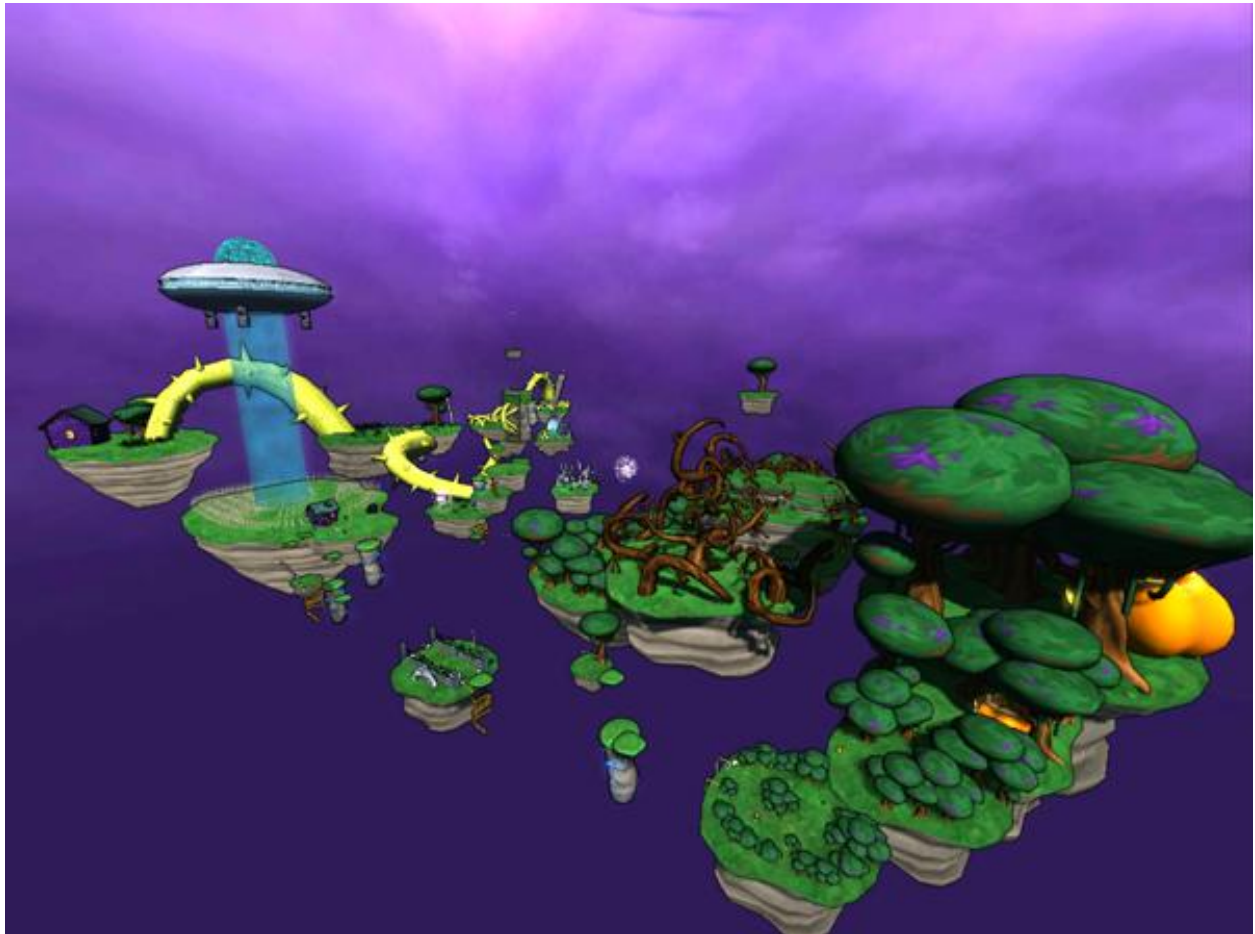


SPACE

Jaime Fraina



The space level uses a wide range of assets. It is a world that includes an overgrown vineyard, a silverware covered island, a forest that has every size of trees and pumpkins ranging from tiny to huge, a dead root filled area, a spaceship that will fly the player to a foreign planet with low gravity, and of course, the farm house in front of a crop circle under the spaceship. The level consists of three major areas with smaller puzzles in between. The player can get to a central area of the level and then choose which of the three puzzles they venture to after that.

