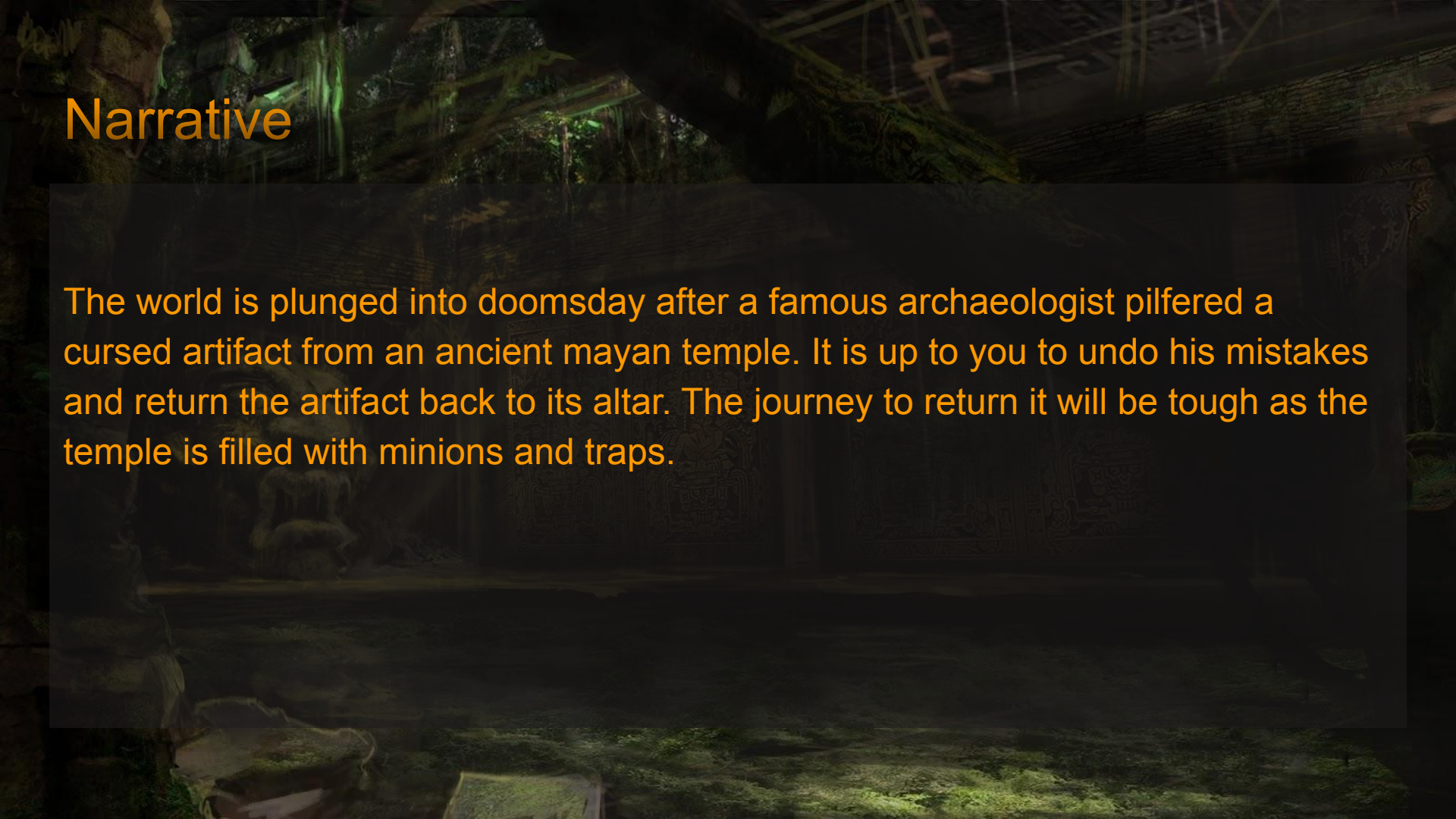




Return The Artifact!

Narrative



The world is plunged into doomsday after a famous archaeologist pilfered a cursed artifact from an ancient mayan temple. It is up to you to undo his mistakes and return the artifact back to its altar. The journey to return it will be tough as the temple is filled with minions and traps.

