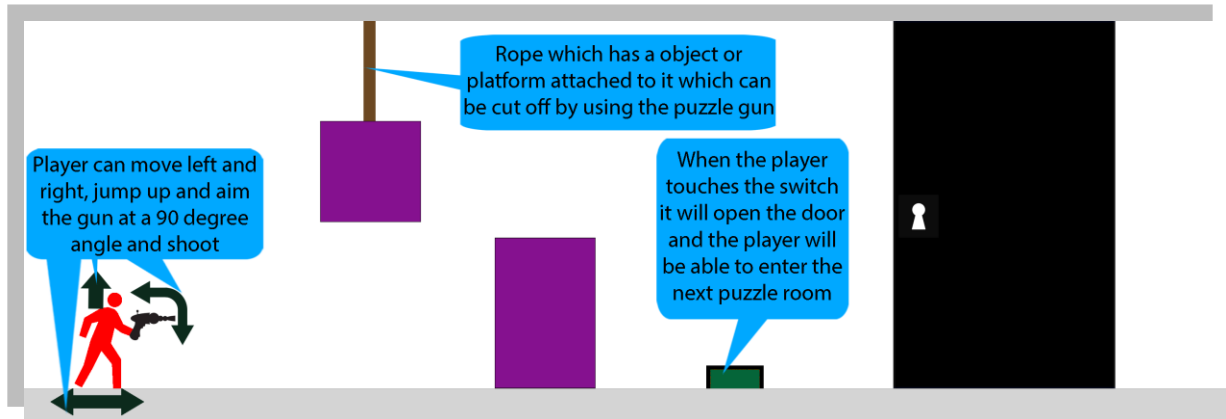# Level Design and Game Mechanics:

These are what the levels will look like from a level design point of view the actual levels will look much different this is simply used to explain the puzzles themselves.

1st puzzle room:

The first room is very simple and I didn't make many changes form the prototype version either it simply shows the player on how to use the gun or that they HAVE to use the gun to get past this obstacle.
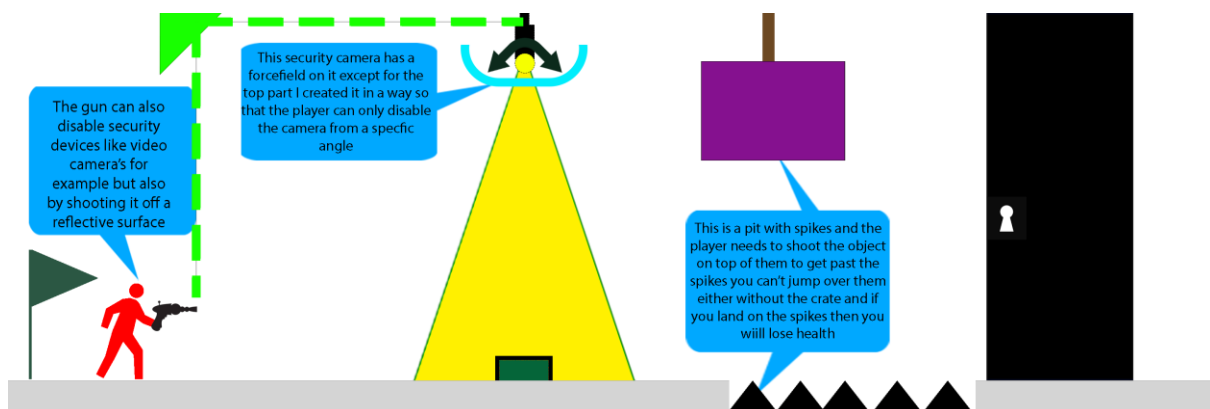
2nd puzzle room:
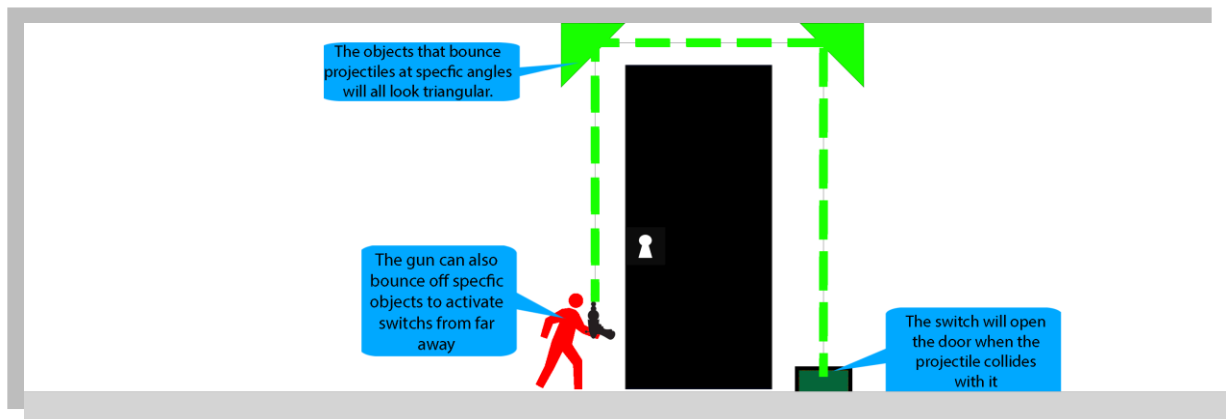
The second room introduces the first puzzle mechanic reflective surfaces specifically at a 90 degree angle to hit switches or devices, it's simple yet very effective to use when used for future puzzle rooms.