Puzzle 1

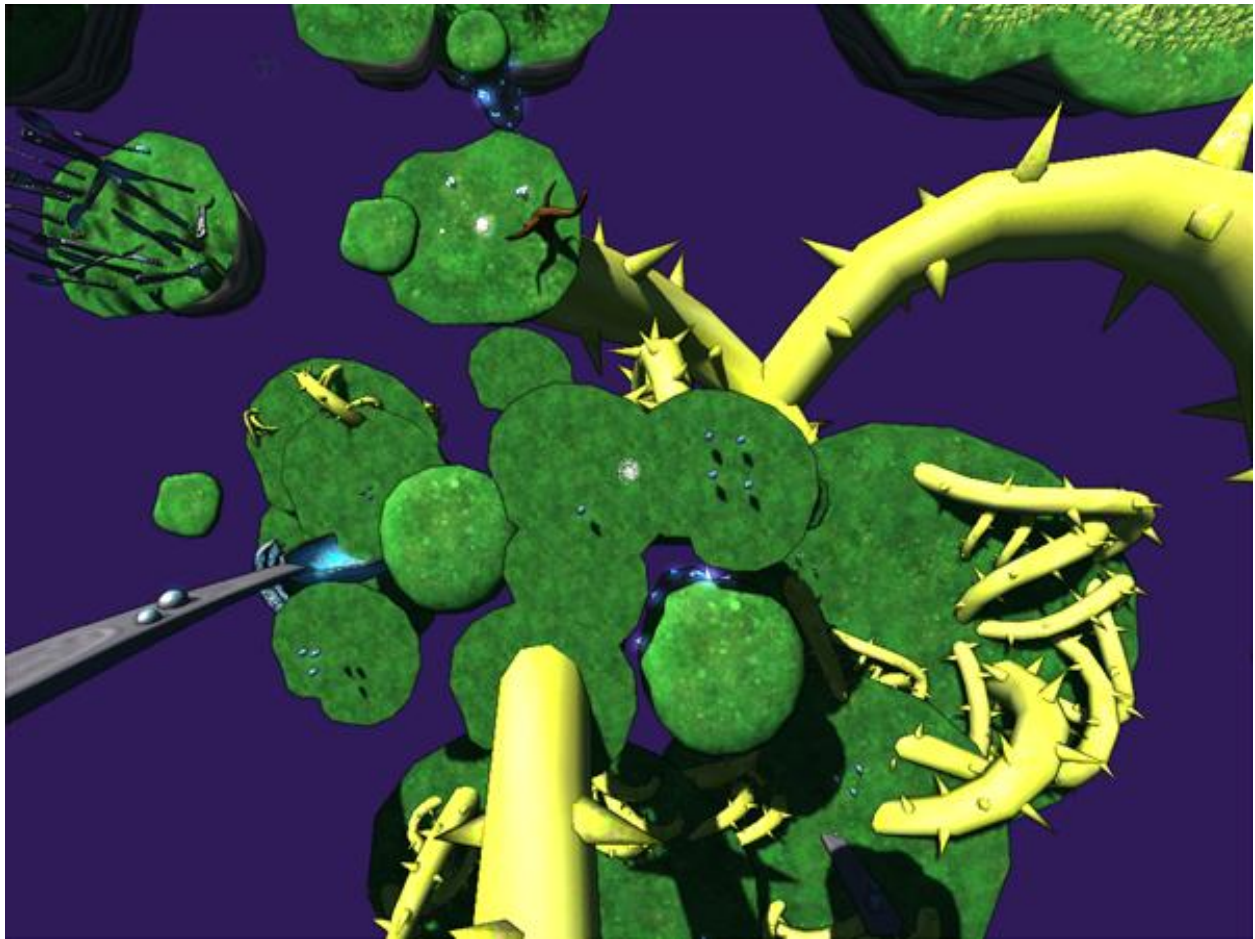
Side View



In this puzzle the player must climb all the way to the floating island in the sky and then back down carefully to collect the rawr under the vines. To do this they use the blue platform combined with the red and green ones to navigate above the wall in the middle of the puzzle. Once they reach this location they find a hidden blue platform behind the wall. They can now hop back and forth between the two blue platforms to reach the rawr at the top. The next step is to find a path back down to the bottom. To leave the area they can either pull the blue platforms all the way down or travel across the vines back to the hub area of the level.