Scenarios

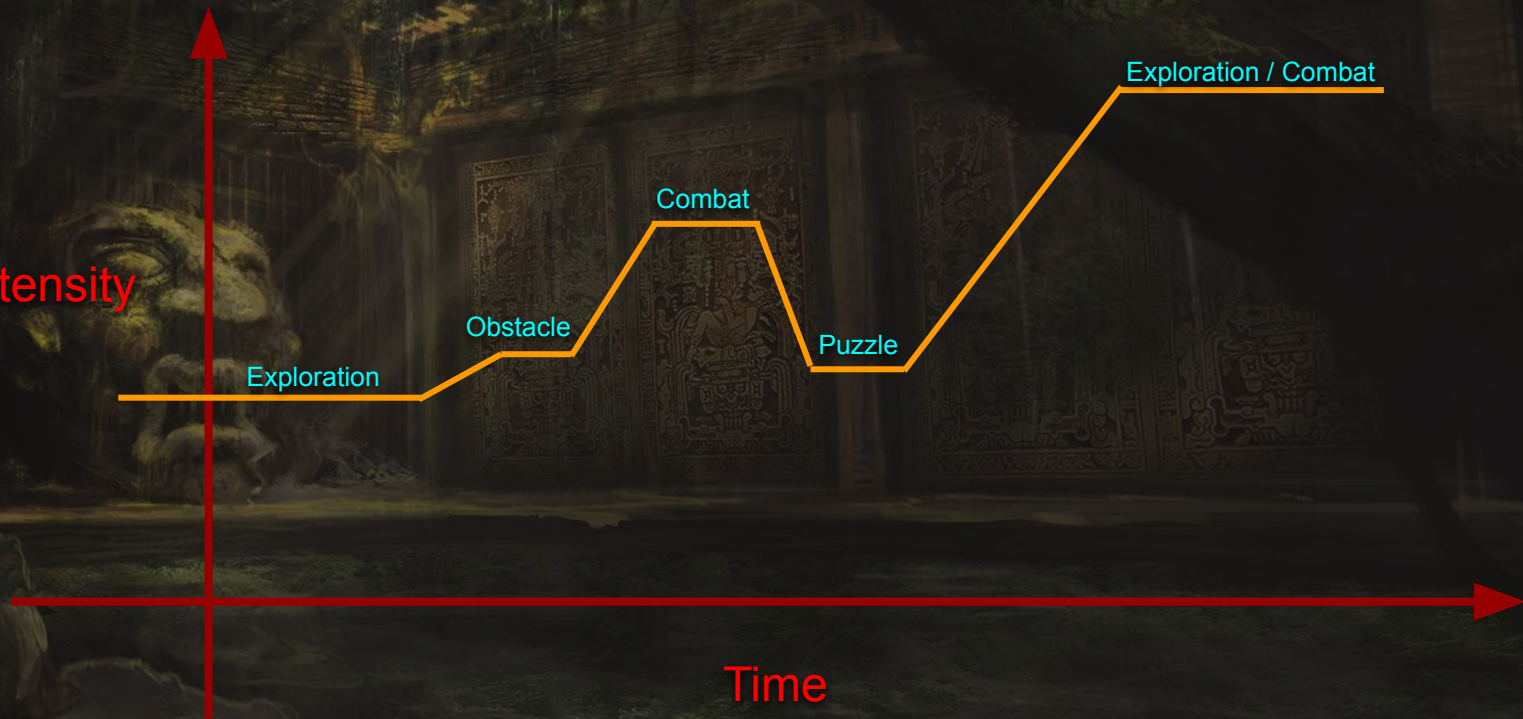
- 1) Exploration - Our explorer enters the first main hall of the temple, orientates himself to the surrounding. There are several doors in the room.
- 2) Obstacle - Our explorer enters the door and is lead to a room with a platforming section. Dangerous spikes fills the floor, a misstep would be fatal.
- 3) Combat - Upon successfully navigating past the obstacle, our explorer is greeted with enemies that have set up camp within the temple. Eliminate them to progress onwards.

Scenarios

- 4) Puzzle - The next room is a puzzle room with contraptions that require the player to shoot several objects in the correct order. Completing the task will open the final door.
- 5) Exploration/Combat - A bridge to the altar is in sight, but just as our explorer is crossing it, it breaks and the explorer is sent dropping down to the dark hole where enemies reside. Fight your way out to reach the altar and return the artifact.

