

★ LEVEL 1 “Entry Hall / Orientation Wing”

A clean, simple, beginner-friendly museum hall introducing ALL basic mechanics.

Below is the **full walkthrough**, with every section numbered in order exactly as the player will encounter them.

★ GLOBAL LAYOUT

Length: **250–300 tiles horizontally**

Height: **15–18 tiles**

The level is divided into **7 sections**.

★ SECTION 1 — Starting Point (Safe Zone)

Objective: teach movement, no risk yet.

Environment

- Flat sandstone floor, 8 tiles long.
- Background: sky/blue gradient with pillars in foreground.
- A tall **Pillar.png** placed behind the player for decoration.

Elements

- Player spawn at tile (x=0, y=ground).
- “CLICK TO START” text overlay (required by project).

Purpose

- Player tests left/right movement and jump safely.
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SECTION 2 — First Platforms + First Collectibles

Objective: introduce jumping + scarabs

Environment

3 simple rising platforms made of 32×32 sandstone blocks:

Platform 1:

- 2 tiles wide, 1 tile tall
Platform 2:

- 3 tiles wide, 2 tiles tall
Platform 3:

- 2 tiles wide, 1 tile tall

Spacing: 2–3 tiles between each.

Elements

- Scarab coin on each platform.
- One decorative hieroglyph block embedded in platform 2.
- No enemies yet.

Player Challenge

Very easy jumps to warm up.

★ SECTION 3 — First Low Wall + Micro-Puzzle

Objective: teach a mini obstacle before introducing enemies.

Environment

- A low wall 3 tiles tall made of **hieroglyph tiles**.
- A tiny 1-tile pit before the wall (not harmful).
- A decorative crate tile next to the pit.

Elements

- Scarab coin floating above pit.
- A small 1-tile platform behind it encouraging the player to jump.

Player Challenge

Jump → land → climb the low hierarchical wall.

★ SECTION 4 — First Enemy: The Mummy (Slow Speed)

Objective: introduce enemy avoidance.

Environment

- Long straight floor, 12 tiles long.

- Dimly lit area — darker variation of your sandstone tiles.

Elements

- **1 mummy** walking left↔right between two invisible boundaries.
Speed: **slow** (0.5x normal speed)
- A scarab placed right above mummy's patrol path (encourages jumping over him).

Player Challenge

- Avoid OR jump over the mummy.

Design Tip:

Place the mummy **after** a flat area so the player is mentally ready.

SECTION 5 — Small Ascending Staircase + Hidden Collectible

Objective: introduce vertical movement + optional exploration.

Environment

A staircase made from sandstone:

- Step 1: 1 tile high
- Step 2: +1 tile
- Step 3: +1 tile
- Total height: 3 tiles

Elements

- 2 scarabs placed along the staircase.
- **Hidden scarab or gem** behind a pillar at the top:
 - Place pillar sprite slightly in foreground.
 - Behind it, place **Golden Fragment #1** (optional collectible).

Player Challenge

- Low-risk jumping upward.
 - Curious players find bonus item.
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★ SECTION 6 — First Crumbling Platform (Simple)

Objective: introduce hazard type “crumbling block” without danger.

Environment

- A floating platform made of 1 crumbling tile (use cracked sandstone sprite)
- Under it: regular floor (so falling is safe)

Elements

- Scarab floating above the crumbling block
- Small mummy after the landing area (same slow speed)

Player Challenge

- Player steps → platform shakes → collapses

- Player learns: “Some blocks break”

But falling is safe, so there is **no punishment**.

★ SECTION 7 — Final Stretch to Exit Door

Objective: final simple test combining all basics.

Environment

- Long hallway framed by pillars on each side.
- Slightly rising platforms (hieroglyph tiles)
- Decorative obelisk at the far end.

Elements

Subsection A — Double platform hops

- Platform 1: 3 tiles wide, 1 tile high
- Platform 2: 2 tiles wide, 2 tiles high
- Scarab on each

Subsection B — Last enemy

- 1 mummy walking between two platforms
Speed: **medium** (slightly faster than first one)

Subsection C — Exit Door

- Metal gate tiles sliding upward when touched (animation)

- “Level Complete! Click to continue.”
- Transition to Level 2

Player Challenge

- Quick jump sequence
- Avoid one final mummy
- Reach goal

★ FINAL LEVEL 1 OBJECT COUNT (for coding)

This is extremely useful while coding.

Static Tiles

- Sandstone blocks: ~200–250
- Hieroglyph blocks: ~25
- Pillars: 3–4
- Crumbling block: 1–2
- Obelisk: 1
- Crates: 1–2 decor

Enemies

- Mummies: **3 total**
 - Enemy 1 (slow)

- Enemy 2 (medium)
- Enemy 3 (slow, after crumbling tile)

Collectibles

- Scarabs: **10–12**
- Optional hidden artifact: **Golden Fragment #1**
- No major power-ups yet

Hazards

- None lethal
- Only one crumbling block
- Tiny 1-tile pit early on
- No spikes yet

★ LEVEL 1 — Complete Narrative Flow (for your vision)

1. **Player starts at the museum entrance.**
Pillars, sandstone surrounds them. Safe space.
2. **Gentle platforms introduce jumping.**
Coins guide the player up and forward.
3. **Low wall teaches climbing movement.**
Small pit teaches micro-jumps.
4. **First enemy appears.**
Slow mummy teaches timing & jump-over technique.

