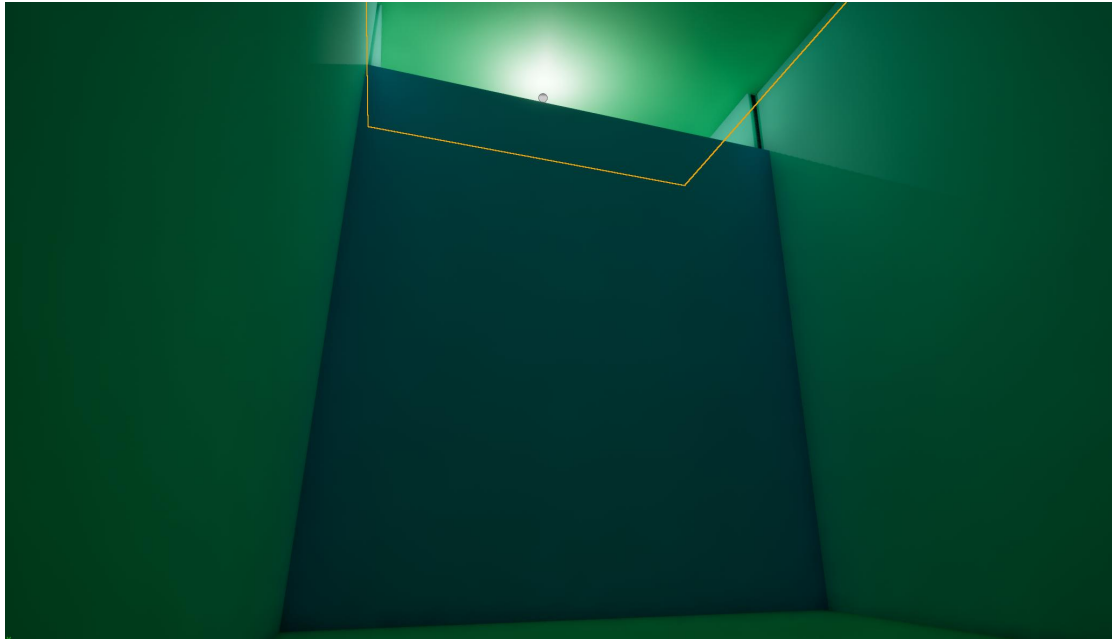


I made modifications to our original level according to Erik's documentation, and made the entire original level serve as Level 1. Here is my explanation of the modifications.



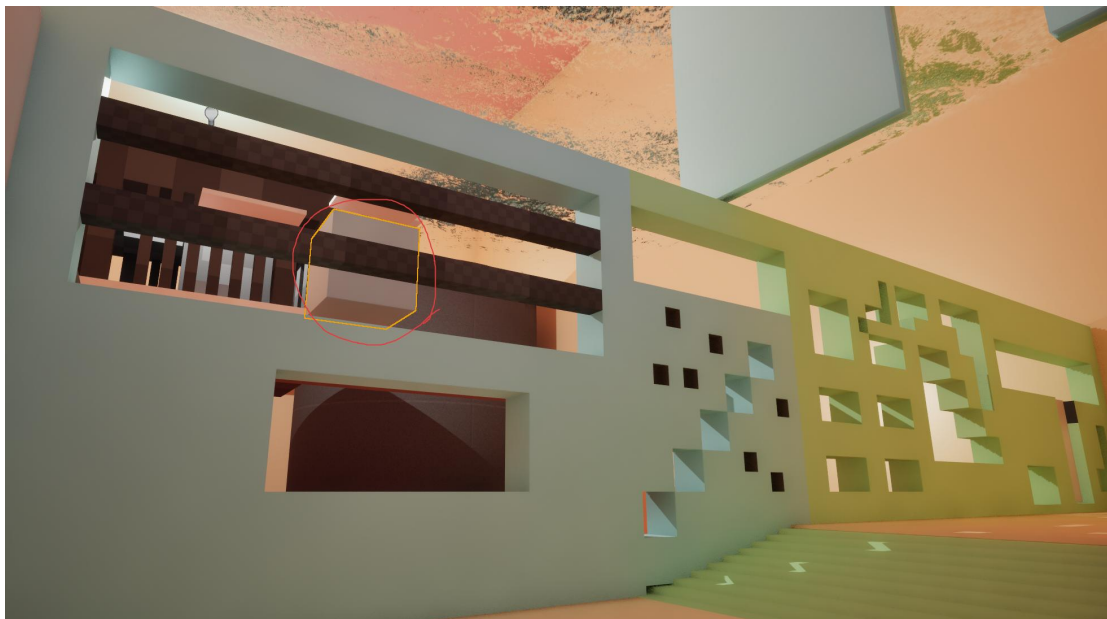
I have expanded a room that helps players learn the climbing mechanism. This is also the player's initial starting point. Here, players will be guided on how to climb walls, and there is a large wall placed for them to practice. After passing through this room, players can move on to the next one.