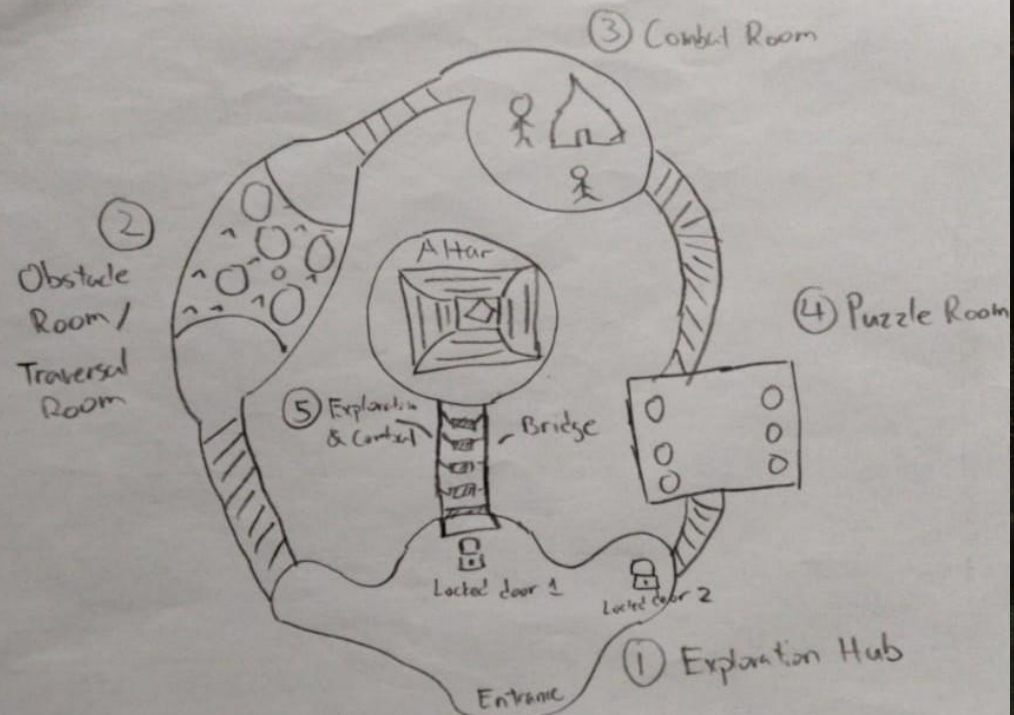
Flow

Intensity

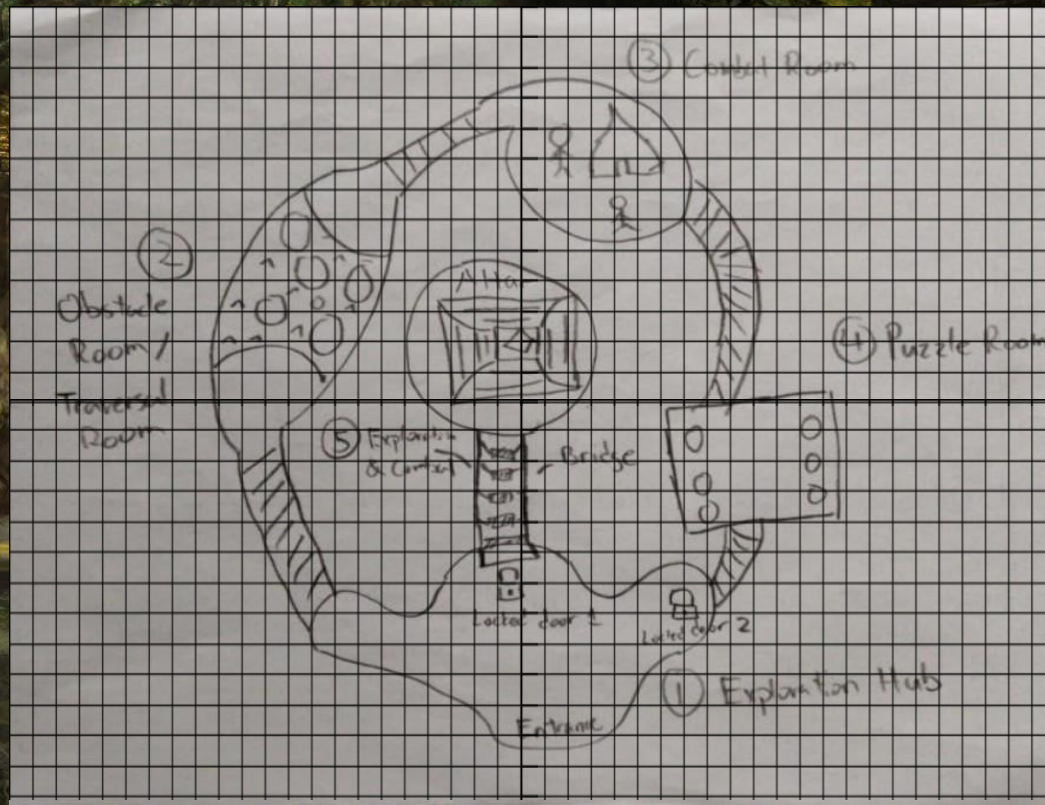