Puzzle 1

Top View



From this view you can see the hidden blue platform that is behind the wall in the other two views.

Puzzle 1

Player View



From the player's perspective, the puzzle looks very difficult due to the amount of climbing vertical they must do. It is set up to have all the platforms aimed to high vanishing point to draw the player's eyes upwards.

Puzzle 2

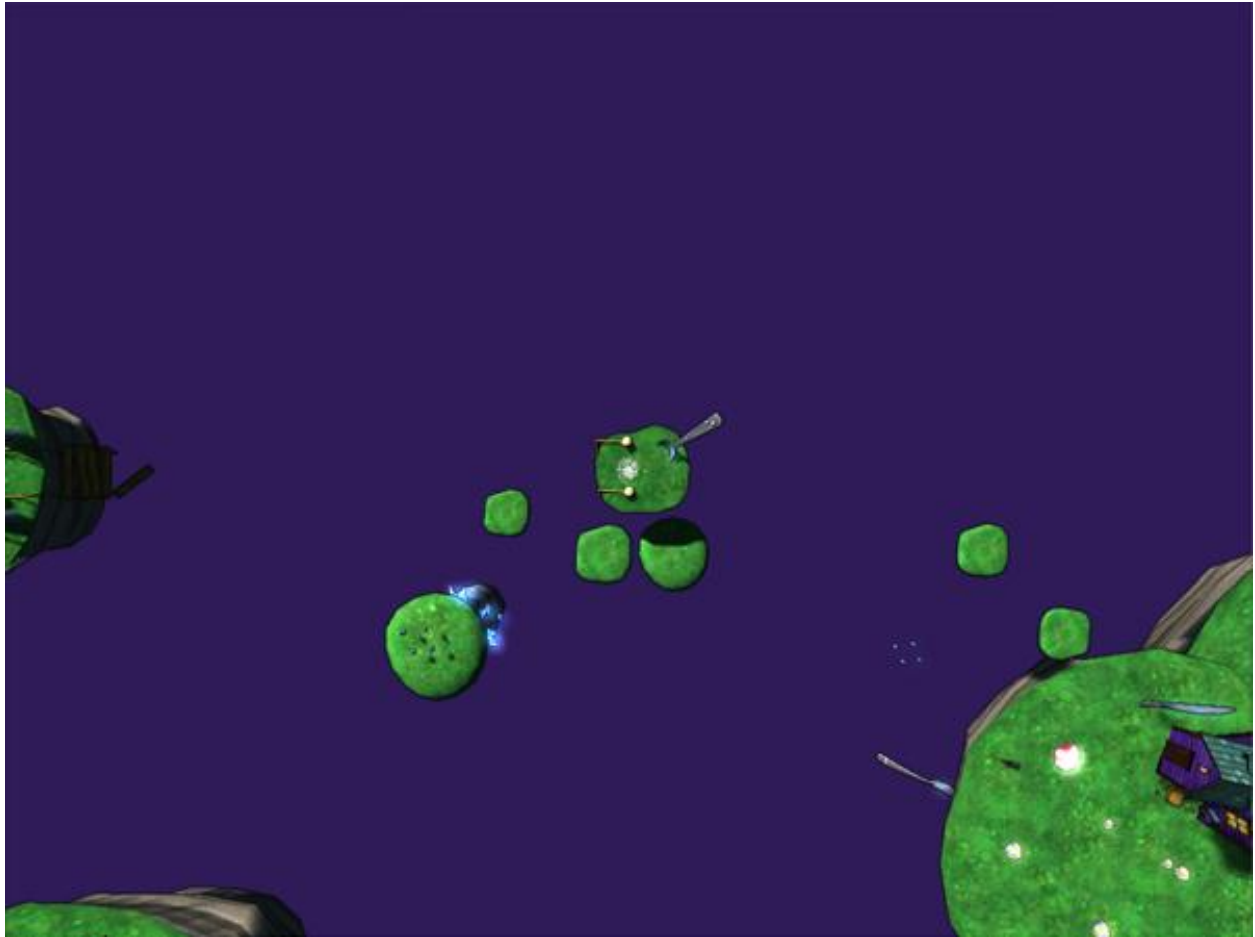
Side View



This puzzle is used to teach the player to reuse a platform. There are only a couple of platforms for the player to use to cross quite a large gap. He/she first uses the platforms on the right to get to the first blue platform. Then from there the player must use the horizontal platforms to move the vertical ones as high as they possibly can. Lastly, he/she pushes the two green platforms to the left and jumps from one to the next. The platforms must be placed quite far apart for the player to make it all the way, so they will also learn how far their maximum jump distance is.