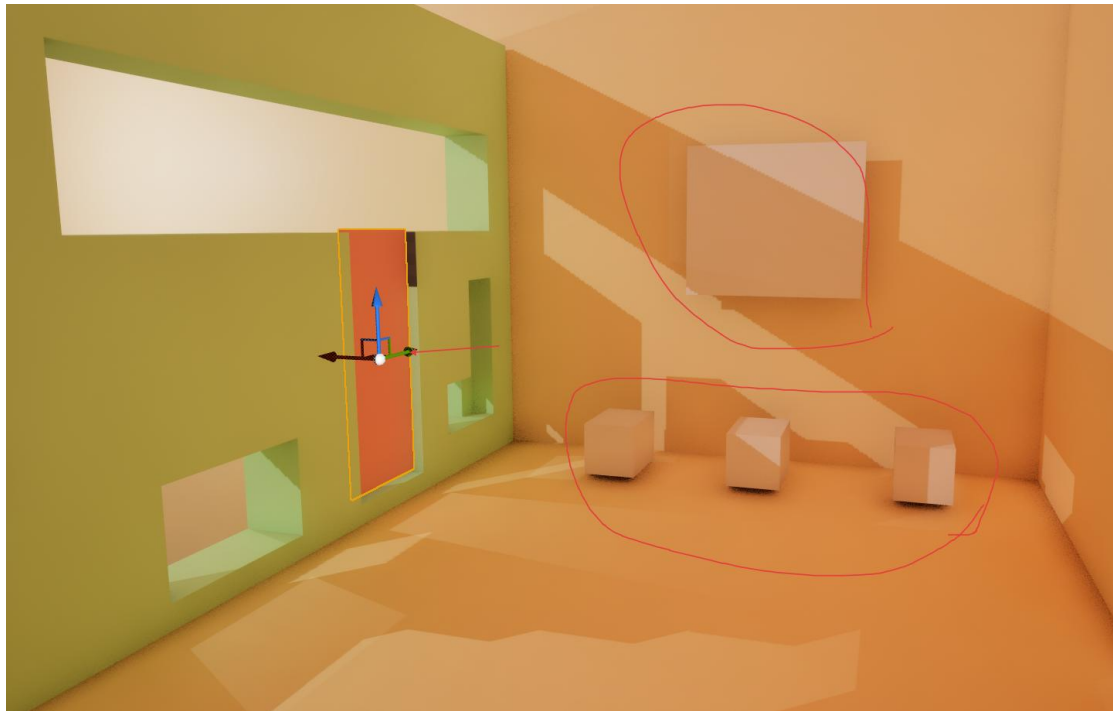
After the player jumps down from a high place, they will arrive at this room. This room is the original starting room. Here, the player will learn how to obtain items.



