



Level Name: Pick Your Poison
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Example Level Areas (scaled to the player)

Walk-In Closet

Small Room

Hallway

Small Room With Staircase

Long Room

Large Room

Part Of A Parking Garage

Map Legend

Icons

Grey: Solid structures

Green: Grass

Brown: Dirt / Sand / Rock

Blue: Water

Danger/ Poison Gas

2 Directional Door	Player Start	Introduce Mechanic 1	Music / Sound Event	Collectible Types
One Way Door	Checkpoint	Practice Mechanic 1	Cutscene / Camera	Hidden Item
Primary Player Path	Player Finish	Master Mechanic 1	Puzzle / Set-up	Progression reward
Other Player Paths	Physics Object	Introduce Mechanic 2	Particle / Visual FX	Breadcrumb
Note Number	Landmark Asset	Practice Mechanic 2	Special Lighting	Gameplay Change
Climb / Jump over	Scripted Event	Master Mechanic 2	Crate/ Container	Narrative
Crawl under	Blank / User defined	Twist Both Mechanics	Barrier	Solution
	Blank / User defined	Master Both Mechanics	Tree - Cover	Token
			Bush - Low cover	Blank / User defined

Car

NOTE: The Player Start Icon Is the player's in-game size.

If you do not scale the icons, you can use them as a guide when building your level map.

1. Player Start on the outside of the building.
- Setup 1 - Introduce Mechanical Lever
2. Use the Mechanical Lever to open to door to gain access to the next room.
- Setup 2 - Introduce Pressure Plates
3. Use the Boxes to activate the Pressure Plate and open the door to the next room.
- Setup 3 - Practice Mechanical Lever
4. Activate the Mechanical Lever that opens the Door (Multiple Levers)
- Setup 4 - Practice Pressure Plates
5. Activate the Pressure Plate that opens the door (Multiple Plates) Check point after completing this.
- Setup 5 - Master Mechanical Lever
6. Find the Mechanical Lever that opens the door and escape before the toxic gas defeats you.
- Setup 6 - Master Pressure Plates
7. Find the right Pressure Plate that opens the door and release all the toxic gas before it's too late!!
8. Player Exits the building outside.

