

Because we chose the third option, we focused only on one scenario. My current design is a set of the simplest and quite useful level designs.

Newbie room - Narrow corridor - Wide main level - Level small room

The main reason for this design is to give players a sense of relief when they push open a door from a narrow area.

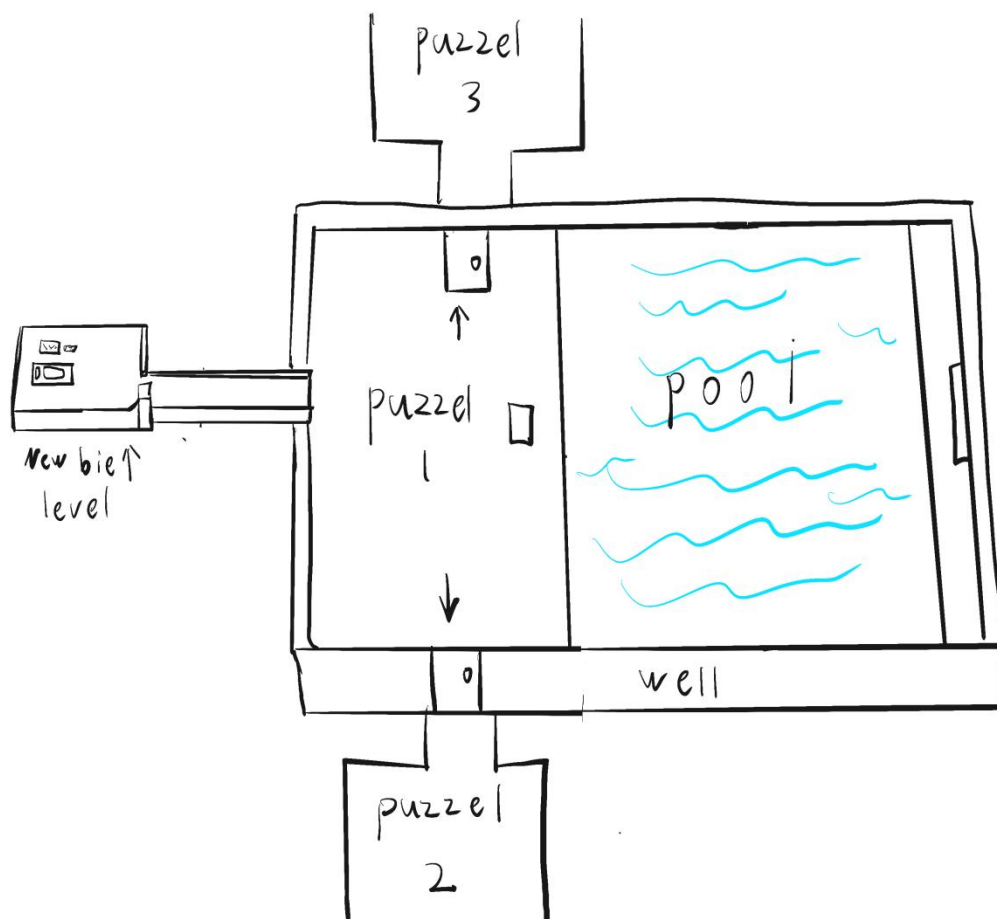
Newbie room: Let players get familiar with their operations, such as moving forward and backward. Then we can place a simple puzzle to help players find the key to leave this room and enter the state.

Corridor: It has no very practical function, just used to link the main level and the newbie room. We can also design the floor of this passage as "broken slabs" and let players jump over these slabs left and right to add some fun.

Main level: This is our focus. It will contain a huge pool as the main object, which is what players will see first after coming out of the narrow corridor.

At the end of this level, there will be another door, but players cannot open it. Players need to complete three unique puzzles in this level to find the key to leave this level.

