

## LDD – Level 10

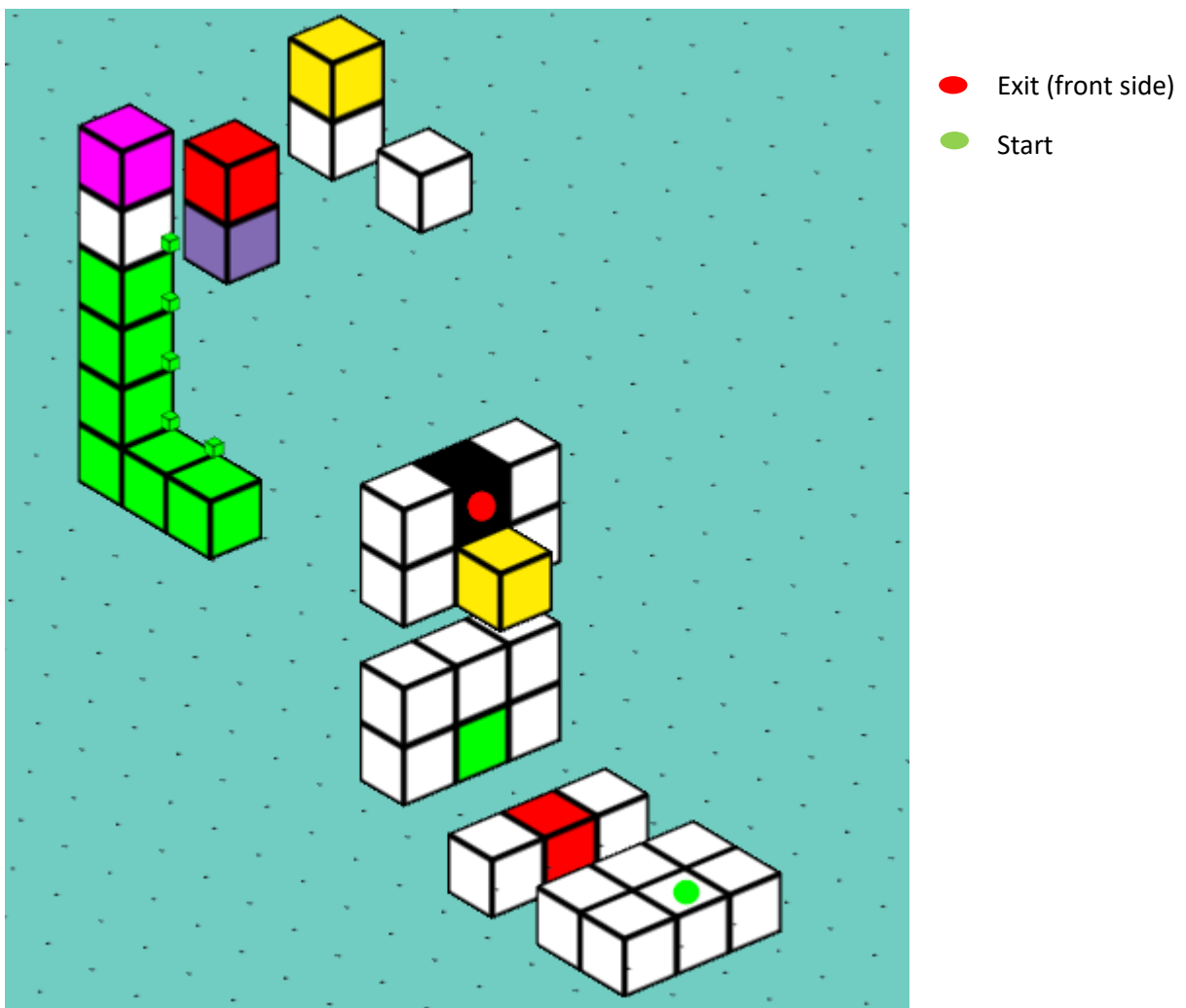
**Brief:** The Exit Hatch is visible but the player must loop back around to the start of the level to unlock it. The first button is easy, the second is out of the way and requires the player to look around. Getting back to the exit hatch requires the player to have understood the orientation mechanics introduced thus far.