Time

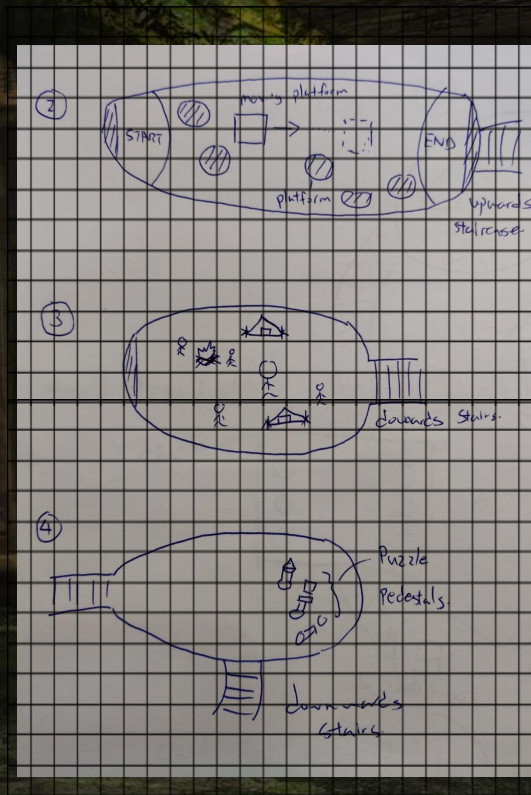
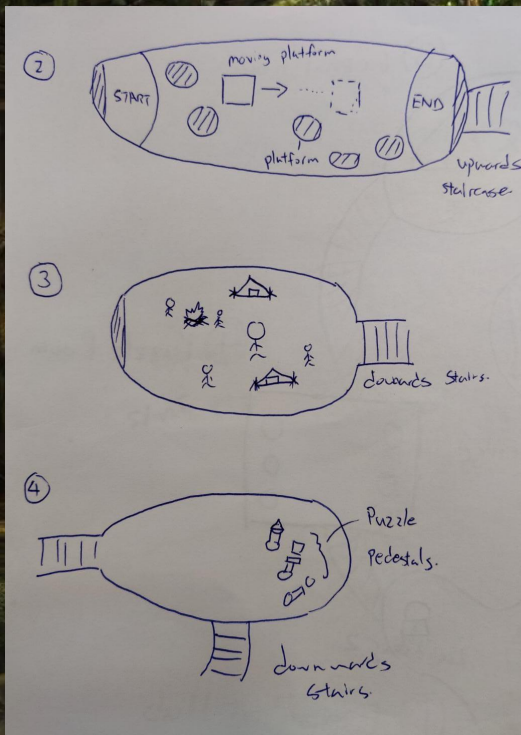
Level Layout