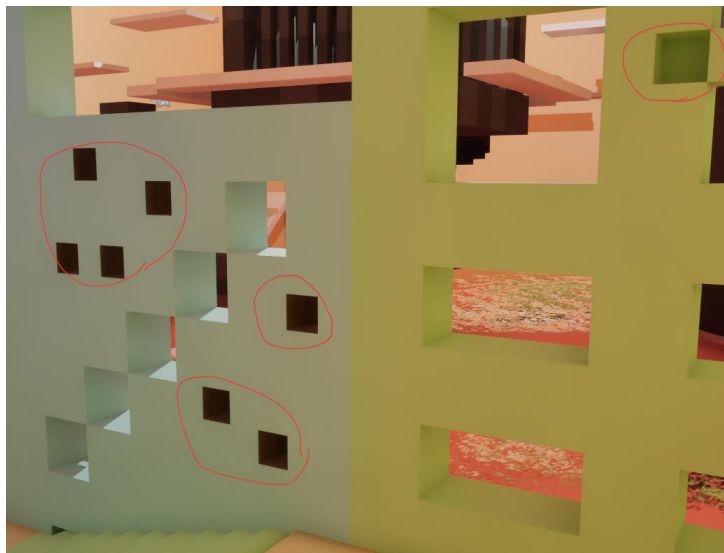
Then comes this short jump section. Here, it's merely to get the players warmed up. At the same time, I also adjusted the positions of some plots to make this part faster and simpler.



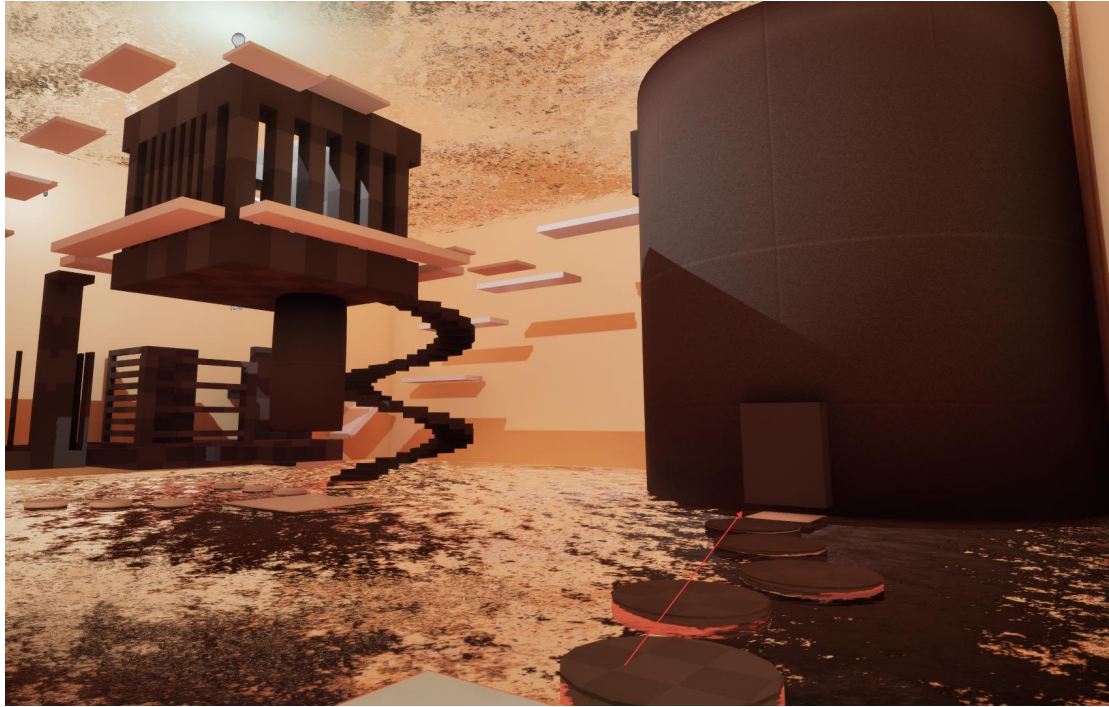
After completing the jumping levels, the player will arrive here. I have set up a simple puzzle and a guide object here (as you can see, I selected a square in the upper left corner of this screen. This square represents the main collectible of the level, the "VHS tape", since there is no corresponding model, I used a white square to represent it instead). However, this VHS tape is blocked by a railing and the player cannot obtain it at this stage. This is to set a goal for the player.