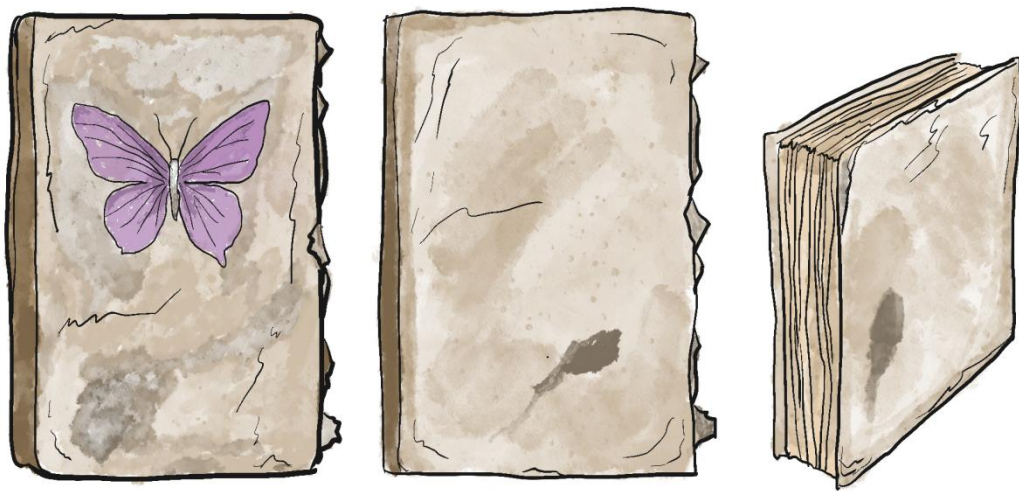
My current idea is that there will be a puzzle in this pool room, and on the left and right sides of it, there will be small rooms each containing a puzzle.



Regarding the puzzle, I have currently considered some key words: "Butterfly Book", "The First Painting", and "CUTTY"

These three items correspond to three different puzzles and also have three different meanings.

Butterfly Book: In the setting, it is the diary of the protagonist during her childhood. It contains her precious childhood memories. Its appearance is that of an ordinary diary with a slightly worn-out look. On it, there is a paper-made purple butterfly that was pasted on by someone.



I plan to place him in the pool room. It will also be the first puzzle that players need to solve. Regarding the puzzle design for it, here are some of my ideas:

1. When the player touches the book, it will split into three or four parts, corresponding to four important childhood events of the game characters in the player's childhood. These fragments are scattered throughout the room. The player needs to find them and combine them into a complete butterfly book. Every time the player finds a part, a text will pop up, introducing the story contained in that part.

2. After the player touches the book, they will unlock a certain ability. The player can "walk" along the edge of the specific wall and climb onto the wall, achieving the ability to fly like Spider-Man. We will design a similar mini-maze on the walls and ceiling. The player will search for

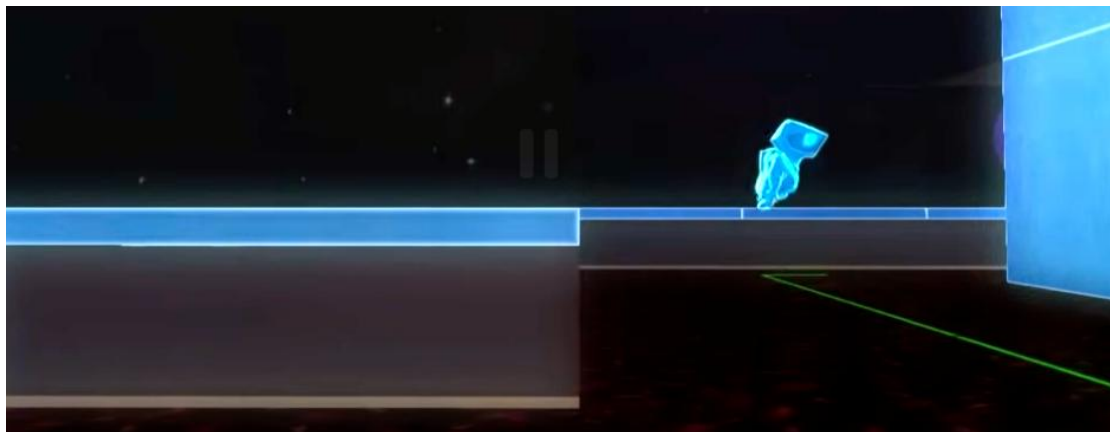
the key butterfly book in the maze under this strange anti-gravity perspective.