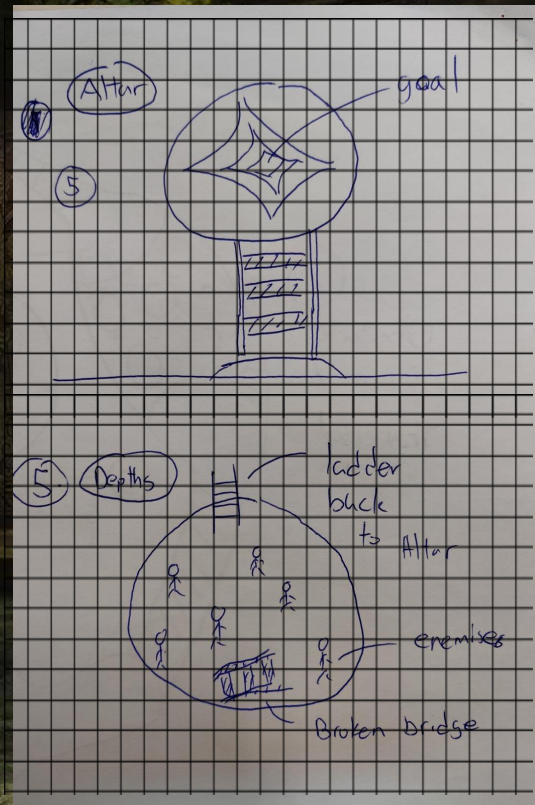
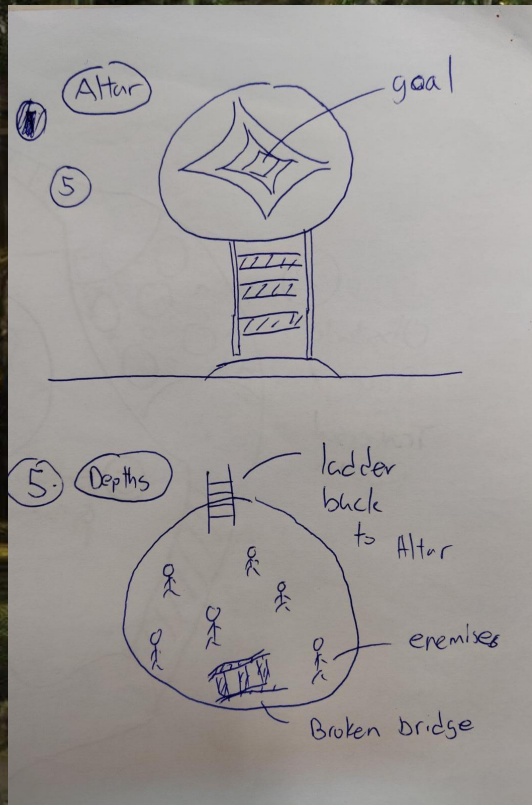
Level Scale (1 tile = 2m x 2m)



Detailed Rooms (1 tile = 2m x 2m)



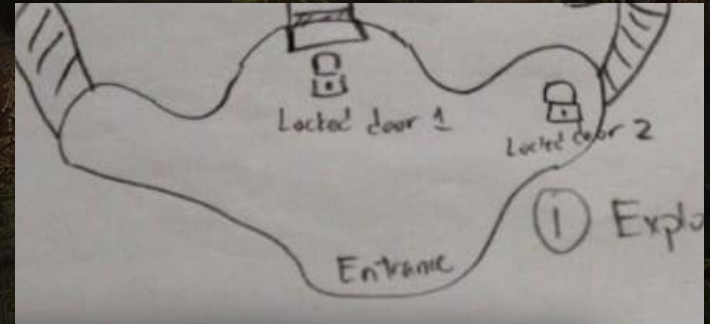
Detailed Rooms (1 tile = 2m x 2m)



Room 1 - The Temple

Room 1 is where the player will begin when he starts the game. The first room acts as a hub where players will return to later on to access the altar.

There is one path way leading to room 2 on the left and two other locked doors leading to the altar and the 4th room respectively. Players will be able to see the altar from here.



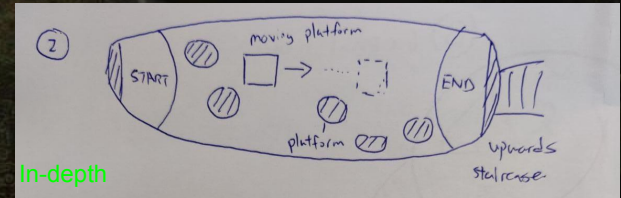
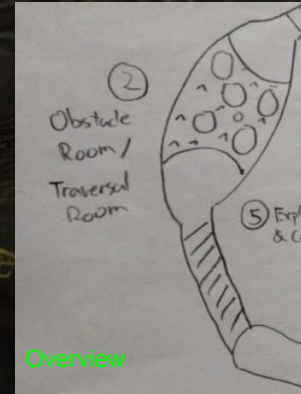
Problem: Altar door is locked

Solution: Find a way to open it in another room

Room 2 - Watch your steps

The room where traversal and obstacles occur, players will have to carefully navigate their way through platforming blocks and avoid dropping down to the spikes below.

