**3D Level Plan**

Rooms

1. Start room, can see last room through window (forecasting) (Key on floor to open door to next room)
2. Intro button room (Press button to get key to open next door)
3. Intro timer room (Press first button, timer sound starts, large amount of time to press next button and get key for next room)
4. Develop timer room (Same as 3 but just enough time to press buttons)
5. Intro cube room (Use cube to get up ledge to get through door)
6. Button and cube room (Press button and key is dropped on ledge – use cube from the last room to get up to key and open next door)
7. Timer, button and cube room (3 buttons to press within just enough time – one is on ledge and cube from last room is used to reach it. Key drops for next room)
8. Cube creator intro room (Door locks behind. Pick up object in middle of room and told to press left mouse button to make a cube. Signs next to door show 1 cube meaning the player can only make one or the last one is destroyed. Player uses their cube to get up ledge. When they go through the door the cube in that room is destroyed so if they try to get it in the next room it won’t be there)
9. Cube creator develop room (Sign says 3 cubes – use these to make stairs to get up an even higher ledge)
10. Button cube creator room (Sign says 1 cube – use to reach button and get up ledge)
11. Timer button cube creator room (Sign says two cubes - use to jump between ledges to press buttons on just fast enough timer)
12. Final room (Sign says 3 cubes – use to get up ledge to get another cube, then build a bridge between two buttons with a dip between on a just fast enough timer.

Features

1. Pickups (Keys)
2. Buttons
3. Timers
4. Cube
5. Ledges
6. Cube creator