

FALLING OBJECTIVE? SMALL AND CHALLENGING VISUALLY?

TIME GAME JAM LEVEL DESIGN

REFERENCES:

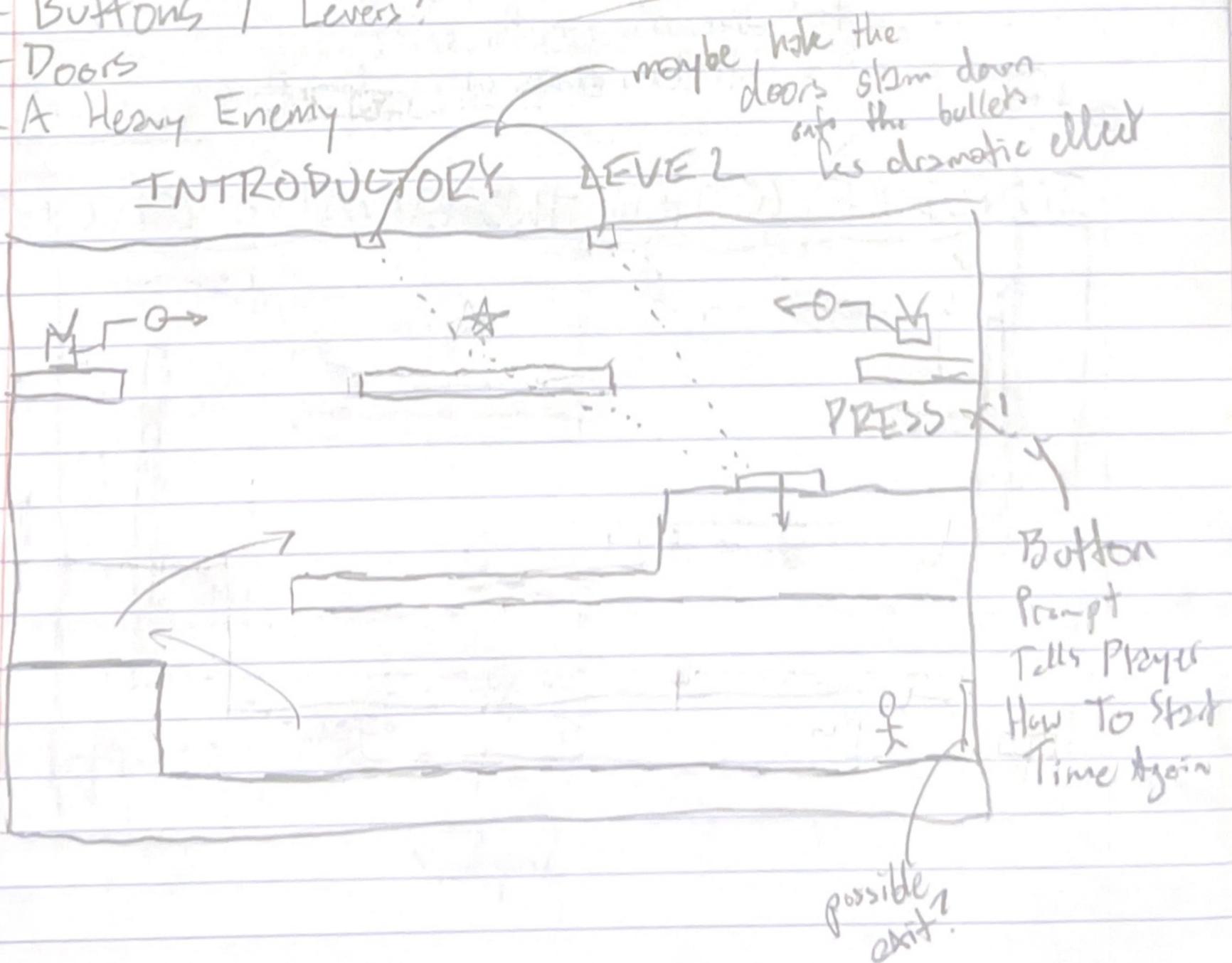
- Spelunky 1/2 - Particularly speed, movement, throwing
- Mario Maker 2 - For layout, also for fun
- Potentially Takes Principle Car - time puzzle, still
- Not maybe? Room based I think, & zoomed out
- Katana Zero - time platform
- The Messenger - rooms
- 10 Second Ninja X

Variable room sizes?
They can only get so big before visual clutter...

Elements to introduce early:

- Bullet Enemy
- Bomb Enemy
- Acid
- Buttons / Levers?
- Doors
- A Heavy Enemy

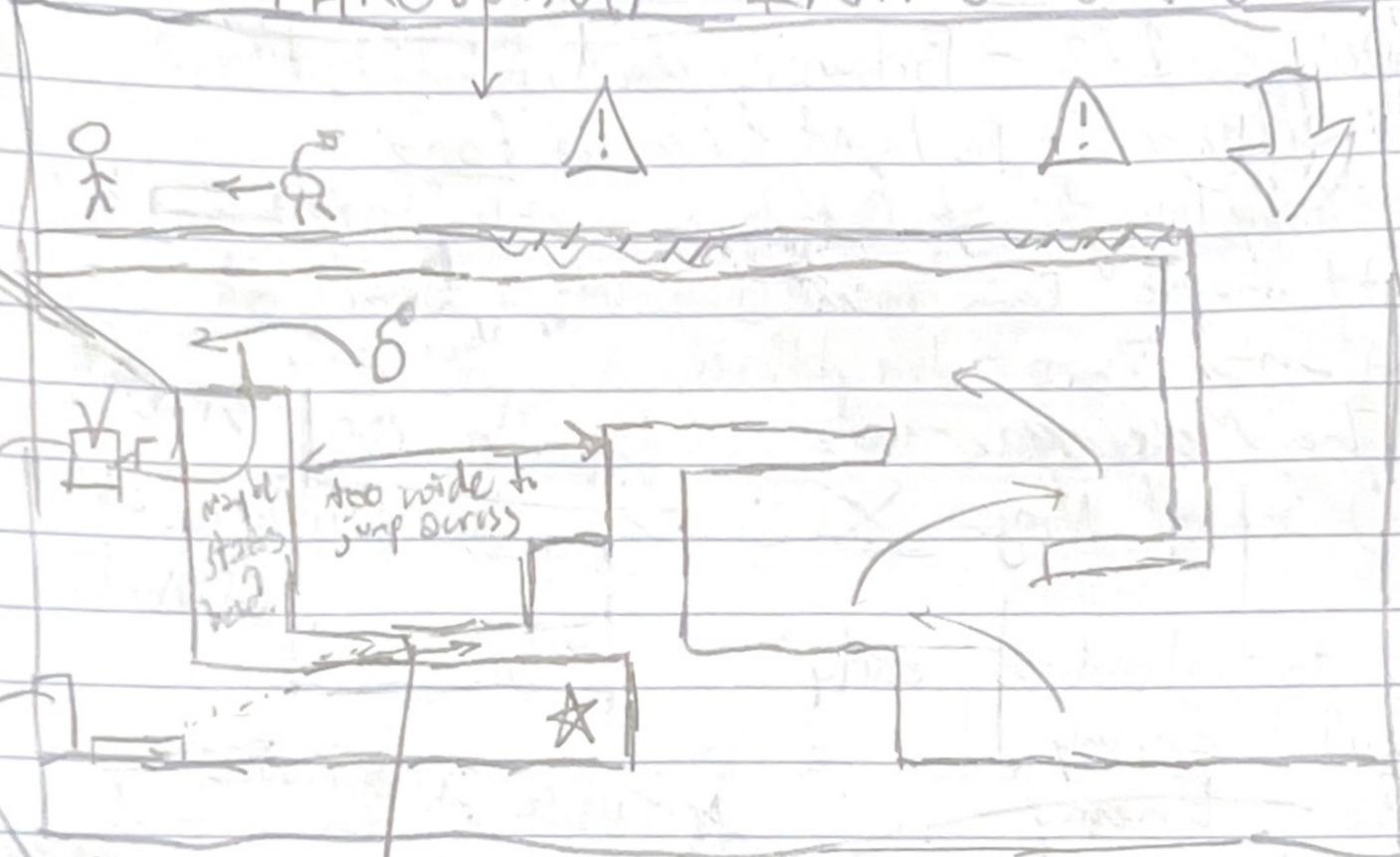
★ THESE ARE CONCEPTS,
SOME THINGS WILL BE IMPRACTICAL



if I redraw this make this
 well recover to communicate
 no standing

If we are establishing robots being unaltered by acid, start it in acid

THROWING INTRODUCTION

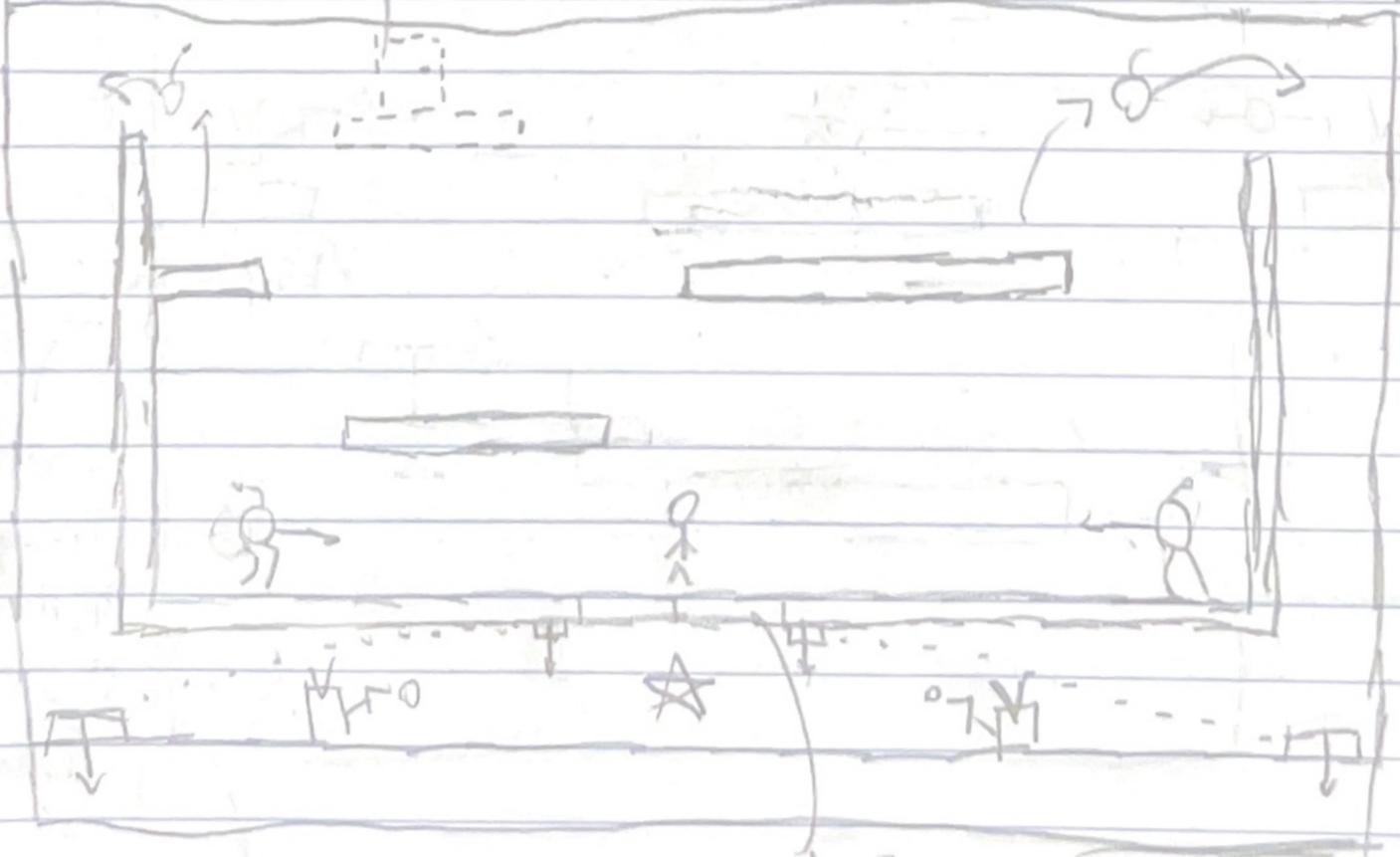


possible exit

if this has an animation telegraphing, otherwise change threat or stop/bye
 top door allowing for exit?
 also introduces enemies setting off buttons

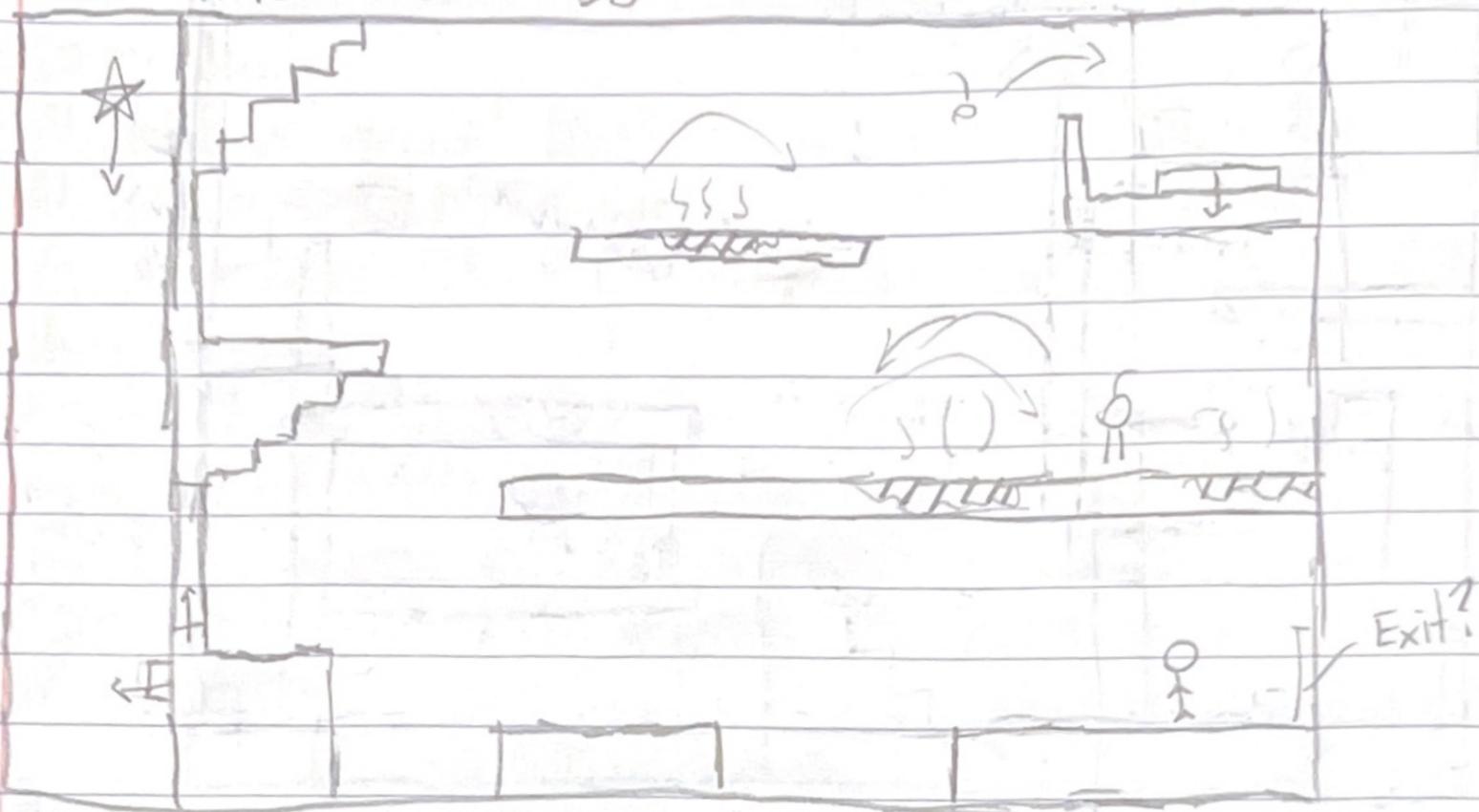
exit?

INTRODUCE GETTING TWO EVENTS TO COINCIDE

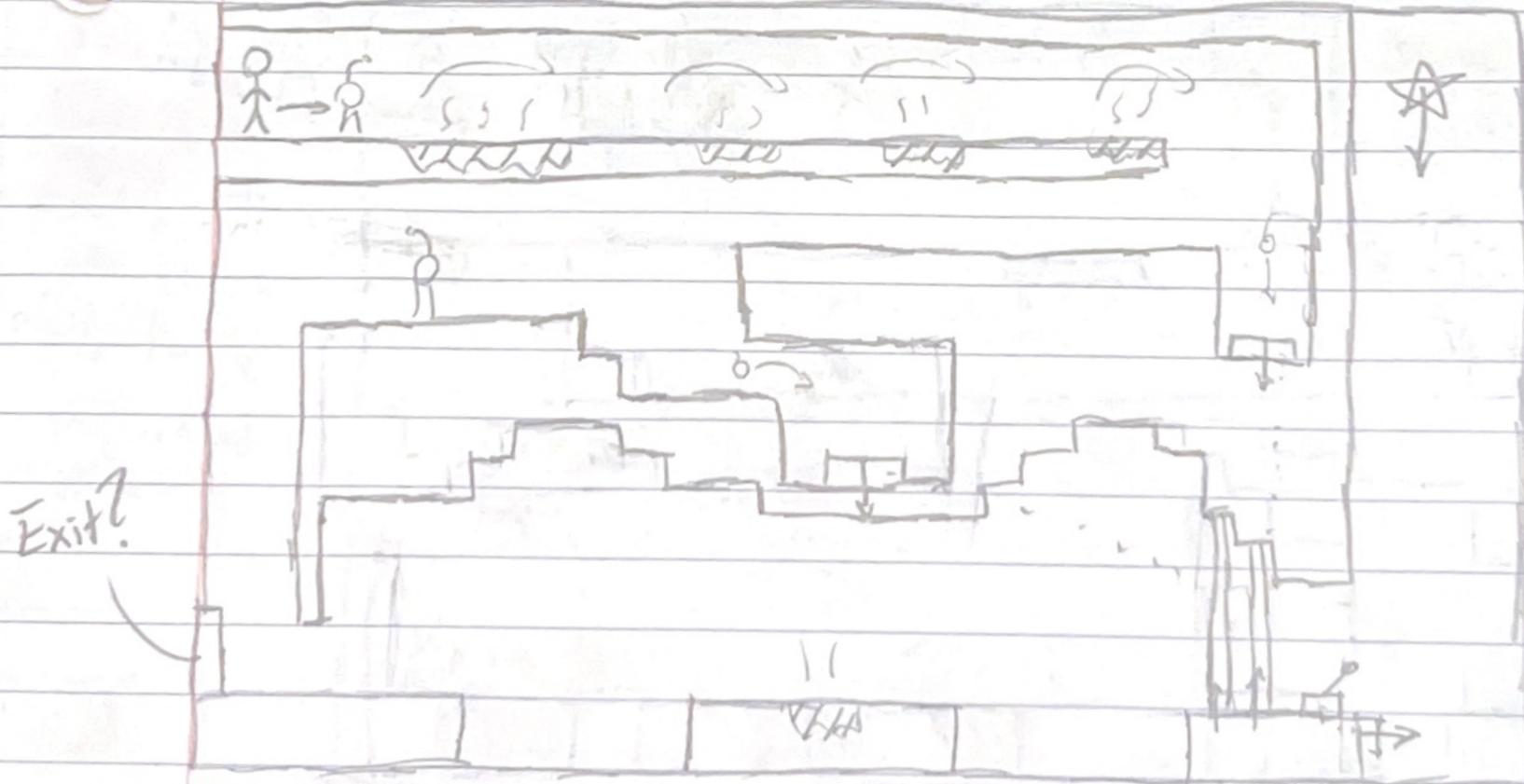


trap door?

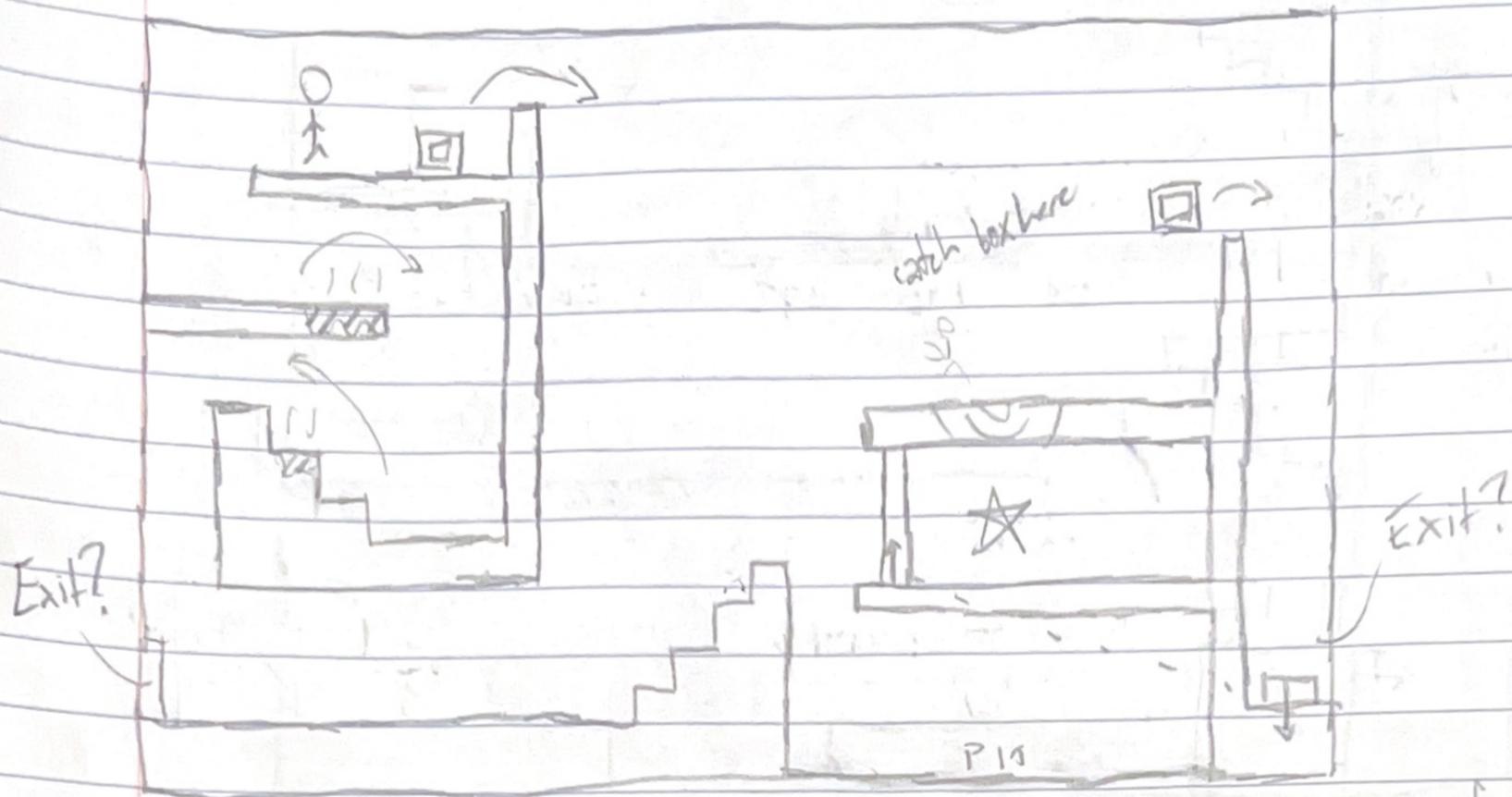
FALLING OBJECTIVE



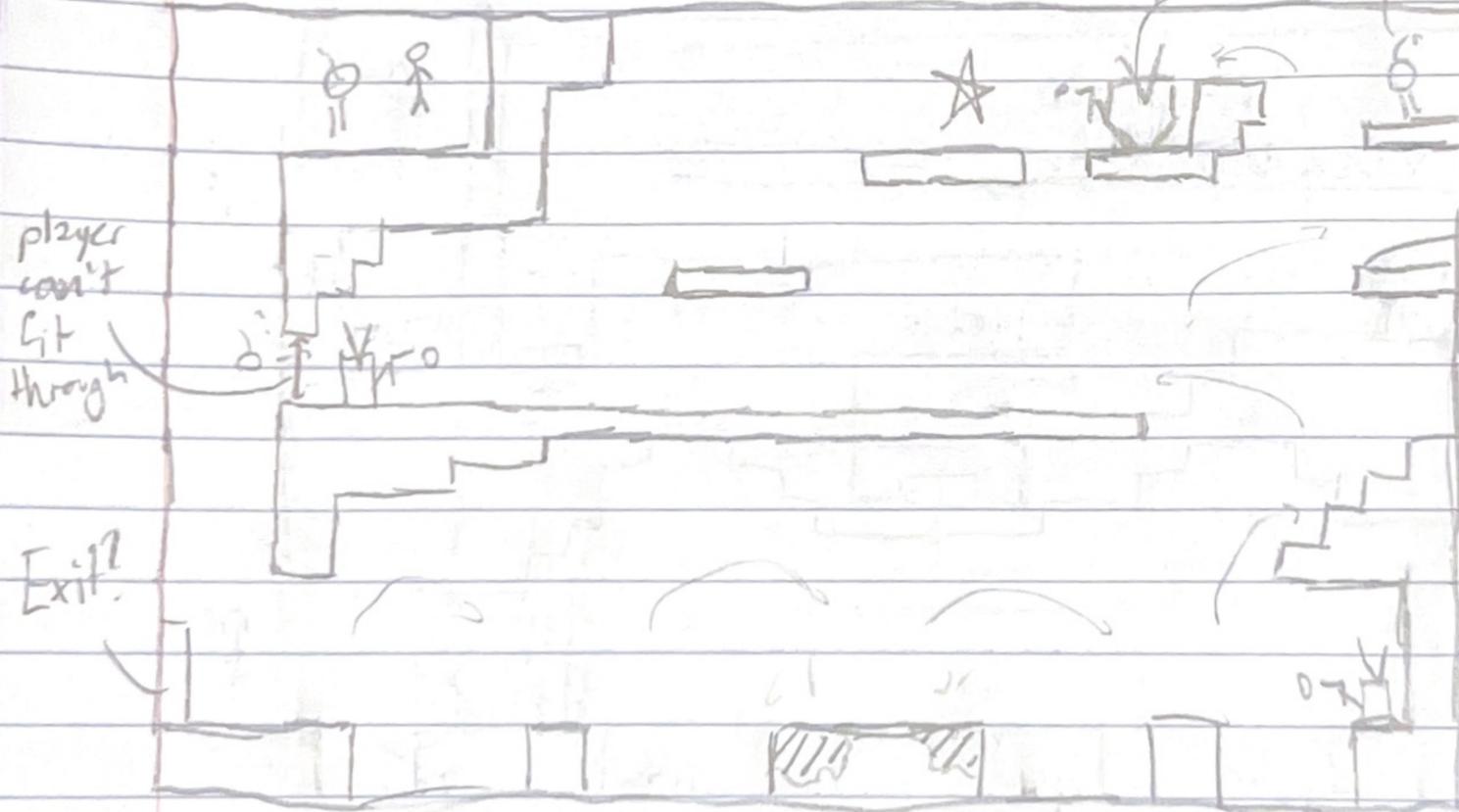
ANOTHER FALLING OBJECTIVE



CATCHING YOUR OWN [BOX](?)



TIME DEBT



heavy?
if the box is missed, throw possibly kills help and wastes time

this platform may have to sit out slightly based on jump properties

Sam
Layman

2-22

NEW LEVEL DESIGN GOALS

- Levels w/ more enemies
- Larger levels
- At least one vertical level
- At least one level utilizing fans
- Try to make more use of the escape (i.e. reward more enemies killed)
- Heavy Enemy?
- Magnet Enemy?
- Generally try to design w/ time in mind more
- Be willing to throw shit at the wall & see what sticks
- ★ Talk about levels w/ enemies — do they need to be added?

FALLING BOX

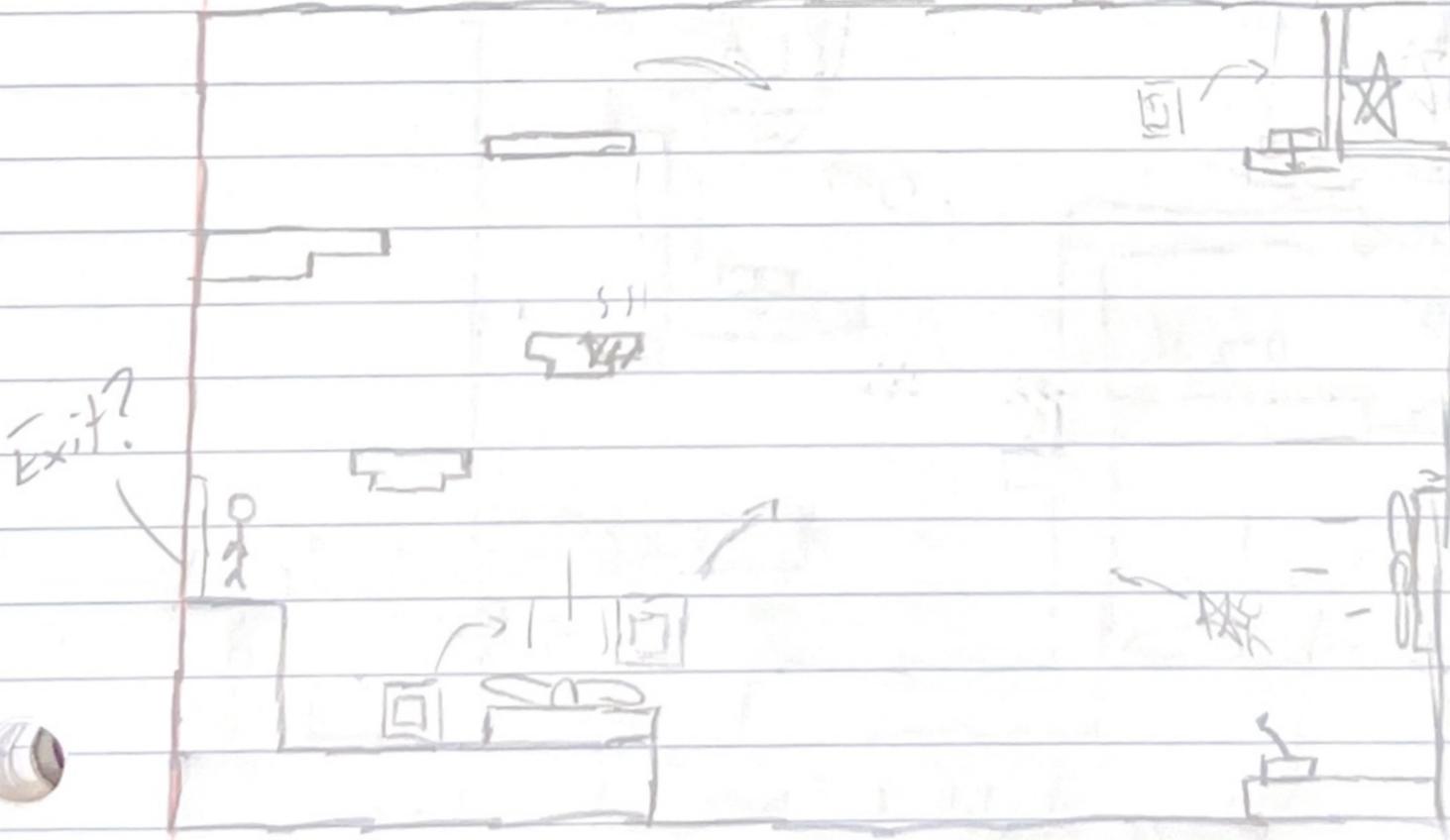
★ Are we sticking w/ player not moving during initial action?