3rd puzzle room:
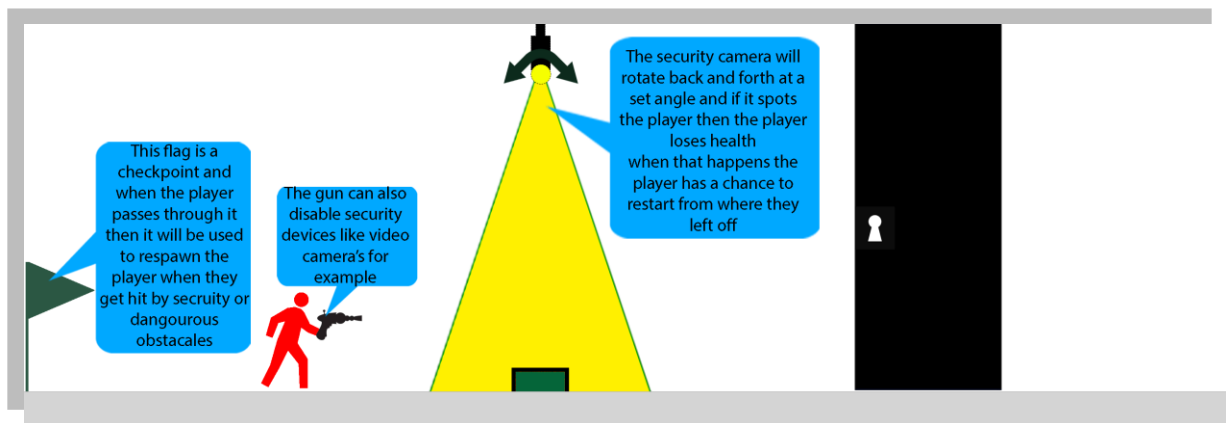
The third room introduces an actual threat to the player so they will lose health you don't see the health bar here because that's to do with the UI which I will do later on, this also shows that from now on there will be rooms that can be dangerous.

4th puzzle room:

The forth room is sort of a mini test seeing if the player learned form the previous rooms while also throwing some new obstacles and puzzle into the twist like the spikes, and the shielded security cameras.

New level designs:

All of the level designs above are based on the prototype I did but with slight improvements now every single level design below will be brand new but I will still use Photoshop though because I find it much easier then drawing it out and far less messy as well.

5th puzzle room:
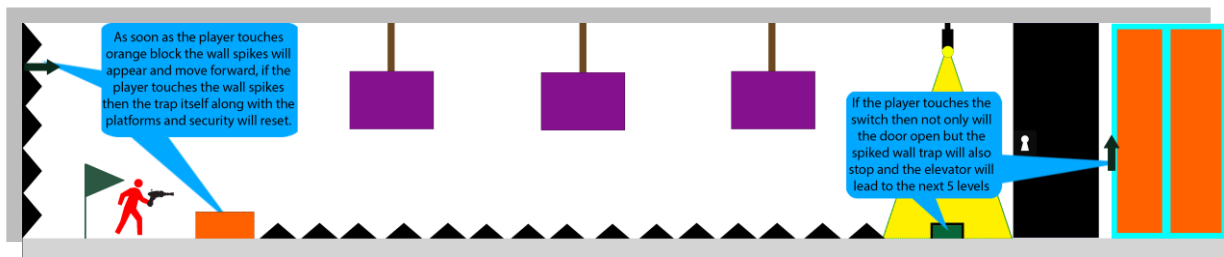
This is more of a trap but I feel that it makes sense because if the player makes it through then they go up to the next set of rooms I've decided to do it in groups of 5 where the fifth room has the elevator that takes the player up. The trap itself is quite simple the spiked walls will move as soon as the player touches the orange platform and by the way the player has to touch it otherwise the player won't make it to the next platform that's hanging up. To put it simply the player needs to shoot the platforms down and use them as stepping stones to get to the switch to open the door lastly I added a simple security cam to keep the player on there toes.