I think this design is very novel. I personally prefer this design, but I don't know if it is technically difficult for us to achieve.

(Regarding this gameplay, I will post some videos on Slack because I have found that no matter what I do, I simply can't create a drawing that can effectively represent this gameplay.)

3. After the player touches the book, half of the butterflies on the book will transform into patterns on the pillars on both sides of the scene, and the other half will become patterns attached to the wall. The player needs to combine the pillars and the patterns on the wall from a specific angle.

The room on the left side of the pool can only be opened after the butterfly book level is completed.



<https://youtu.be/4Falrp6qKtA?si=AgcgZvdqzE4Ep3sz>

4. The jigsaw puzzle gameplay is similar to that of Scheme 1. However, after collecting all the pieces, players need to return to the starting point and play a small puzzle game, such as assembling the butterfly. This scheme is more interesting than Scheme 1 and also brings more workload to our game developers.

This is the second level representing "The First Painting".

I hope to make this level a separate "level-clearing" puzzle. We can use things like desks, sofas,

beds, pillars, etc. to form various terrains to fit the theme of "dream". The player needs to frequently jump in this level, just like the level-clearing games children play. Finally, the player reaches the end and gets that painting, along with some story text about this painting. After the player completes this level, some large blocks will appear on the original terrain, making it easier for the player to return to the pool room.



(This scene is extremely similar to my conception. The difference is that in our game, these "dice" have transformed into furniture, drawing paper, brushes and other related items to the game theme, and our game is such that the protagonist climbs from bottom to top.)

The third level. The theme of this level is related to Cindy's original character "Cutty". I think we don't need to make him an interactive NPC. We can draw several Cutties, such as the clock-cutty, the pencil-cutty, the steak-cutty, etc. Each of them has distinct features.

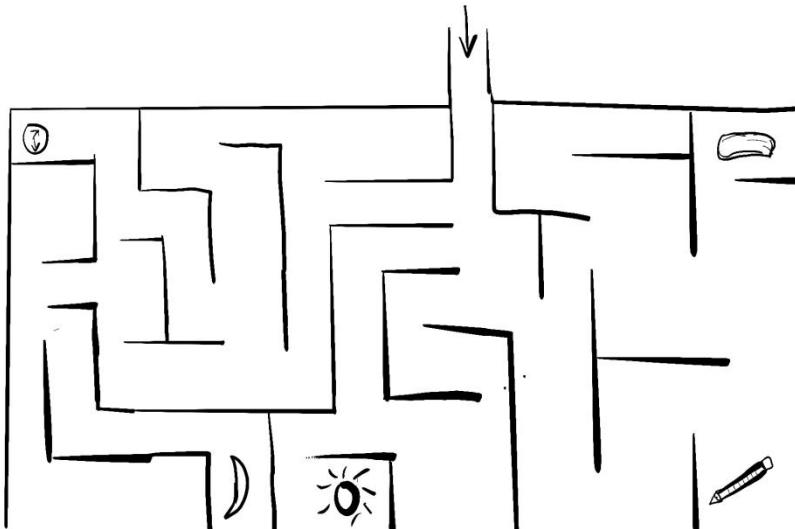
Puzzle Solution: In the third level, the player will first see a treasure chest. On the wall behind the chest, there are three different cutty patterns. The entire room also resembles a small maze, with five different switches hidden within the maze. Each switch is accompanied by a pattern on its side. The player needs to press the buttons in the correct order according to the cutty patterns beside the treasure chest to open the chest.

For example, the cutty patterns beside the treasure chest are: steak cutty, pencil cutty, clock cutty. The switches in the maze are respectively labeled with: clock, steak, pencil, sun, moon. The player needs to observe the features of the cutty patterns and remember them, then find the switches in the maze in the correct order.