There will not be any enemies in the room, the entrance to room 3 will be located at the end of the traversal segment



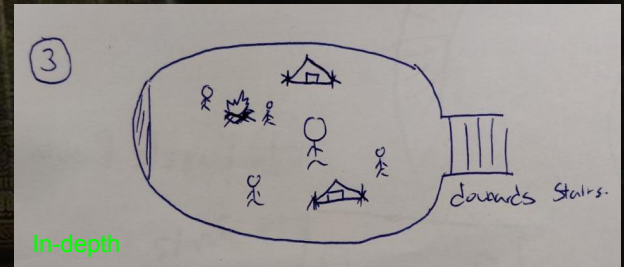
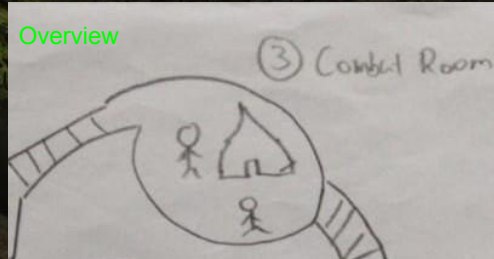
Problem: Room is filled with obstacles and spikes

Solution: Navigate through obstacles carefully

Room 3 - Enemy Encampment

The first combat room, enemies spawned by the removal of the artifact has made this room their home.

The room will consist of 5 enemies to help the player be familiar with the combat. Door to room 4 will be opened after all the enemies are dead.



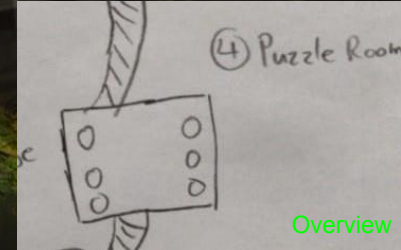
Problem: Room is filled enemies

Solution: Kill all enemies in room

Room 4 - Puzzles Galore

Players are greeted with a puzzle room in room 4. There are several objects listed out in sequence, players have to shoot the objects in the correct sequence based on the hints lying around in order to open the final door.

Completing this task will open the two locked doors back in the hub.



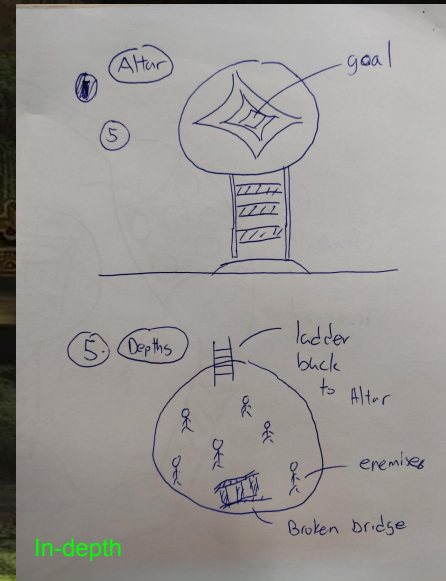
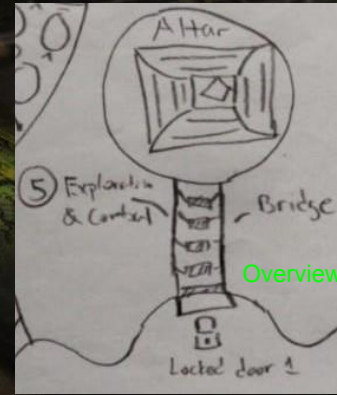
Problem: Room is locked till puzzle is solved

Solution: Observe hint carefully and shoot the objects in the correct sequence

Room 5 - The Bridge

The final door is unlocked, only a bridge stands in the way towards your path to save the world. However, the bridge snaps as you are halfway there and sends you plummeting to the dark unknown depths.

There, you must fight your way past several hordes of enemies before a magical ladder will appear and bring you to the altar. The player will then touch the altar and end the game.



Art References