### **Required assets:**

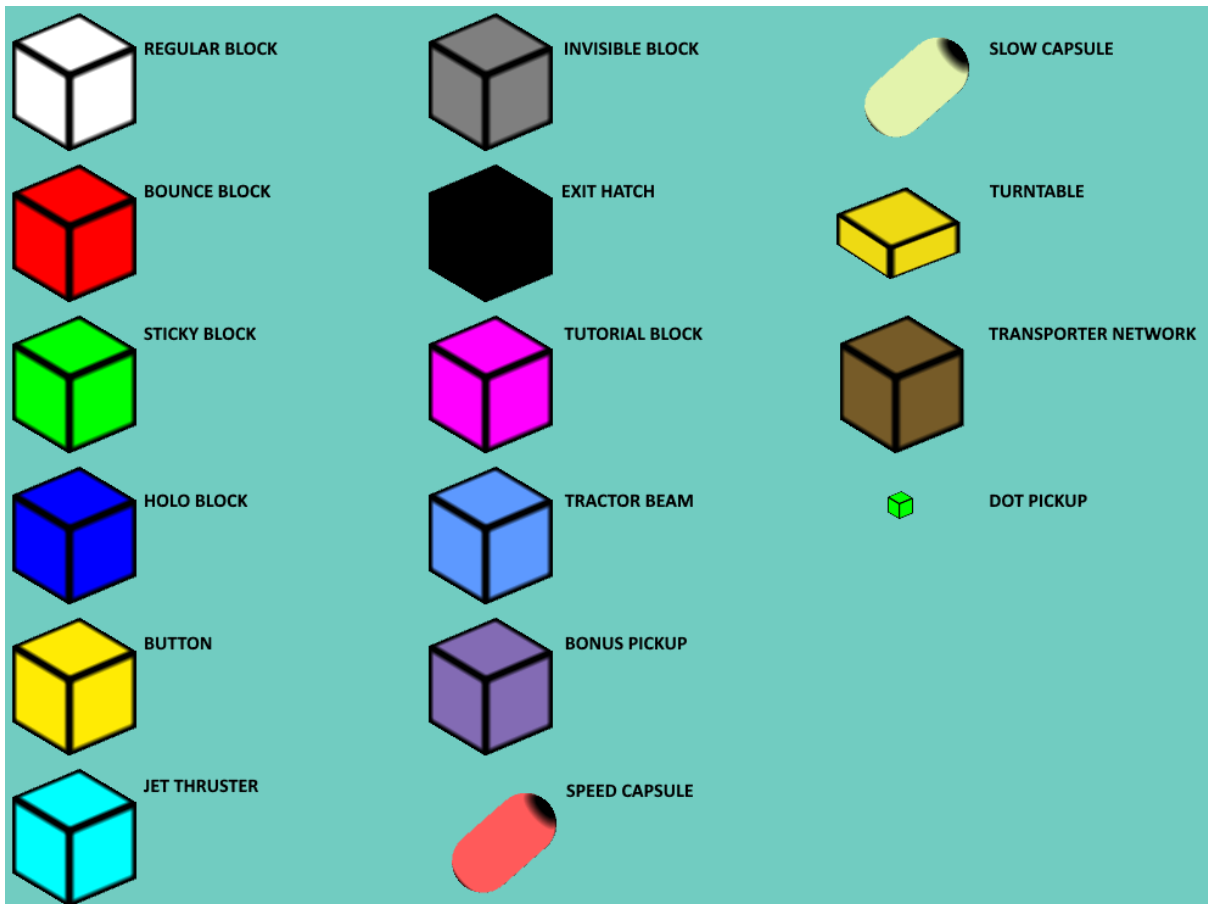
- Regular Block
- Sticky Block
- Bounce Block
- Button
- Dot
- Bonus
- Exit
- Tutorial