The first switch is labeled with a steak pattern, the second one with a clock pattern, and the last one with a pencil pattern. Whenever a player presses the correct switch, the pattern on that switch will light up. If a player presses the wrong pattern (such as the moon or the sun) or presses them in the wrong order, the pattern will not light up, and the already lit switch will go out. The player needs to start over from the beginning.



steak cutty, pencil cutty, clock cutty



Finally, after the player collects all three items, they return to the original pool room. They will find a row of "small yellow duck" bridges on the pool surface. The player can use these bridges to cross the pool and reach the end of the game, a door. Once the door is opened, the game ends. There will be a text telling the player that this is a dream and it's time to wake up.

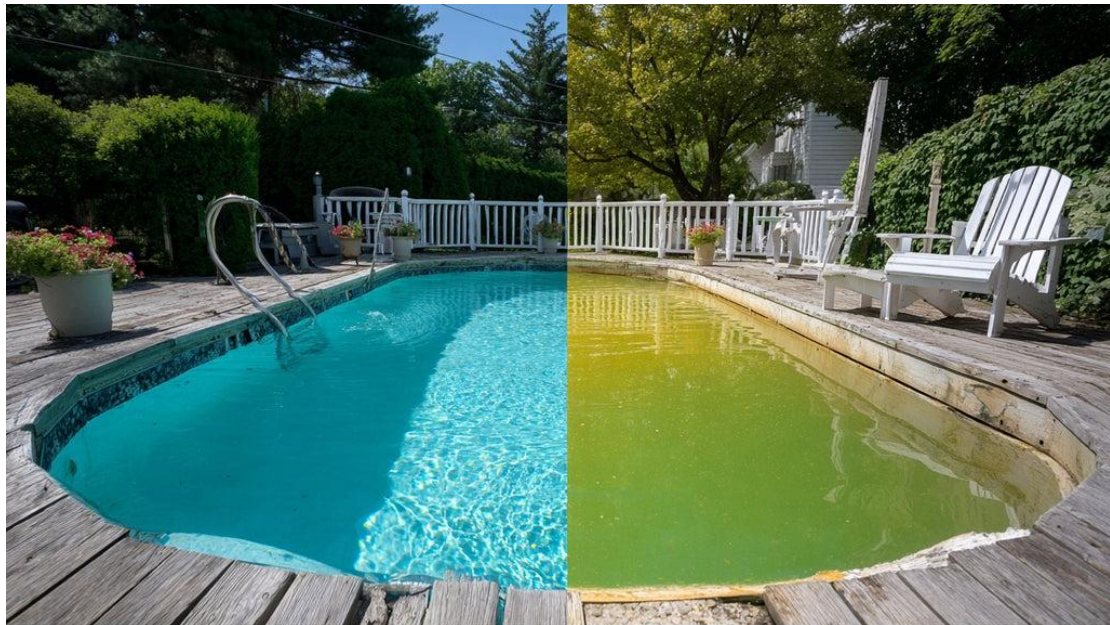
Regarding the pool: In my conception, the pool is not merely a container for memories, but rather a reflection of the characters' mental states.

When the player first sees the pool, the water in it is murky, dull, and the light cannot penetrate through. There is hardly any clear reflection on the water surface. This symbolizes the current state of the character - creative stagnation, mounting pressure, uncertainty about the future, and that persistent yet unspoken sense of loss. (This is also mentioned in Cindy's GDD.)

Each time the player completes a level and decrypts something, the water in the pool becomes clearer, and some small plants like grass and flowers start to sprout around the space.

This change does not mean that the pressure disappears; instead, the character starts to confront these pressures. She no longer evades them but tries to face and solve them.

When all the puzzles are completed, the pool will become crystal clear, and the surrounding environment will be filled with various colored flowers and plants. The originally closed ceiling above will open up, and sunlight will come in. The space will no longer be dull but will be full of vitality. (The design of the flowers is my integration of the garden elements from Cindy's GDD.) Ultimately, the little yellow duck that appeared on the water surface led to the end of the game, which symbolized that she was now strong enough and it was time for her to wake up.



Some explanations: In the promotional copy for the butterfly book, the four puzzles I presented are not limited to the theme of the butterfly book alone; they can also be applied to the other two levels.

This is merely a draft. We can discuss it together and share our own opinions. If there's anything you don't understand, please let me know and I will do my best to explain it clearly.