5. **Staircase teaches vertical exploration.**
Optional hidden collectible for curious players.
 6. **Crumbling block safely introduces hazard.**
Encourages the player to jump quickly.
 7. **Final sequence mixes everything learned.**
Platforming → enemy → exit door.
 8. **Level ends with clear satisfaction.**
Player reaches the “Gallery Wing”.
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★ NEXT STEP (optional but recommended)

I can now create:

- ✓ **A tile-by-tile ASCII version of this level (perfect for coding)**
- ✓ **A graphical block-level map (like a real level blueprint)**
- ✓ **A Qt implementation plan (how to spawn each object and its coordinates)**
- ✓ **Full Level 2 in the same detailed style**

Just tell me what you want next.

You said:

NOW DO THE SAME EXACT THING YOU DID FOR ALL LEVELS

ChatGPT said:

Absolutely — here are **ALL FOUR LEVELS fully detailed**, exactly in the same ultra-clear, step-by-step, obstacle-by-obstacle style as Level 1.

Everything is built **100% around your actual assets**, and every level uses **the same tileset, same enemy type, same platform style**, so your workload stays small and consistent.

★ LEVEL 1 — Entry Hall / Orientation Wing (COMPLETE REFERENCE)

(Already provided above — kept here for consistency)

★ LEVEL 2 — “Exhibit Wing / Gallery of Kings”

Medium difficulty — introduces hazards + crumbling blocks + more verticality.

This level is ~300–350 tiles long.

We divide it into **8 sections**, each listed exactly in the order your player encounters them.

★ SECTION 1 — Entry Gallery (Warm-up Area)

Environment

- Starting on sandstone floor.
- Two pillars in foreground.
- Background: same faded sky tile, slightly darker tint.

Elements

- Scarab × 2
- Decorative statue (from tileset)
- No enemies

Player Challenge

Warm-up jumps, no risk.

SECTION 2 — The Double-Step Display Platforms

Environment

Two stepped platforms made of hieroglyph tiles:

Platform A:

- 3 tiles wide, 1 high
- Platform B:

- 2 tiles wide, 2 high

Elements

- Scarab on each platform
- A cracked sandstone block between platforms

Player Challenge

Basic sequencing of jumps.

★ SECTION 3 — First Hazard: Moving Metal Gate

Environment

- A “security checkpoint” using the iron gate tiles (up/down motion)
- Gate cycles: **open 1.3 seconds / closed 1.3 seconds**

Elements

- Gate hazard (damage on touch)
- A scarab placed right above the gate path

Player Challenge

Learn **timing**: wait → pass under → jump for coin.

★ SECTION 4 — Gallery Corridor with Two Mummies

Environment

Flat hallway, dimly lit.

Elements

Mummy 1:

- Patrols 6 tiles left↔right
- Medium speed

Mummy 2:

- Patrols 5 tiles left↔right
- Slightly faster than mummy 1

Scarab × 3 floating above the patrol path.

Player Challenge

Timing + jump-over enemies safely.

SECTION 5 — Multi-Tier Exhibit Walkway

Environment

A series of elevated displays:

- Level 1: 4 tiles
- Level 2: 3 tiles
- Level 3: 2 tiles
- Level 4: decorative pillar tile (just visual)

Elements

- Scarabs placed in vertical “staircase” formation.
- One crumbling block halfway up.

Player Challenge

Vertical platforming with risk of crumbling tile.

★ SECTION 6 — First Spike Pit (Simple)

Environment

- 6-tile-wide gap
- Spikes at bottom
- A 3-wide moving platform floating back and forth

Elements

- 1 mummy standing after pit (slow speed)
- Scarab above platform mid-point

Player Challenge

Ride platform → jump → avoid mummy.

★ SECTION 7 — Hidden Artifact Chamber

Environment

Small alcove behind a fake hieroglyph wall (collision off).

Elements

- **Golden Fragment #2** (optional special collectible)
- Scarab × 1

Player Challenge

Reward exploration. No hazards.

★ SECTION 8 — Exit to Level 3

Environment

Tall double pillars marking exit.

Elements

- Exit door (metal gate)
 - “LEVEL COMPLETE” message on entry trigger.
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★ LEVEL 2 SUMMARY

Enemies: 3

Hazards: 1 gate, 1 spike pit

Platforms: more varied but still using same tiles

Difficulty: ★★☆☆☆

★ LEVEL 3 — “Conservation Labs / Restoration Wing”

Medium-hard — introduces moving platforms, falling hazards, laser timing.

This level is more vertical, using ladders (fake), crates, chains.

