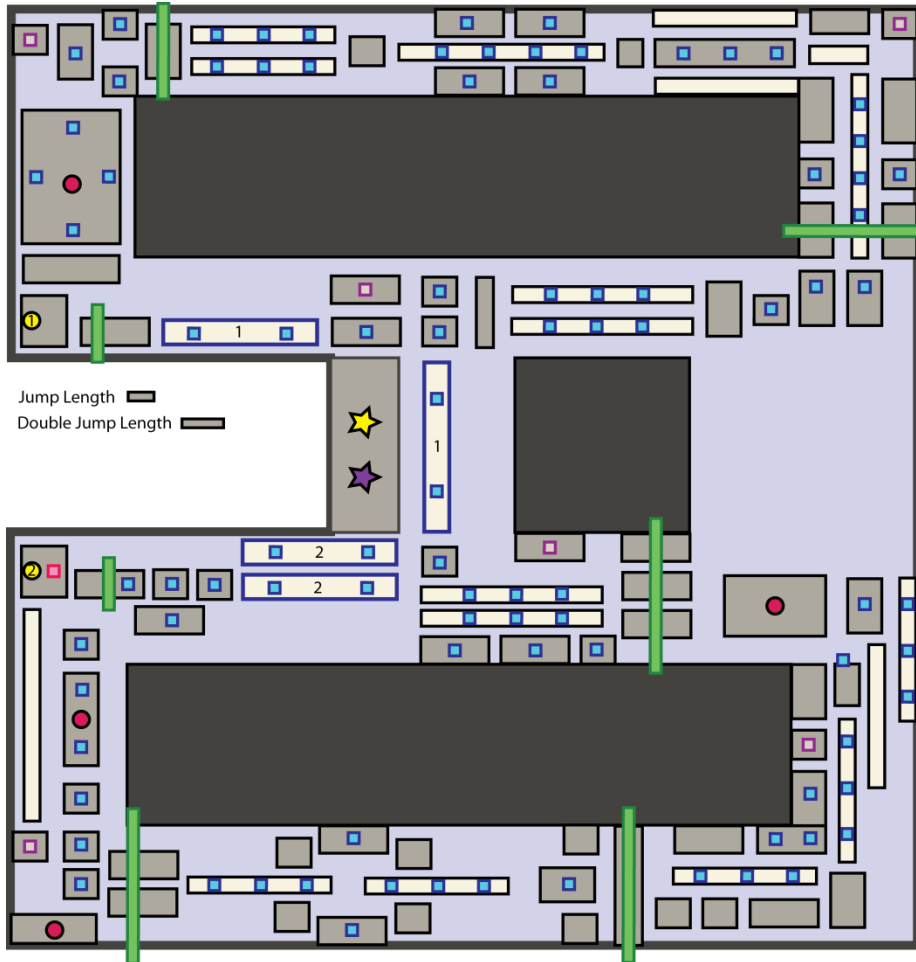


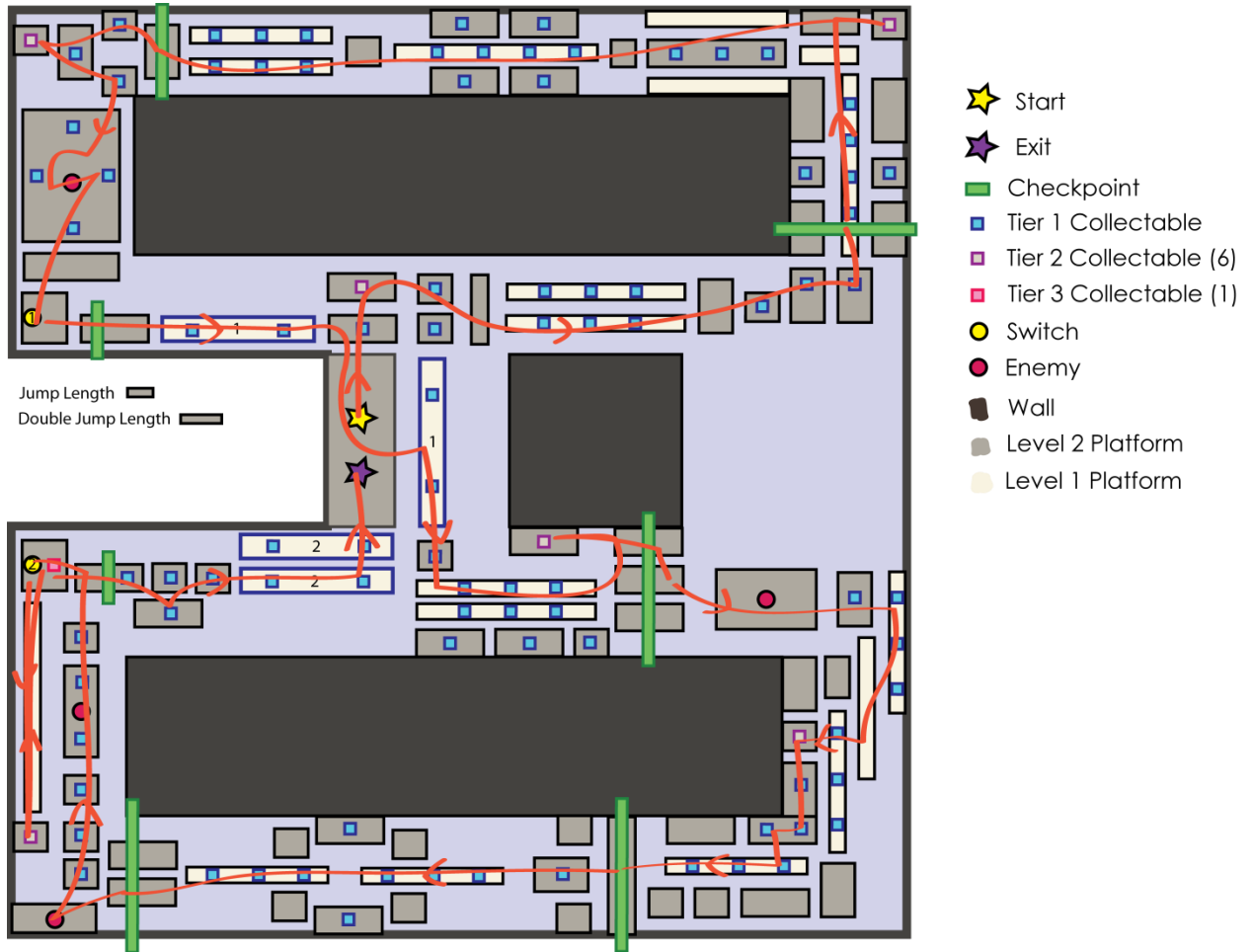
Platformer Map – Forgotten Temple Level

Alicia Yeargin



- ★ Start
- ★ Exit
- █ Checkpoint
- Tier 1 Collectable
- Tier 2 Collectable (6)
- Tier 3 Collectable (1)
- Switch
- Enemy
- Wall
- Level 2 Platform
- Level 1 Platform

Path Through Forgotten Temple



About Forgotten Temple

Overview:

- ◆ The goal of the level is to obtain the tier 3 collectible item.
- ◆ Players can walk, run, jump, double jump, and melee hit enemies.
- ◆ There is a spawn in portal and a spawn out portal on the main starting platform.
- ◆ Players can come and go to this level through the hub world as often as they like since they may wish to return later to collect all the items.
- ◆ This level would most likely be a level near the beginning of the game, though not the first level.
- ◆ The actual path through the entire level is linear, but the way the player can go through that path has variations.
- ◆ The level consists of stone platforms suspended over a bottomless pit.
- ◆ The numbered platforms outlined in purple are raised up out of the pit once the switch of the same number is hit.
- ◆ The entirety of the level should take approximately 10 minutes, depending upon the player's need to collect and amount of falls.
- ◆ A fall results in being sent back to the last checkpoint, but no items are lost.

Collectibles:

- ◆ The tier 1 collectibles are plentiful in the game and are used more for guiding the player along level than for their actual value.
- ◆ The tier 2 collectibles are rarer; they're generally used as pats on the back to the player for getting into the harder-to-reach areas in which these collectibles are usually located.
- ◆ The tier 3 collectibles are a game necessity, and there is one per level.