Puzzle 2

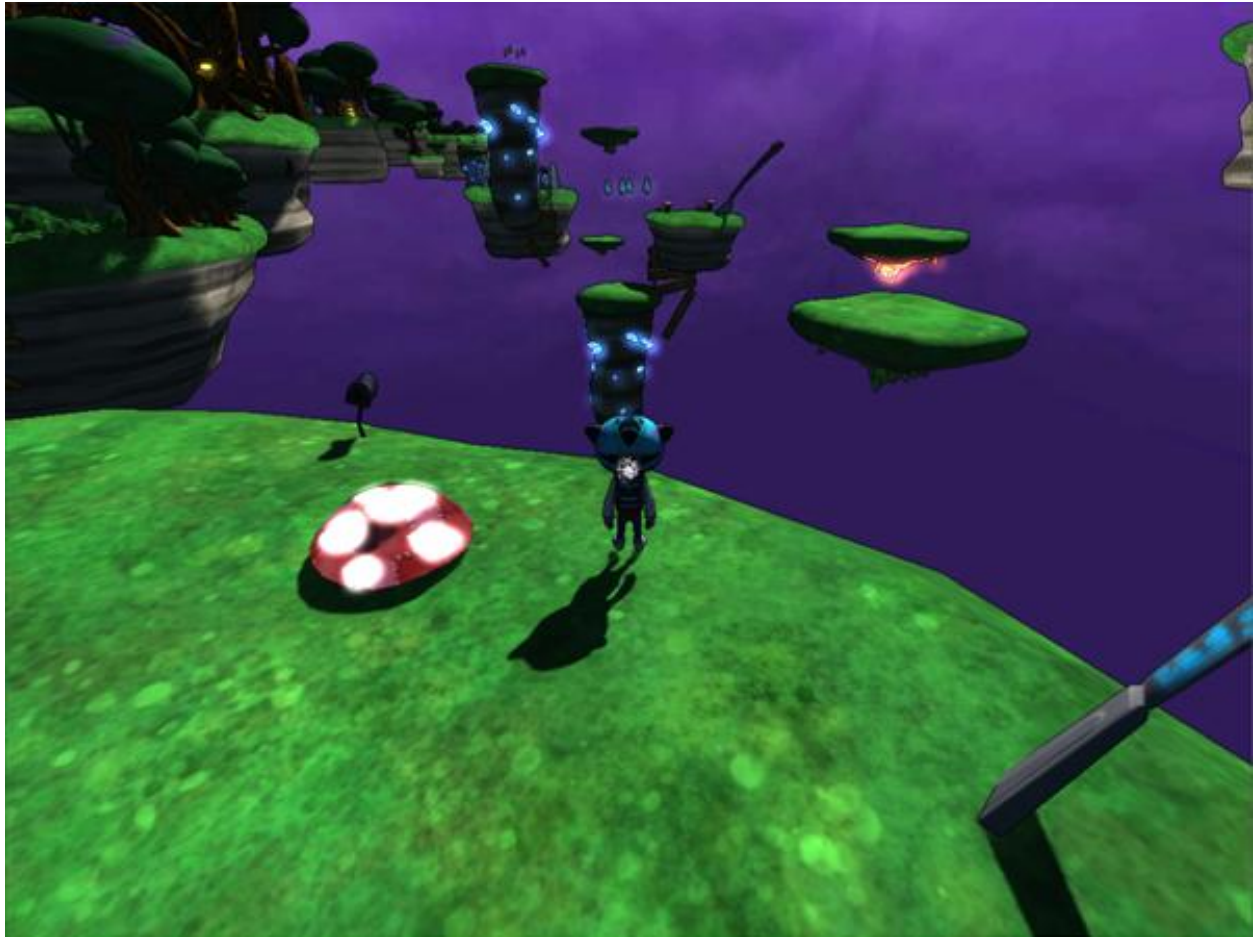
Top View



From this angle you can see how far the gap on the left is. The player must make it across with only two jumps. He/she must strategically place the platforms in order to complete their journey.

