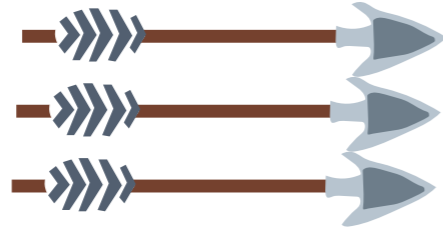


LEVEL DESIGN

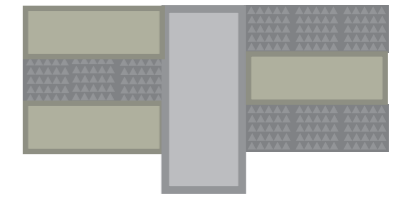
ARROW TRAP

- Fires arrows when the player steps on a pressure plate.
- Pressure plates have arrows to indicate which direction the arrows will come from when the trap is active.



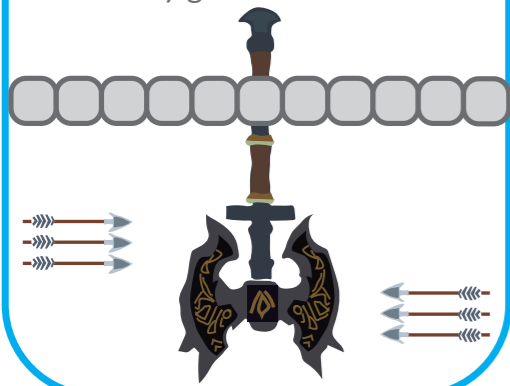
PUSHING STONES

- Push the player to dangerous places.



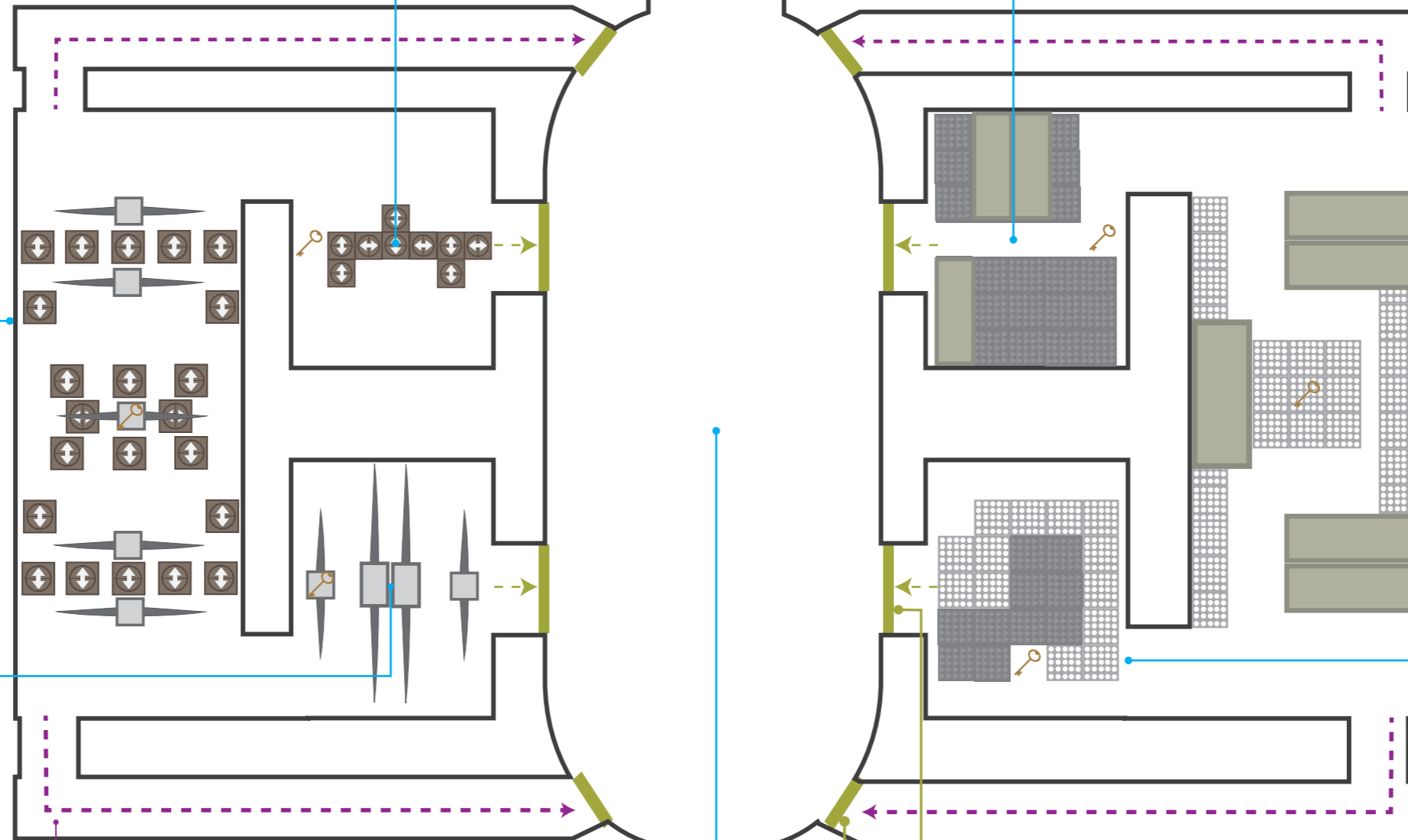
SWINGING AXE + ARROW TRAP

- The player has to be more careful with their movement.
- There are safe zones so the player can analyze the puzzle as they go.



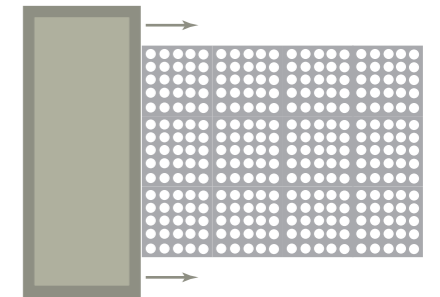
SWINGING AXE

- Kill the player if they get in the way



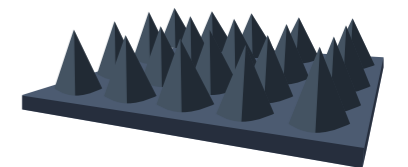
PUSHING STONE + RISING SPIKES

- Faster Pushing Stones
- Requires fast reaction after being pushed by the stone



RISING SPIKES

- Activate moments after the player steps on them



SHORTCUTS

- Encourage the players to constantly return to the hub.
- Prevent Backtracking.
- Cause mini key-stealing battles before the players keep searching for keys.

ONE WAY PATHS

- Prevent early access to shortcuts
- Prevent the players from accessing the traps the other way round (reduced difficulty)

MAIN HUB

- PvP
- Interaction

PvP

- Raises the difficulty of the traps