Turn right and you will find a simple puzzle. On the large square, there will be a word puzzle: "How many small square depressions are there on the wall?" Then, the three small squares below will be marked with three different numbers - one correct answer and two incorrect answers. Only by interacting with the correct square can the red door on the left be opened. The player needs to observe the number of the depressions on the wall and give the answer. This puzzle was one of my early ideas and also requires the support of a mechanism. If we don't need it, I can delete this puzzle.



I made some small square depressions on the wall beside me.

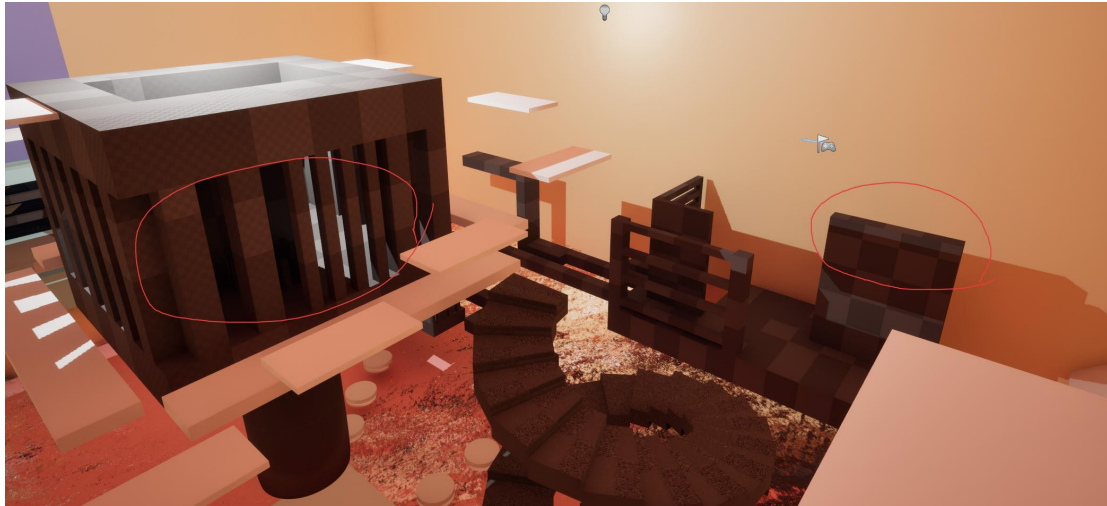


Behind the door is the passage leading to the huge hollow cylinder. At the same time, players can get a general view of the subsequent levels.



Inside the cylinder, there are two doors, a spiral staircase, and a movable object. One door leads to the next VHS tape, while the other leads to Level 1.5. However, the player needs to collect all the VHS tapes to open this door. Therefore, the player can only proceed to the next stage to collect the first tape.