6th puzzle room:
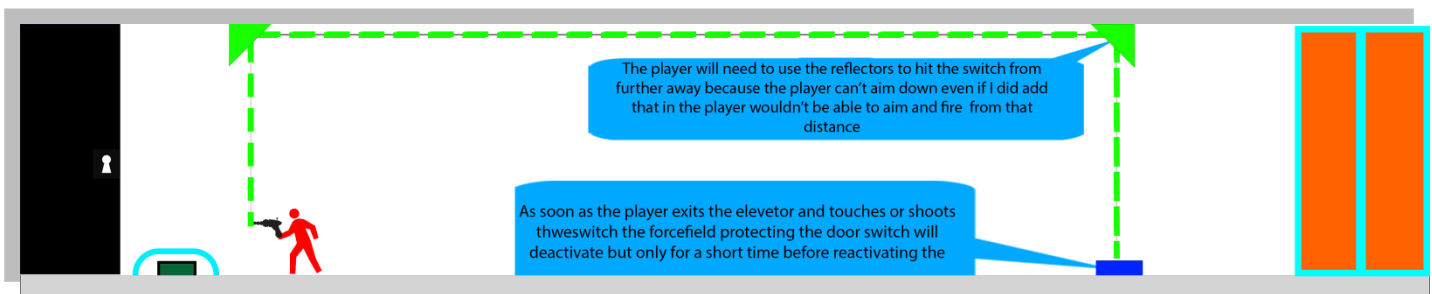
This rooms looks very easy compared to the last one but that's because I want the player to have a little breather WHILE explaining a new puzzle mechanic timed switches the player needs to use the reflectors to hit the switch from across the room to get past the door in time. I was thinking of using a sound effect that activates a ticking sound that gets faster and faster this is far better than having a clock in the UI so that way the clock won't block any visuals the only thing I want to see is the player health for now.

7th puzzle room:
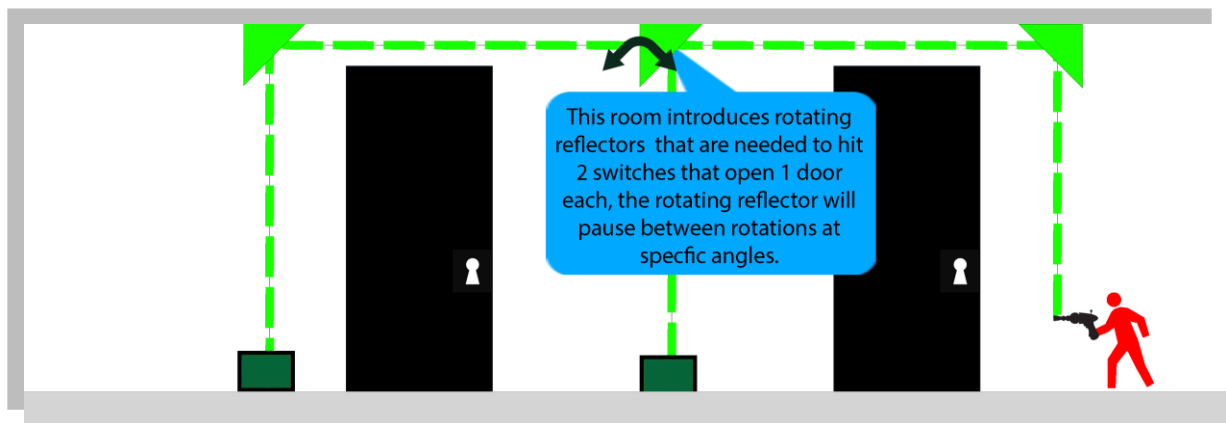
Again this room is just to show off yet other game play mechanic reflectors that rotate so that way the player has to time there shots so that the projectile will successfully reflect in the right direction, I also added more than one door to show some of the rooms from now on will be blocked off by more then one door.

8th puzzle room
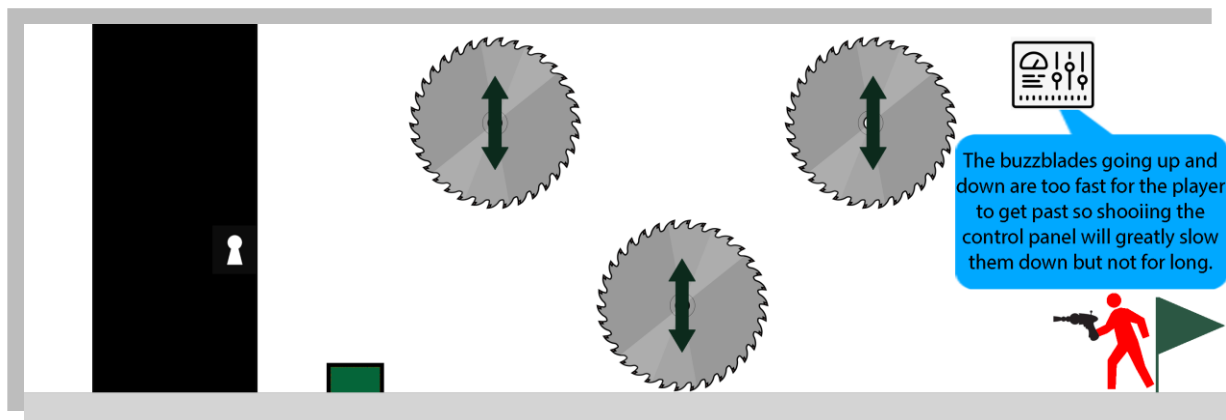
Just like with the last set the next few rooms will have actual hazards in them, the player needs to hit the control panel to slow down the buzz blades so that the player can get past them much easier again simple, effective and deadly. This also shows how the levels will get much tougher from now on.