Puzzle 2

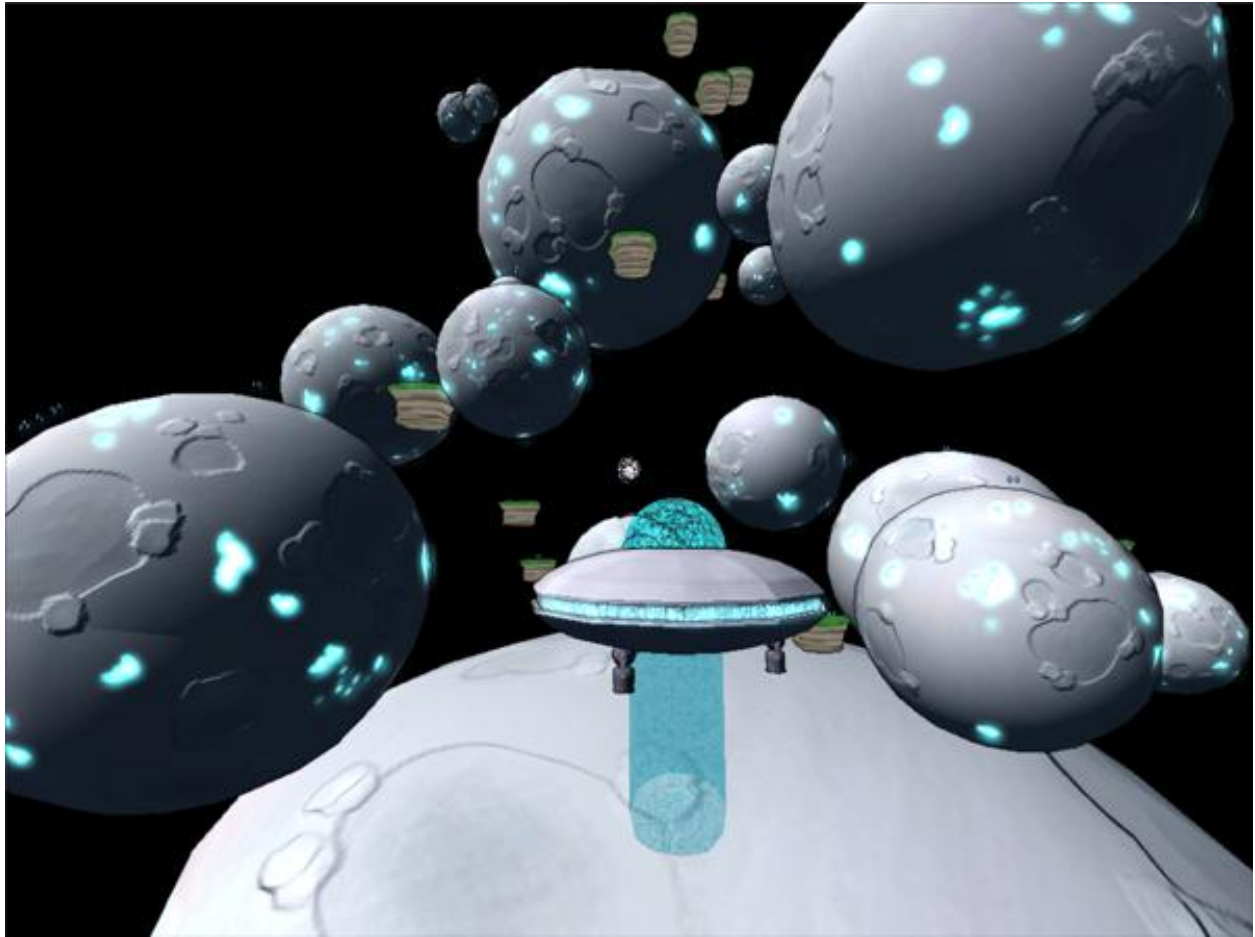
Player View



The path for this puzzle is a straight path that goes across the whole side of the level. It is intended to look like a difficult path that will require lots of thinking and puzzle solving skills.