★ SECTION 1 — Lab Entrance (Warm-up)

Environment

- Sandstone floor
- Crates stacked in background
- Chains hanging from ceiling (decor)

Elements

- Scarab × 2
 - No enemies yet
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SECTION 2 — First Vertical Lift

Environment

Two vertical shafts:

Left shaft:

- Static ladder tiles (decoration)
- Floor made of sandstone

Right shaft:

- **Moving platform** goes up/down continuously

Elements

- Scarab at top right
- A mummy waiting on high platform (medium speed)

Player Challenge

Ride lift up → jump over mummy or wait.

★ SECTION 3 — Crate Staircase + Crumbling Shelves

Environment

- Stacked crates forming a staircase (5–6 tiles high)
- A shelf tile (crumbling block) near top

Elements

- Scarab trail going upward
- Mummy on the topmost platform (slow speed)

Player Challenge

Learn to react to crumbling tile mid-climb.

★ SECTION 4 — Laser Corridor (First Real Challenge)

Environment

A horizontal corridor with alternating **laser gate hazards**:

Gate 1 → ON 1s / OFF 1s

Gate 2 → ON 0.7s / OFF 0.7s

Gate 3 → ON 1.5s / OFF 1.5s

Elements

- Scarab placed after each gate
- Safe floor between gates

Player Challenge

Timing precision.

SECTION 5 — Falling Rock Hazard

Environment

- 8-tile flat hallway
- Ceiling above drops a falling stone block every ~2 seconds

Elements

- Scarab placed in mid hallway

Player Challenge

Observe pattern → run/stop safely.

SECTION 6 — Horizontal Moving Platform Over Spike Pit

Environment

- 7-tile-wide spike pit
- 3-tile moving platform looping left↔right

Elements

- Mummy on far side
- Scarab above middle of pit

Player Challenge

Ride platform → jump quickly → avoid enemy.

SECTION 7 — Hidden Niche (Optional)

Environment

Fake wall to hide a reward.

Elements

- Golden Fragment #3
 - 1 scarab
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SECTION 8 — Exit to Level 4

Environment

Gate with chains and obelisks on each side.

Elements

- End-of-level popup
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★ LEVEL 3 SUMMARY

Enemies: 3

Hazards: multiple lasers, falling rocks, spike pit

Difficulty: ★★☆☆☆

★ LEVEL 4 — “Treasure Wing / Hall of Tutankhamun”

Final level — hardest but still uses only the same tiles + one enemy.

This level's ending contains your **Tutankhamun mask sprite**.

★ SECTION 1 — Grand Entrance

Environment

Sandstone pillars + two obelisks framing a large archway.

Elements

- Scarab × 3
 - Decorative golden ankhs
 - No enemies yet
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★ SECTION 2 — Crumbling Floor Gauntlet

Environment

- 12 crumbling blocks forming a long path
- Under them: safe floor at first, then spike pit

Elements

- Scarab × 4
- Mummy after last platform (medium speed)

Player Challenge

Run quickly before tiles collapse.

SECTION 3 — Dual Moving Platforms

Environment

Two moving platforms:

Platform A — vertical motion

Platform B — horizontal motion

Elements

- Scarabs floating in diagonal pattern
- Pit underneath: sand bottom (safe) at first → spikes at end

Player Challenge

Time movement + coordinate jumps between two moving platforms.

★ SECTION 4 — Laser Maze

Environment

Narrow corridor with 5 laser gates:

Gate 1 — slow

Gate 2 — fast

Gate 3 — very fast

Gate 4 — slow

Gate 5 — medium

Elements

- Scarab after each gate
- Decorative statue between gates

Player Challenge

Most dangerous timing section in the entire game.

★ SECTION 5 — Final Enemy Gauntlet

Environment

Wide hall with columns every 6 tiles.

Elements

- 3 mummies:
 - Mummy 1 (slow) between column 1–2
 - Mummy 2 (medium) between column 3–4
 - Mummy 3 (fast) guarding exit path

Player Challenge

Avoiding enemies in tight spaces.

★ SECTION 6 — The Final Approach

Environment

- Long elegant walkway
- Gold-tinted sandstone blocks
- Decorative gems in background

Elements

- Scarab × 3 in a “royal path” shape
- One **Ankh** hidden behind pillar (last power-up)

Player Challenge

A calm, satisfying lead-up.

★ SECTION 7 — Tutankhamun's Mask Room (Final)

Environment

Single spotlight on the **Tut mask** sprite.
Two large pillars on each side.
No enemies.

Elements

- Tut mask (goal)
- “Congratulations!” end screen trigger

LEVEL 4 SUMMARY

Enemies: 3
 Hazards: complex lasers, crumbling floor, spike pits
 Difficulty: ★★★★★☆

OVERALL SUMMARY (ALL LEVELS)

Level	Theme	Main Obstacles	Mummies	Hazards	Collectibles	Hidden Artifact
1	Entry Hall	light jumps, intro	3	none	10–12	Fragment #1
2	Exhibit Wing	gate, spike pit	3	1 gate, 1 pit	12–15	Fragment #2
3	Restoration Labs	lifts, lasers, crates	3	5 lasers, falling rocks, 1 pit	15+	Fragment #3
4	Treasury Wing	crumbling floor, laser maze	3	heavy hazards	15+	Final mask (no fragment)