

## Level Design

### Blocking

### Final Explanations

#### Blocking Notes)

The orange capsule is the player's starting point.

The other capsules are the spawn point of enemies that are there from the start.

The colored cylinders on the other hand, are the enemies that'll spawn when a trigger is activated (explained here).

The white cylinder is an access in the floor.

The red cube will be a "temple key".

The orange cube is a missile upgrade.

The yellow cube is the map terminal.

The maroon cube is the reload station.

And the purple cube is the Screw Attack.

White cubes are light crystals, generating a permanent safe zone in the dark world, whereas Grey cubes are temporary safe zones that the player must activate by shooting them.

Spheres are interactible objects.

The orange ones are the orb canons, with a pink one showing the landing point.

The maroon ones are the grappling hook points.

The green ones are the bomb switch (must be activated).

The red one is a save point.

The blue one is the health tank.

And finally, the purple ones are Light/Dark portals.

The doors are colored depending on what is needed to open them. See the intent document for more informations.

Blue planes are the magnetic rails on which the spider ball can hold on to.

Orange planes are the walls where the screw attack can be used to wall jump.

Transparent white walls are transparent, which means you can see through them.

Transparent yellow walls can be destroyed with a power bomb.

The purple and white platforms work as a duo. They start in purple position, and move to their white position when shot with the light beam. Shooting them with the dark beam moves them toward the purple position. A white platform also acts as a safe zone.

Finally, green cubes are crates with ammo or life.

Enemies explanations)

Pink = Jetpack pirate. A flying and agile enemy.

Purple = Dark commando. A powerful foe. Mostly static, but can quickly move dash between places.

Grey = Quad. A two part enemy, typical from the area. Ground based, and hard to fight the first time, but easily dispatched once the player understand them.

Dark grey = Dark quad. Same but stronger.

Yellow = Rezbit. A flying enemy that can protect itself and create an interface screw. Powerful and annoying when not alone.

Blue = Hunter. Another flying foe, that can phase out to dodge attacks. More annoying than dangerous, but can be a problem on small platforms.

Green = Golem. The strongest enemies in the area. Very slow, but hard to kill, and dealing huge area damages.

## I) Light World

The first room is the area's hub. The player's spawn point (in orange) is next to a wall here, but in the larger game it would be the entrance.

The player is quickly attacked by the quad on the left. It's placed in a way that it'll enter the player's field of view after a few seconds.

Due to the transparent walls around this part of the room, the player can focus on fighting the quad without fearing that another enemy may sneak up and join the fight, while still being able to see what comes next.

Once the quad is defeated, the player can progress toward the main part of the room. Here are two quads, but in a less cramped space. The player must learn how to deal with them at the

same time, with the advantage of having more dodging room.

At the center of the room is a red door, which needs a missile to be open. These doors always indicate a save point, allowing the player some breathing room and a way to recover from the previous fight.

A more thorough exploration of the room reveals a door behind a transparent wall. They can also see a morph ball canon, which allows them to reach the floor above, by shooting them on the ceiling of the save room.

There, a new foe appears. It's a Rezbit, a more complex flying enemy. After dispatching it, and reaching the floor where it was, the player can reach the platform that surrounds the room. Some crates are put there, as a way to recharge both ammo and life. From there, it's possible to jump above the transparent wall from earlier, as a way to reach the map terminal, getting some nice intel.

The other path leads to a grey door, which can't be opened at this point of the game, but will be a useful shortcut once the corresponding weapon will be obtained.

This means that the only option left is the door above, in the west side. Here is another Rezbit, in order to annoy the player. The door behind it opens with the dark beam, which the player already have.

They can then reach the second room.

It's a long pit, with only a platform on each side, and 4 grappling points. The player must go through the room using the grappling beam successively on them. In order to make it a bit harder, three jetpack pirates (flying enemies) are hidden in the sides of the room, getting out when the player goes by them. The player must then chose between going back and fighting them from the ground, or trying to get by, using the swinging to dodge them.

After this transition, the player reaches a puzzle room.

First their gaze should be directed toward the forcefield. It's clearly visible, and in a colour that contrasts with the rest of the place.

A more thorough analysis shows that there are two bomb switches, on a platform.

Finally, by looking at the roof and around them, the player will see magnetic rails, allowing them to move through the room.

The rails are cut is several places, needing the boost ball to dash between them. This isn't really useful per se, but it makes for a more fun and active exploration.

The lowest floor isn't really useful right now, beside serving as an obstacle toward the switches. Two platforms allows the player to go back to the start, should they fall, but are placed in a way that doesn't let them circumvent the rails.

Once both the switches are activated, there is a small cutscene showing the forcefield disappearing, before two Dark Commandos appears, one in front of the entrance, and the

other on one of the platforms. The player must destroy them in order to open the door.

Last point, the bottom floor also contains a hidden door, that may be seen on the map. To open it and destroy the surrounding wall, the player must use a power bomb. The room can either be found using the map, or by analysing the area to find the cracked wall. This gives them access to a missile upgrade.

The fourth room is simpler. There is only a mechanism to analyse in order to activate two orb canons. Those are used to travel through a long pit in the room, and going toward the next one or coming back.

During the travel, the player can see a lonely platform, with a portal and an energy tank.

When reaching the fifth room, the player faces a new forcefield. This time, they have to go around it, using the morph ball and a small opening in the floor. Then, they need to navigate through a maze, in order to find the bomb switches that'll deactivate the field.

At the center of the maze is a free missile upgrade.

Through the transparent floor, the player will be able to see two inactive quads. They'll both awaken when the player deactivate the forcefield.

After fighting them, two doors are available. One of them goes back to the hub but still needs a weapon that the player doesn't have. The other opens to a small room with a portal, letting the player reach the dark world.

## II) Dark World

Once gone through the portal, the player ends up in the dark world.

There is only one way forward : going back in the maze room.

This version starts with a fight with a Golem. This enemy would have been seen in the light world, in the form of inactive statues. The fight is a bit hard, as a "welcoming bit" to the dark world.

Once the foe is dealt with, the player has to go through the maze again. However, this time it's on the ceiling, using magnetic rails. This is made as a way to showcase the "reverseness" of the dark world, and disorient the player. Once the maze is completed, the doors can be accessed.

The previous transition room has been changed, with platforms instead of the canons. However, said platforms are too far away from each other to get to the other side. It's another shortcut that'll be unlocked later. On this path also is an isolated platform, with a portal, which goes back to the previous health tank.

This means that the only path from the maze room is to go back to the hub.

Here, the savepoint is still findable, in the center, and the map room has been replaced with an ammo recharge station.

The rest of the room is not useful right now. Through the transparent walls, the player can see a Temple Key (a key item that's needed to get to the area's boss), but they need the Screw Attack to reach it.

At this time, the room only contains weak enemies, that create a safe zone when they die. However, two Dark quads are on the floor, and will awaken when the player takes the key.

There is also an additional platform, near the savepoint, making it easier to go up and making a new path, in order to change a bit from the light world.

The grappling hook room now uses platforms too. Those must be activated with the light beam, in order to change their positions and create a path. When moving the first and third platform, an Ing Hunter appears. These foes are annoying, and need to be dealt with before going forward. The player can also try to rush toward the end, but this carries the risk of falling down and having to start again.

The puzzle room is now completely empty. When the player enters it, every door gets locked. They then have to go down, for a fight.

In the real game, that would have been a boss. However, here it'll simply be two dark quads, then three dark commandos, in order to respect the exercise. Getting rid of them makes some platforms appear, giving the player access to the Screw Attack.