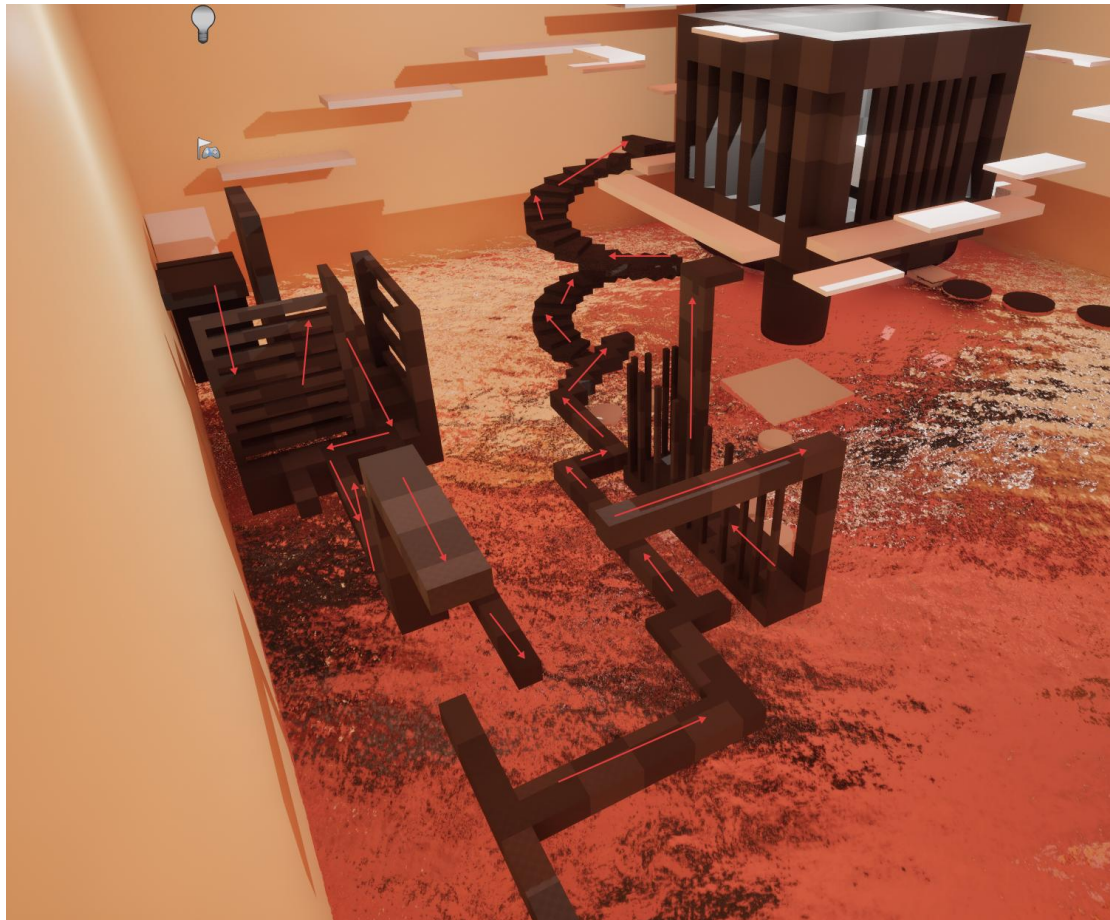
(The gray square in the picture represents the door. Since I'm not sure whether this cylinder needs to be modified, and once a door frame is opened on this model, the model will become irreversible, so I temporarily use the square to represent the door frame.)



After exiting the door, the player will be able to see the positions of the two VHS tapes. At this point, the positions of all three VHS tapes are known to the player (the red boxes in the picture represent the positions of the first and second VHS tapes. My assumption is that the VHS tapes will emit light or similar effects. The VHS tape bodies will be blocked, but the player will be able to see the effects they emit. And the player already knew the appearance and features of the VHS tapes at the first puzzle).



After a brief jump and a short climb, the player will be able to obtain the first VHS tape.



Then, the next step is to find the second VHS cassette. After the player jumps off the platform where the first cassette is located, they will enter the second stage. This stage is slightly longer than the first stage and includes a looping process.

As shown in the figure (these arrows might be a bit messy, but I hope everyone can tell that these represent two different paths and also two different choices for the players.) I designed two routes that could lead to the cage containing VHS tapes. One required the use of a climbing mechanism, but it was very short and fast. The other only required walking and jumping, but it was a bit longer. This depended on the player, and essentially it was to encourage the player to use the climbing mechanism more often.



Climbing route (fast track)



Walking and jumping routes (slightly slower)



The top of the cage has an opening. By jumping down, the player can obtain the second VHS cassette. Once the player goes down, they cannot come back up. There is only one downward exit in the cage, through which the player can leave the cage. This is all the modification I have done so far.

I haven't completed the path leading to the last VHS cassette (the first VHS cassette that the player sees). I plan to incorporate the slide element into this final stage. The player will only need to climb a few more times and then use the slide to directly obtain this cassette. I will also connect the path between the last cassette and the cylinder, so that the player can quickly unlock the door to the 1.5 level.

