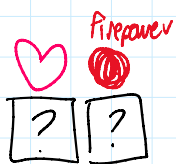
3

Level 3 Scene 3; Glarkson is nearing the heart of the third floor, and thus risk increases. He loses the luxury of being able to backtrack. After stepping on a blue block, it will disappear after two seconds. Glarkson has to work quickly while avoiding enemies to continue and save his comrades. There seems to be a secret entrance - will Glarkson be able to find it?

- need to be on block to hit big caml / jump on it

- periodically mice/bugs fall down

- hitting caml mini boss legs won't do damage



Level 3 Scene 4; Glarkson makes his way through the hidden entrance only to meet the biggest Caml yet. Even worse for Glarkson, the Caml's allies scurrying along the ceiling periodically drop to try and stop Glarkson. In addition, this Caml is so large that firing at his legs does no damage! Glarkson must make use of his environment and go to higher ground to inflict damage on his enemy.