9th puzzle room:
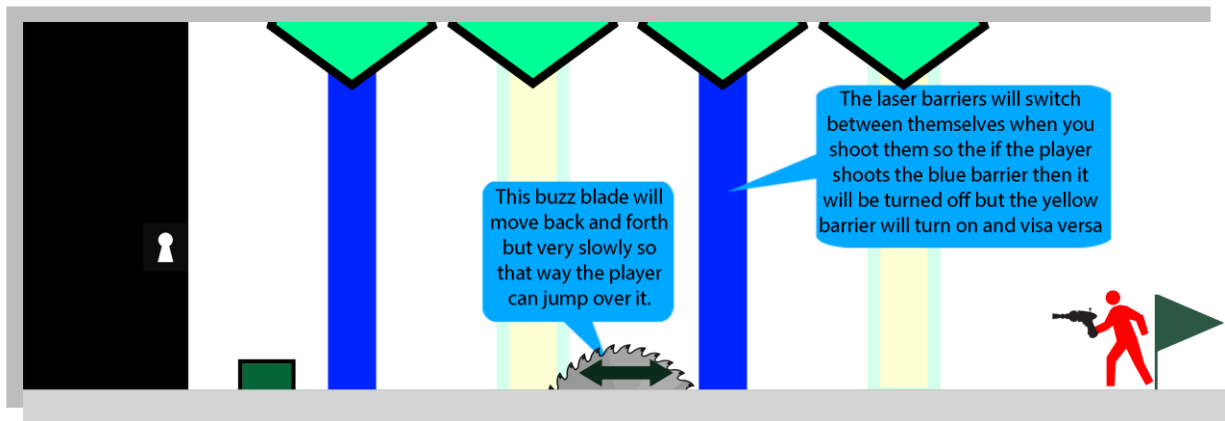
This room only has 1 thing from the previous rooms to shake things up but for good reason, the laser barriers will do damage to use if you go near them and you can't get rid of them all at once you see when you hit the blue barrier the yellow barrier will turn and the blue barrier will turn off and the same goes for the yellow barrier. You see the player need to figure out the right order to get to the other side, the buzz blade is there to keep the player on their toes but it moves and can be easily jumped over.

10th puzzle room:
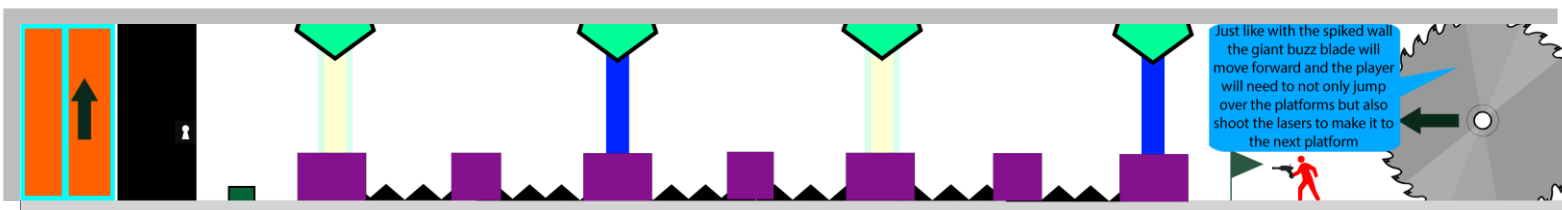
Similar to room 5 the player has to get to the elevator in time or get cut sliced by the giant buzz blade, also the laser beams will need to hit just like before so if the player hits the blue laser then the yellow one will reactivate and the blue on will deactivate, this seems easy but the pressure of having a buzz blade on you can make the player panic and maybe make a mistake.

That's all the level design I will do for now this is because I don't want to go overboard and waste time making LOTS of assets, however if I do have time and come up with any more puzzle rooms then I will just add them in this section of the GDD.