

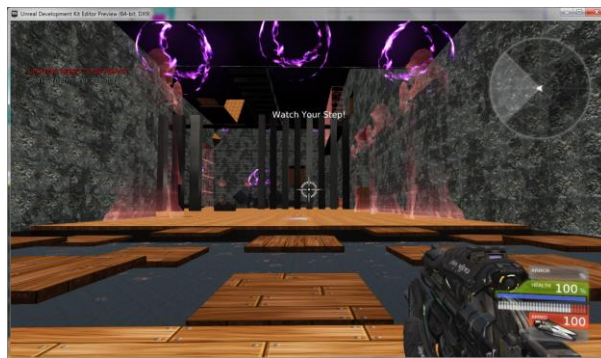
Marissa Bauer

Level Design

Sample Level Walkthrough:

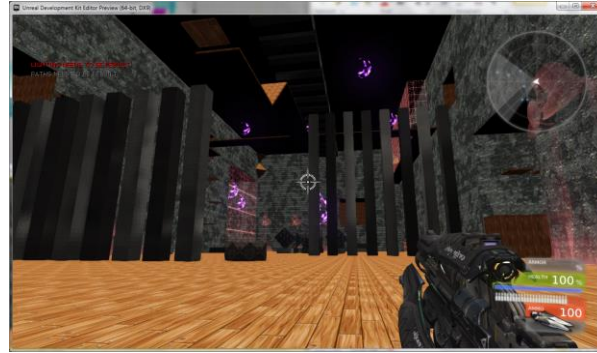
The object of this level is to make your way through the level, overcoming the obstacles that stand in your way, to reach the “Portal Room”. The “Portal Room” is the final room of this level that will lead you to the next level of the game.

First, you must get across a small pool of water by choosing the right path of tiles:



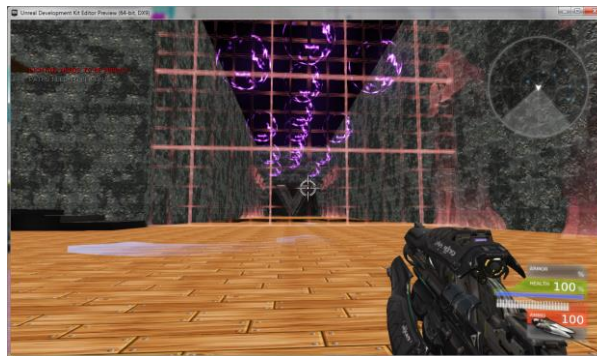
Some of these tiles are “Safe” and don’t move. Some of these tiles will raise you up and down, and others will disappear. If you take note of the tile position and also the wood pattern on the tiles, you can figure out what is the safe path and what tiles will possible pose a hazard.

Once you get across the small pool of water, you enter the “Great Room”.



Once in this “Great Room”, you must find triggers to lower the electric gate in order to progress through this level.

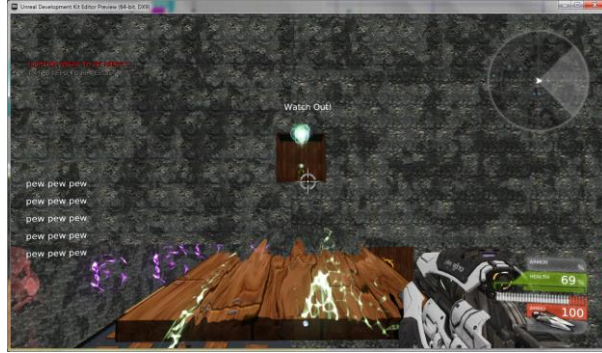
Picture of gate:



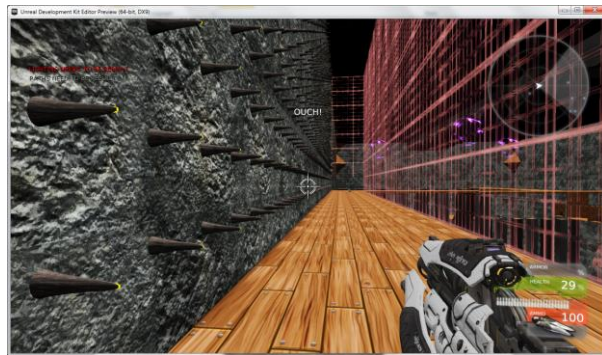
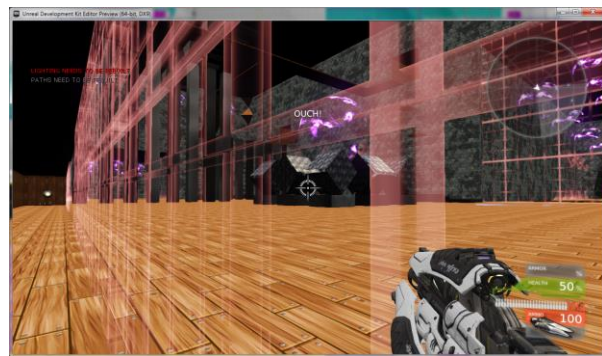
Picture of Triggers:



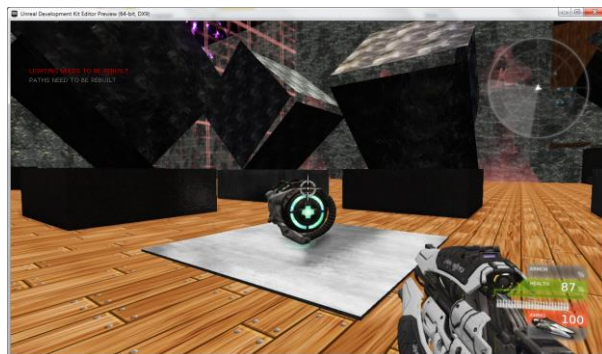
Some Triggers, however, may be “Traps” so watch out:



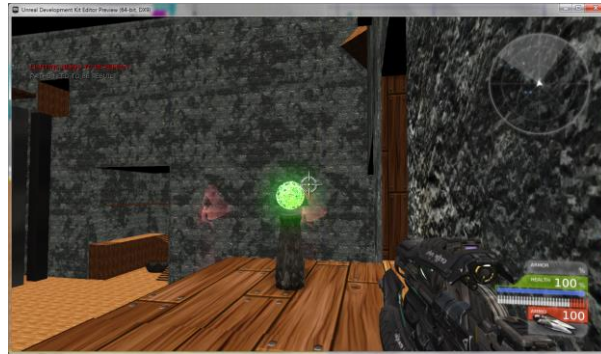
Other things you must watch out for are electric fences and spike walls:



Make sure you keep an eye out for health packs along the way. They will help you to stay alive!



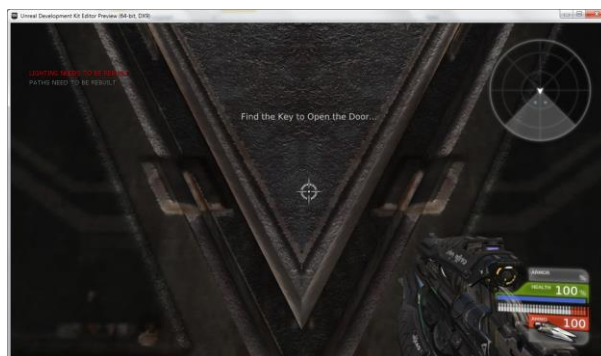
You also have to look for a key to open the final door of the level.



Once you have lowered the gate, there is another pit but this time much deeper. It is also not filled with water. This time it is filled with poison and if you should fall into it, it will kill you. So, once again, choose your path wisely and take note as to the position of the tiles in order to find the right path.



If you have made it across the poison pit but failed to find the key in the Great Room, then you will not be able to pass through the door to the final room:.

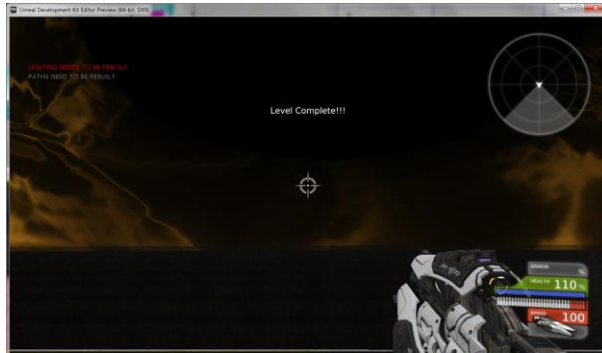


Once you have opened the door, you will enter the final room and be faced with your final two enemies.



Once they are defeated, you can go up the stairs to the portal that leads to the next level.

Congratulations, Level Complete!!!



Overhead Map of Level:

