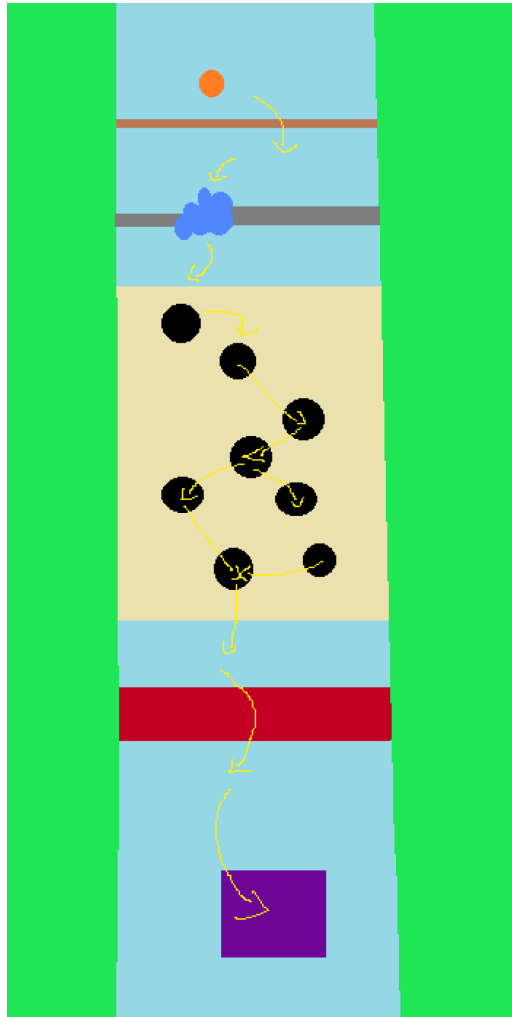


Level Design

Level Design 1

Drawing of Level



Legend :

Green : Decorations and environment stuff

Orange : Player

Brown : Jumpable Wood

Dark Blue : Meltable Ice

Grey : Not Jumpable or Passable

Light Yellow : Frozen Lake

Black : Ice Pieces (Can Stand on it (Limited time since it can melt))

Red : Jumpable Wood (With SuperJump)

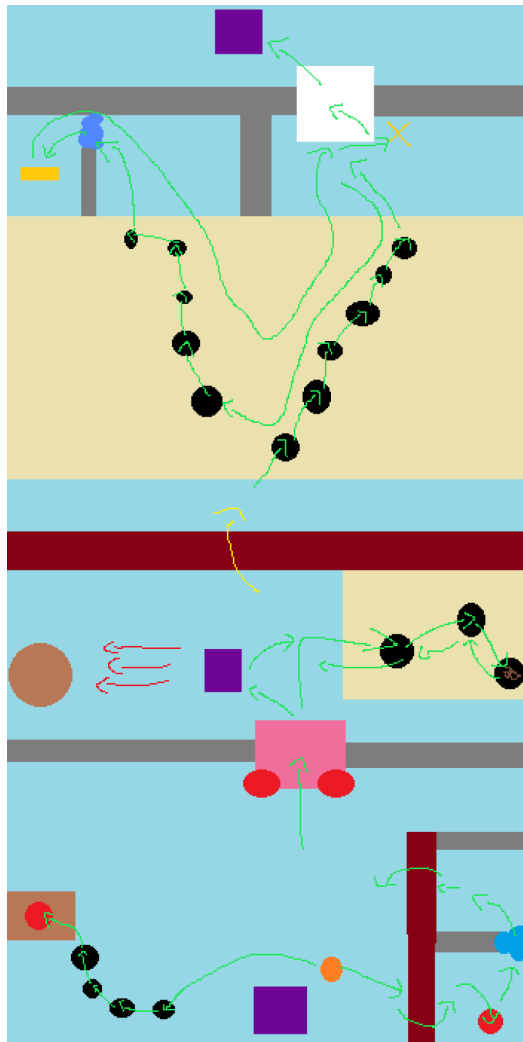
Purple : Checkpoint

Level Description

In this level, the player starts at its small fire stove and then the player is walked through the tutorial. The tutorial is basically telling the player all the key mechanics. The first action would be a simple jump over the log. Then the player is told to shoot the ice to melt it with the fireballs. Then the player jumps over the frozen lake with parkour through the ice paths. Then the player needs to super jump to get over the log with greater height. After that the tutorial is done.

