

**Name/ID:**

Puzzle Room #5

**Goal**

The player must reach the east exit from the starting point.

**Level Travel**

The player can move at his normal rate of 4 units per second.

**Scale**

This room measures 42 units in height, 74 units in width, and 18 units in depth.

**Environmental Interactions – Behaviors**

- Standing on the first pressure plate will release one boulder.
  - If player does not move away from the boulder, it will kill the player.
  - Movement of the boulder will give off dust particle effects.
- A whip anchor is placed in the middle of the room, 32 feet away to the right from the boulder release point.
  - Player can avoid the boulder by whipping to this anchor.
- Another whip anchor is 32 feet below and 16 feet to the right of the first anchor.
  - Player can get back up to first platform of the room by using this anchor.
- There are two static spikes in the room, which kills player on contact.
  - One set of spikes is placed 12 feet to the right of the second anchor, on a wall.
  - Another set of spikes is placed on the bottom of the room, 48 feet below the second anchor.
- A door wall must be hit by the boulder two times to fall flat.
  - The door being hit will create rock particle effects.
  - The door falling flat will create dust particle effects.
- Standing on the pressure plate will cause a stone block to fall from above.
  - If the player does not move away from the block, it will kill the player.
  - When a boulder rolls across the pressure point, it will disable the block from falling immediately.
  - The landing of the stone block creates dust particle effects.
- There is a lava pit right before the exit of the room.
  - Falling into the lava pit will cause instant death to the player, and may give off a particle effect such as fire sparks.

**Ambient Environmental Aspects/Objects in the Level****Audio:**

- Lava rushing and bubbling – plays continuously while lava flows.
- Level music – plays continuously and seamlessly from previous room to the next.

**Sound Effects:**

- Player footsteps – whenever the player takes a step
- Whip activation – whenever the player activates the whip

- Boulder landing – whenever a boulder is released and hits the ground.
- Boulder rolling – whenever the boulder rolls on the floor.
- Lava splash – whenever an object collides with the lava.
- Player landing on stone – whenever the player lands on stone from a fall or jump.
- Player hitting spike pits
- Stone on stone – when boulder hits the stone door.
- Door landing – whenever the stone wall falls flat onto the floor.
- Block landing – whenever the block lands on the player.
- Pressure plate activation – whenever the player stands on the pressure plate.
- Pressure plate release – whenever the player gets off the pressure plate.

#### Level Animations:

- Player animations.
- Lava flowing.

#### Particle effects:

- Lava sparks – whenever an object collides with the lava.
- Whip crackle – electric sparks while the whip is activated.
- Grinding dust – whenever two stone objects interact with each other.
- Footstep dust – whenever the player takes a step

#### Objects:

- Entrance – the place that the player starts
- Checkpoint – saves the game, or reloads the player back to this point if the player dies.
- Lava pit – kills the player upon contact
- Exit – the place that the player completes the level. The player is ranked upon getting to this location.
- Stone block – used to kill the player.
- Whip anchors – allows the player to swing to avoid the boulder and to descent to lower levels safely without falling.
- Pressure plates – First pressure plate activates boulder release. There is no limit to the number of boulders that can be released. Second one will activate the release of the stone block.
- Boulders – Rolls down onto the first platform, down the slope, and onto the second platform. It stops rolling when it falls into the lava pit.
- Spike Pits – placed in places that will make whipping and jumping dangerous when not released properly.

#### **Estimated Time**

- Steps 1 to 2: 2 seconds
- Steps 2 to 3: 3 seconds
- Steps 3 to 4: 4 seconds
- Steps 4 to 5: 2 seconds

- Steps 5 to 6: 3 seconds
- Steps 6 to 7: 2 seconds
- Steps 7 to 8: 2 seconds
- Steps 8 to 9: 2 seconds
- Total time taken: 20 seconds

**Rank**

- S Rank: 20 seconds
- A Rank: 21 seconds
- B Rank: 22 seconds
- C Rank: 23 seconds
- D Rank: 24 seconds+

**Map**



*Grid Size: 2 feet per square*

## Level Walkthrough – Verbal Map

1. Player starts from the west entrance of the room.
  - a. On the current platform, there is a pressure plate.
2. Player walks onto the pressure plate, which activates a boulder to be released.
  - a. The player needs to move to avoid the boulder, else he will be killed.
3. Player whips to the anchor away from the boulder and platform, swinging away from the rolling boulder.
  - a. The rolling boulder will fall down the slope of the room.
  - b. It will hit a wall and fall back, landing onto a spike pit.
  - c. The door that blocks the next platform is not open.
  - d. The door looks damaged from the impact by boulder.
4. Player must return to the entrance of the room.
  - a. There are two ways to get back up:
    - i. The player can walk onto the boulder that fell onto the spike pit, jump onto the slope, and then walk up.
    - ii. Player will whip to the lower anchor, swing to the left, release the whip, land on the slope, and walk up to the first platform.
5. Player walks onto the first pressure plate again.
  - a. Pressure plate activates a second boulder.
6. The player must whip to the first anchor point to avoid the boulder.
  - a. Boulder will hit the wall again, causing the wall to fall.
  - b. The wall, which is now flat on the ground, becomes a platform that the player can walk on.
  - c. The wall in the fallen state will expose the second pressure plate.
  - d. The boulder will roll past the wall-turned-platform, and land in a pit of lava.
  - e. The boulder will slowly sink in the lava pit, until it completely disappears.
7. Player goes back down and walks past the door.
  - a. When the player walks across the second pressure plate, a large block will be released from above him.
  - b. Block falls and kills the player.
8. To avoid the second pressure plate trap, the player must either follow the second boulder that immediately caused the wall to fall, or release another boulder.
  - a. Releasing another boulder, the player whips away in safety to avoid being smashed.
  - b. Player quickly releases the whip, and follows the boulder down.
  - c. Boulder will pass through the pressure plate and prevent the block from falling immediately.
  - d. While the block is not fallen, the player can quickly run past, following behind the rolling boulder.
  - e. Boulder will land onto the lava pit.
9. If the player successfully followed the boulder up to this point, the player will use the boulder as a platform and walk across the lava, before the boulder fully disappears into the lava.