Puzzle 3

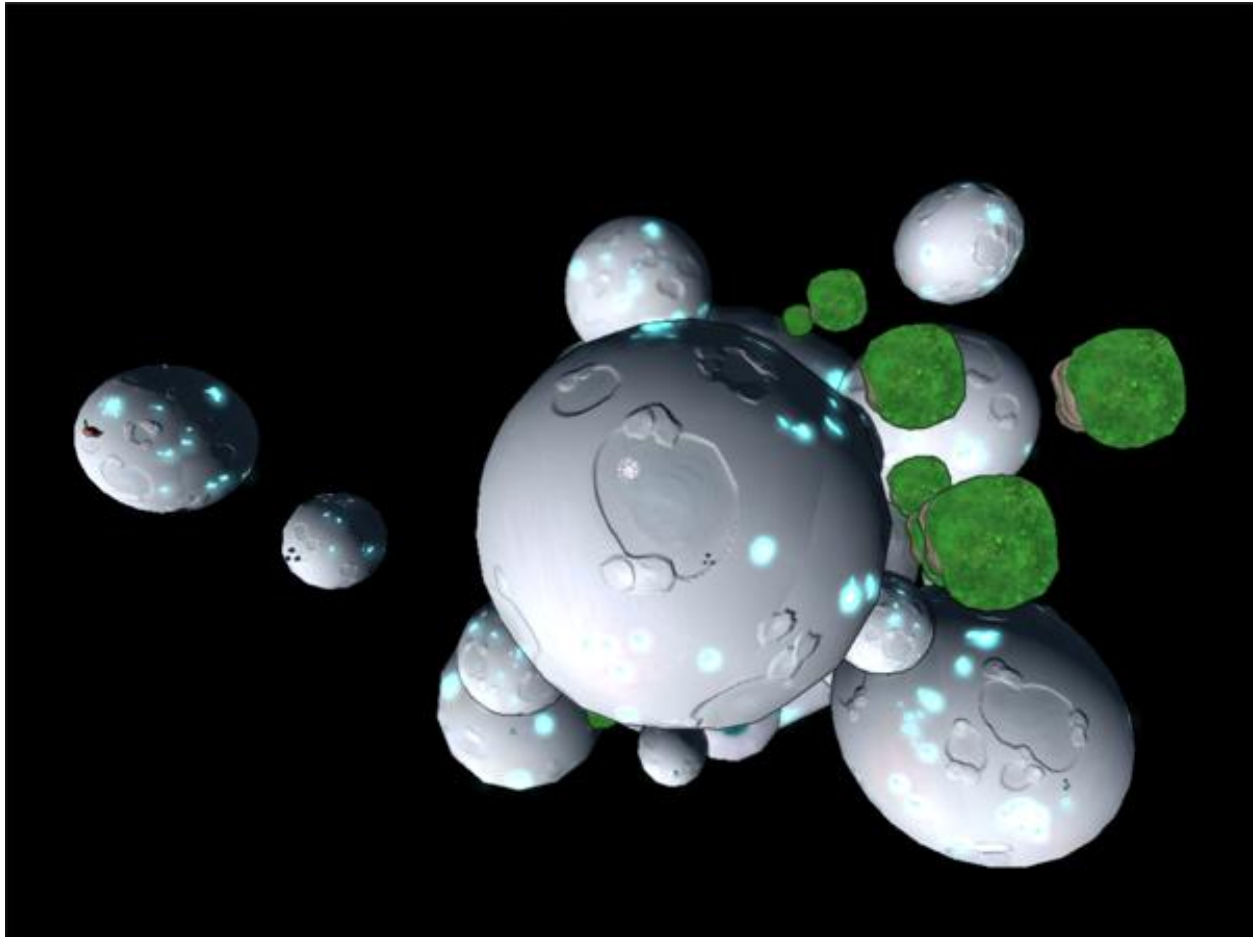
Side View



The spaceship above the crop circle will fly the player to this cluster of planets. In space there is low gravity which allows the player to jump very far. There are no moveable platforms in space, but many paths the player can take. Jumping from planet to planet is a lot of fun for players and they enjoy just exploring around to collect items.