Level Design 2

Drawing of Level



Legend :

Orange : Player

Dark Blue : Meltable Ice

Grey : Not Jumpable or Passable

Light Yellow : Frozen Lake

Black : Ice Pieces (Can Stand on it (Limited time since it can melt))

Dark Red : Jumpable Wood (With SuperJump)

Purple : Checkpoint

Brown Square : Platform

Brown Circle : Giant Snowball

Yellow Block : Key Item

Pink : Door that can be opened with triggers

White : Guardian Wolf

Red : Switches

Level Description

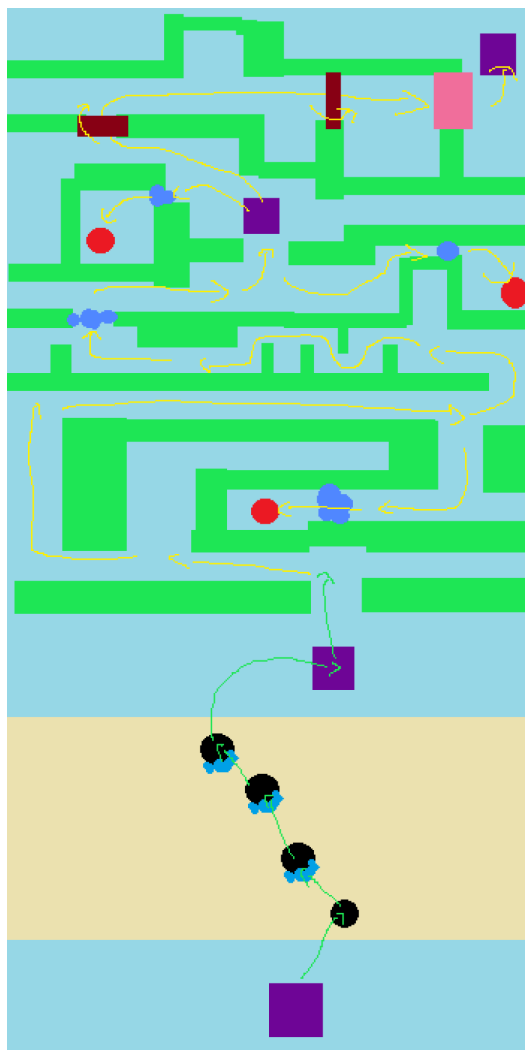
The player starts in a sub level with a door that can be opened with switches that are in the sub levels. The total of the switches are 2 and the player is required to do multiple things to get to the switch on the left by doing a super jump or doing a super jump and melting the ice. The player also has to do parkour to get to the platform which has a switch on it. The platform is floating. After the switches are pressed, the door then opens.

After that, the player can get a small trophy (to increase replayability) by going through the parkour on the left. When the player gets to the checkpoint, the player will be locked in place and a huge snowball will roll towards the player. The player then will be able to melt the snowball with 3 fireball shots.

After that the player will do a super jump and parkour through the frozen lake and meet the wolf. The wolf then will ask for warmth since the campfire beside him is already frozen. The player then needs to get the key item which is the block of wood in the right side of the game and to get there the player has to parkour and melt the ice and get the item. The player then needs to parkour back and then put the wood on the designated area and fire a fireball to light it on fire. The wolf then will let the player through.

Level Design 3

Drawing of Level



Legend :

Dark Blue : Meltable Ice

Green : Not Jumpable or Passable

Light Yellow : Frozen Lake

Black : Ice Pieces (Can Stand on it (Limited time since it can melt))

Purple : Checkpoint

Pink : Door that can be opened with triggers

Red : Switches

Dark Red : Jumpable Wood (With SuperJump)

Level Description

The player starts from the first checkpoint and goes through the parkour. The player needs to combine the jump and the fireball mechanic together. In the middle of jumping, the player shoots fireballs to melt the ice and go through the platforms. After that the player goes through a maze and the player needs to activate the 3 switches first before going through the door that will be opened after it is triggered.