Is there a good way to sometimes do each?

Allowing movement opens new possibilities

introduces vertical & horizontal stars effects on player & items

FAN INTRODUCTION (?)



unsure about
if you could exit
back here
would be cool

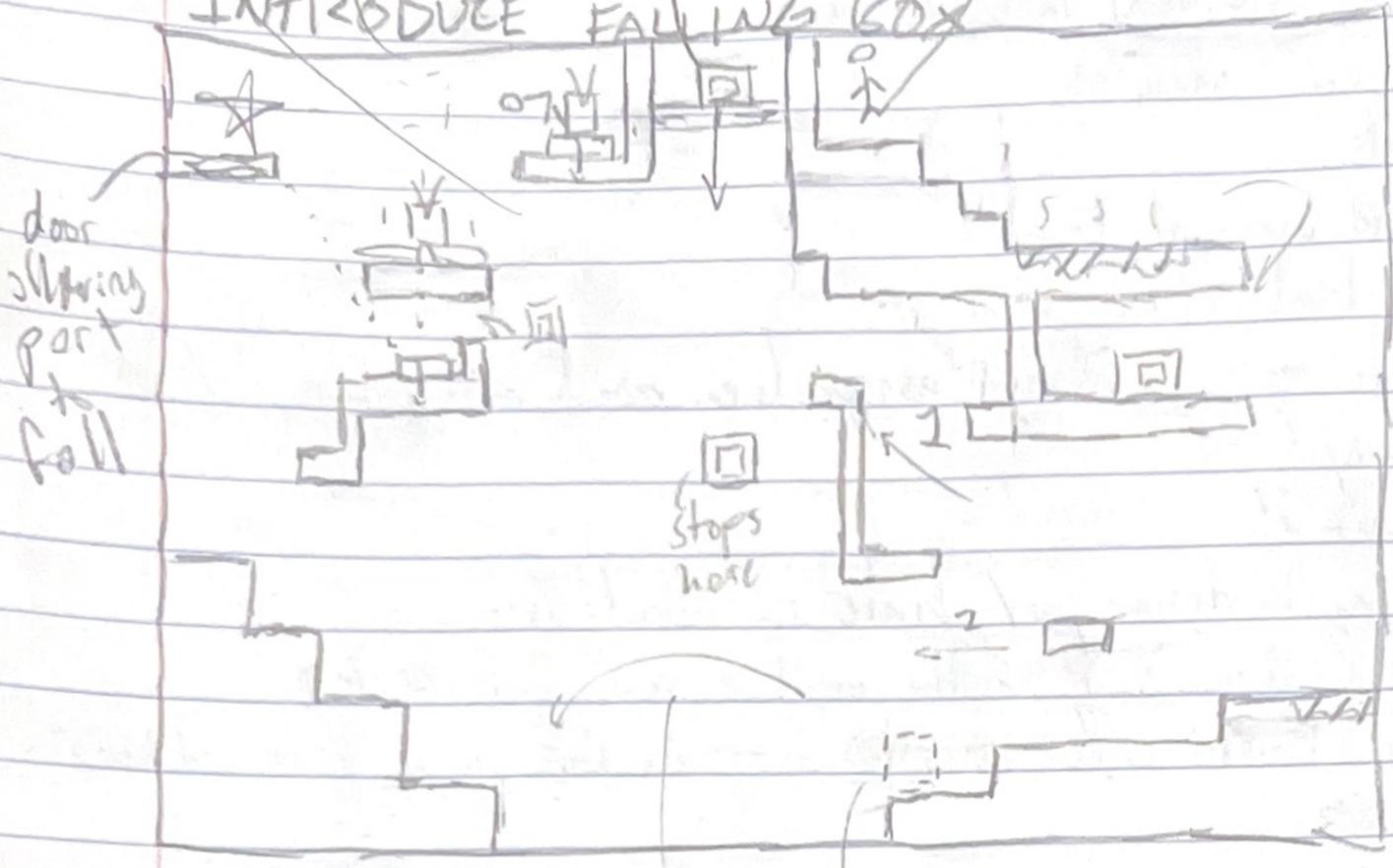
turning on fan blocks
bullet w/ other enemy

starts rolling
@ start of level

happens automatically
to introduce mechanic

could put button here?

INTRODUCE FALLING BOX



Path 1 only gives
enough time to throw
the box

if the player puts
the box here they
can jump the gap?
then the player has
time to push
the button themselves

breaks part
if it slips off

or exit here?

enemy falls to show doors starting
open & then closing

Exit?

player should be here when time
starts to grab part