Puzzle 3

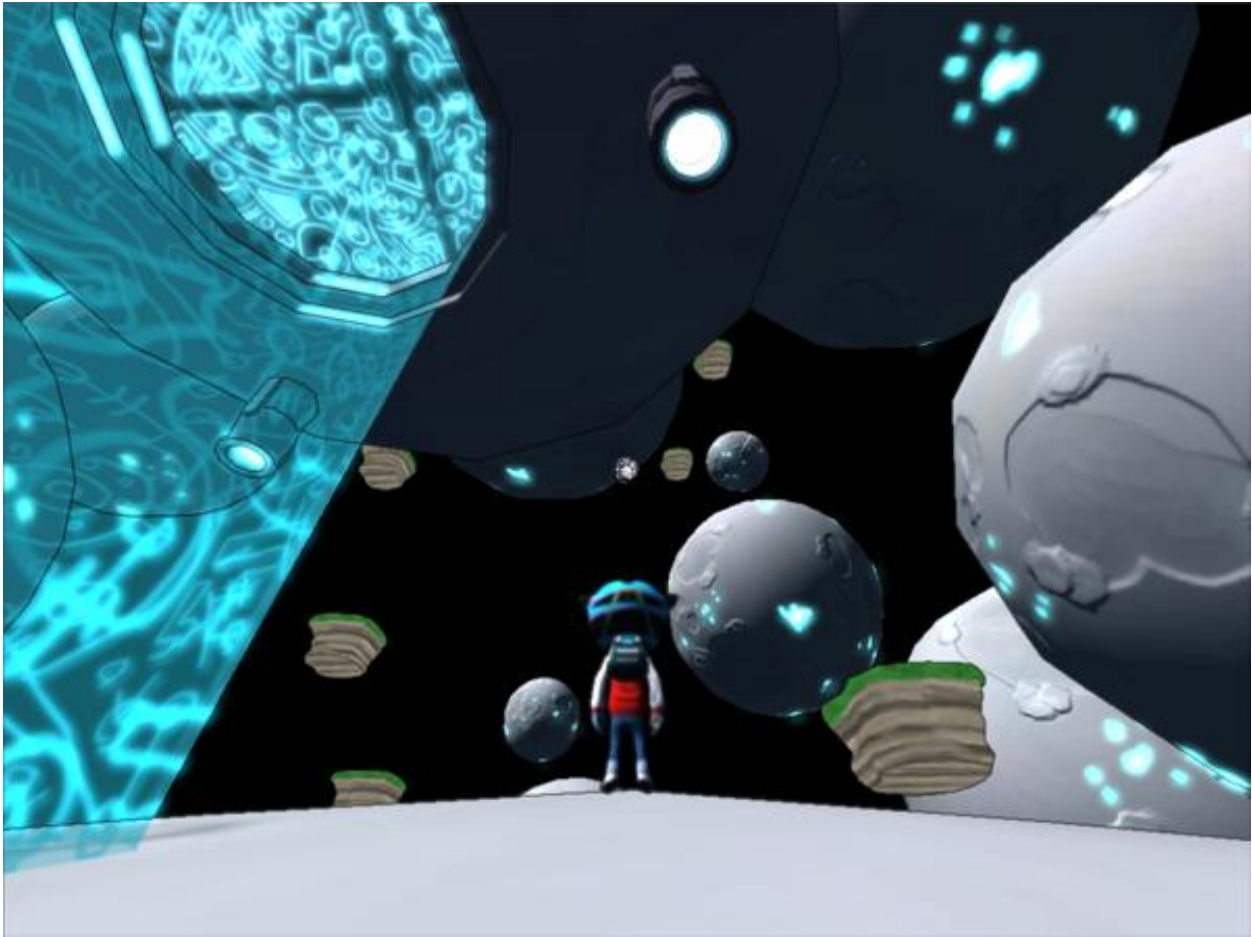
Top view



The rawr in this puzzle is on the highest planet. The player must have good jumping and timing skills to make the final jump in this puzzle.

Puzzle 3

Player View



From the player's vantage point, outer space seems to be a cluster of planets that are set up very chaotically. The low gravity gives them the power to make it across the long jumps between each planet.