**Brief**

**Theme**: Tree

**Literal**

“You are a little squirrel, and you should collect nuts for dinner to ride a tree.”

**Metaphorical**

“Find peanuts and acorns hidden in the tree.”

“Please do not find a predictor.”

**Abstract**

“Player checks the puzzle, and find the items”

“Start in the bottom of tree first and if the player solves the puzzle and find 1 item, they can move to upstairs.”

“If player find a pine beetle or an enemy that’s not an item, they lose 1 life”

“There is 5 level. 1 level – 1, two level -2, three level – 3, four level – 4, five level - 5”

**Mechanic**

: Puzzle game/Mouse control/Slide puzzle

: Main scene (select level)

: Level 1: find 1 archon / 3:3 puzzle

: Level 2: find 2 archons.: 3:3 puzzle

: Level 3: find 3 archons.: 5:5 puzzle

: Level 4: find 4 archons.: 5:5 puzzle

: Level 5: find 5 archons.: 6:6 puzzle

Timer

* You can move the puzzle only for a limited time for each level. Over time, the enemy appear and attack you. “1: 30, 2: 60. 3: 90, 4: 120, 5: 150”
* There is a five second timer, so they have to move the puzzle in 5 seconds.
* It is nice like Minesweeper online mood.