

Level Plan
Project MNPUL8R
Team 34

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Level 1 (Blue / Green / Yellow)

Environment map bordered by trees.

Appears to be a clearing in a forest split somewhat into two sections.

Terrain mostly flat with small margin of variation.

User spawned at corner of map in front of cave portal.

User enters the environment and see a pond and an item off to the right.

As the user explores the level they will discover more items. The user must activate these items in the right order within a user-tested reasonable time limit to reveal the cave and progress to the next level.

Objects: These are purple floating crystals, about chest level to the player, that the player bashes to activate.

Grass/Foliage:	Blue → Green
Water:	Yellow → Blue
Sky:	Green → Yellow
Tree trunks:	Green → Yellow
Forest Portal:	Blue and Purple when activated (purple visually relates the crystals to the portal)

Models for Level 1:

- Forest -
 - Look: Forest clearing. Light shining in from above - holes in the treetops.
 - User interaction: Flex sensors activate color shifts.
- Ponds -
 - Look: Dip in the environment that allows user to walk into
 - User interaction: user may access the ponds by walking underneath or above them (texture map for water on the bottom?)
 - Fish -
 - Look: look like fish, different color maps
 - User interaction: When user character enters fish hitbox, fish changes color.
 - Tall Grass -
 - Look: grass sticking up by the edge of the pond
 - User interaction: none
- Forest Portal -
 - Look: Dark before activated, swirling when activated.
 - User interaction: This is a teleport from Level 1 to Level 2. The user may not enter until bashing the four objects in the right order within the time limit, completing the functionality element of the level, which activates the portal for entry.

Level 2 (Purple / Red / Pink)

Environment map contained within cave for first half, outside the cave the map is bordered by trees. Terrain mostly flat with stalagmites and stalactites near walls of cave.

User spawned right in front of portal inside cave entrance. Portal is dark and nonfunctional. User cannot go back to Level 1.

User enters the environment and an item is immediately in view. As the user explores the level and exits the cave they will see more items. The user must use the flex sensors to alter the properties of the item to make them all match. When the items all match, the user can progress to the next level through the now functional portal.

Ground: Red → Magenta

Cave Walls: Magenta → Purple

Sky/Cave Ceiling: Purple → Pink

Tree Trunks: Pink → Red

Grass/Foliage: Red → Magenta

Objects: Bright Blue

Tunnel Portal: Purple and Blue when activated

- Forest
 - Look: Woodsy terrain (mostly flat) with trees
 - User interaction: unsure
- Cave
 - Look: Terrain mostly flat with stalagmites and stalactites near walls of cave.
 - Functionality: Flex sensors activate color shifts.
- Tunnel
 - Look: Darkness, Purple and Blue when activated. Once users complete the amount of interactions necessary for this level, users may be able to go through the portal.

Level 3 (Purple / Yellow / Teal)

Enter the environment (tunnel) and explore the maze. The user will come across portals. The user must navigate the maze and its sets of portals correctly. Once the user passes through a set of maze portals, they may enter them again to go backward in the maze. After a few portal jumps, the user will arrive at the end of the level.

Purple walls, Teal floor and ceilings, Yellow portals?

Cave Walls: Purple → Teal

Stalactices / Stalagmites: Teal → Yellow

Ground: Yellow → Pink

Cave Ceiling: Yellow → Purple

Portal Set 1: Dark / Teal

Portal Set 2: Dark / Pink

Models for Level 3:

- Portals-
 - Look: Swirling pairs of color. Portals have different color pairs to denote matches.
 - User interaction: User teleports between sections of the maze using these portals. Final portal spits the user out at the final section of the maze.
- Maze -
 - Look: Dark.
 - User interaction: This is the main feature of this level.
- Final Room -
 - Bright, white portal in cave leads to room with vertical portal in center, surrounded by all objects from the game on pedestals, denoting end of game.