### **Localisation assets:**

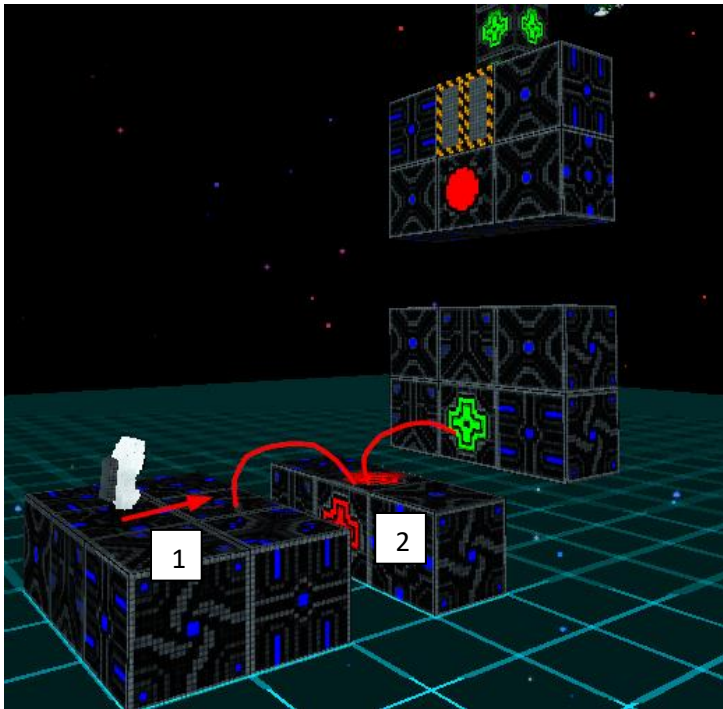
**Tutorial text strings:** CaptionBeacon, Press the Beacon Key ([[Beacon]]) key) to drop/retrieve a beacon.  
\n\nOn a 360 controller use [[XBeacon]].  
\n\nUse them as level landmarks.



Key

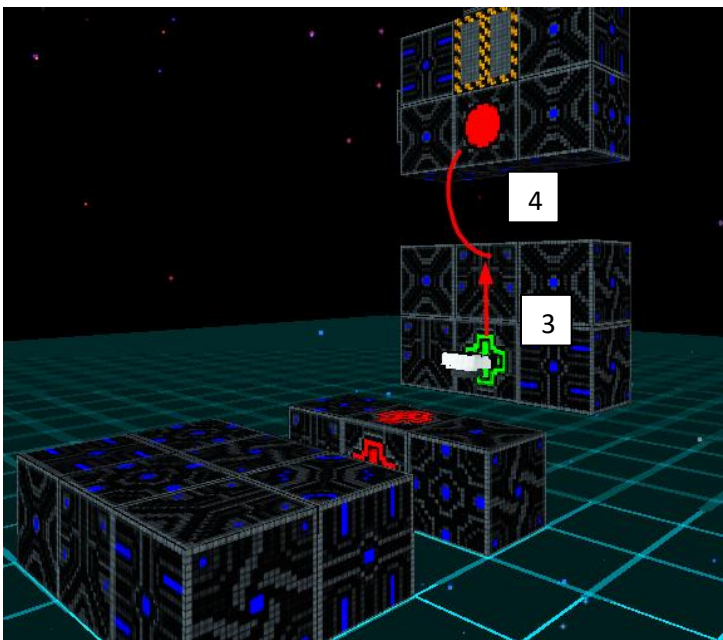


**Route:**



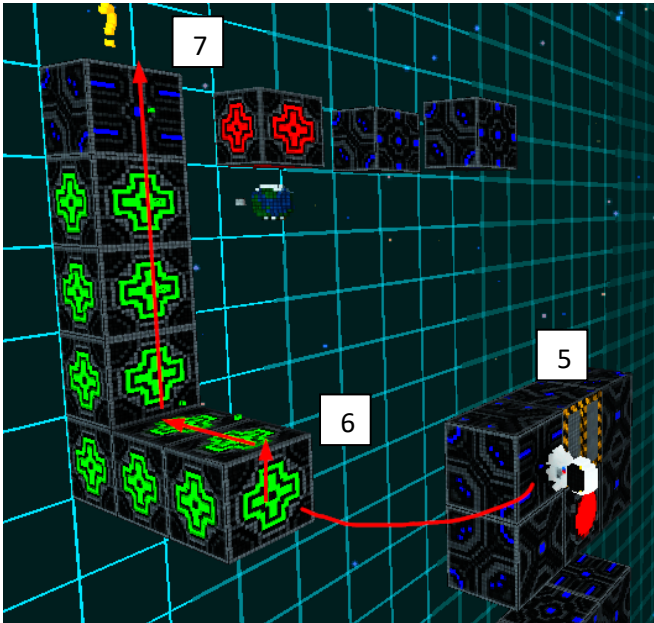
1. The player moves forward to the edge of the platform.

2. The player jumps forward onto the Bounce Block, is bounced forward onto the Sticky Block and automatically reoriented with the Sticky Block surface.



3. Player proceeds forward to platform edge.

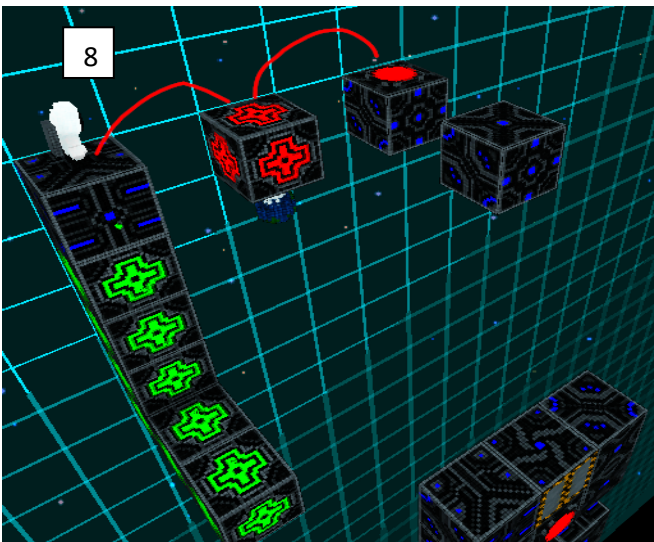
4. Player jumps the gap, activating the first button



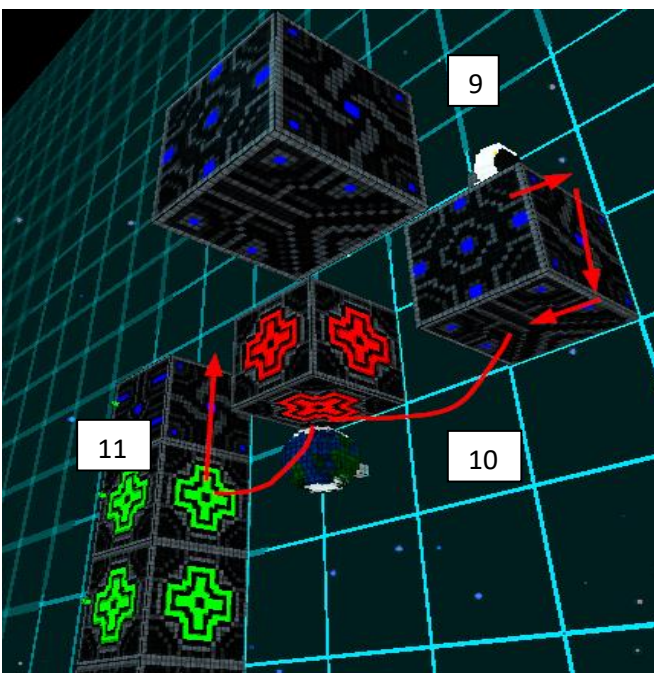
5. The player walks to the left edge of the platform with the first button on it and jumps the gap to fall onto the L-block series of Sticky Blocks, restricting their ability to jump.

6. The player turns right and proceeds to walk up the series of edges until they reach the Regular Block at the top and collect the Tutorial Pickup.

7. The Tutorial informs the player about "Beacons" which allow the player to mark locations in the level with a colourful firework flare that persists even if they die and is intended to help them visually orient themselves/remember where things are.



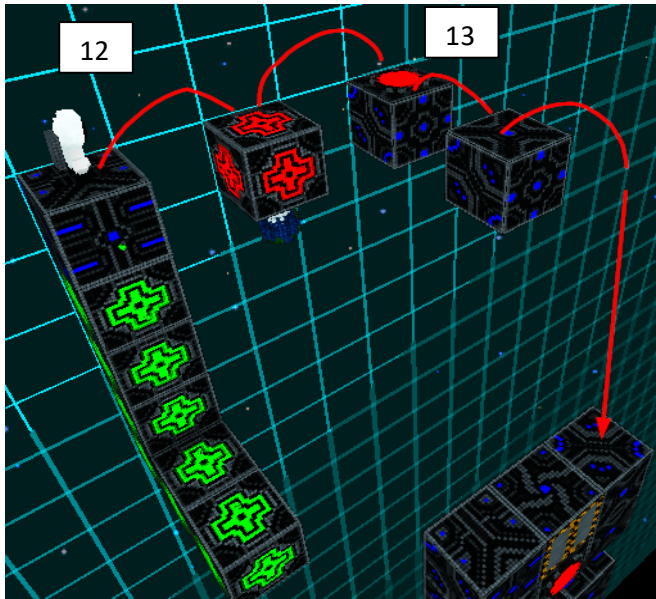
8. The player jumps onto the Bounce Block, is bounced across onto the 2<sup>nd</sup> Button. The Exit Hatch is unlocked.



9. The player walks around the edges of the singular Regular block to re-orient themselves on the bottom side.

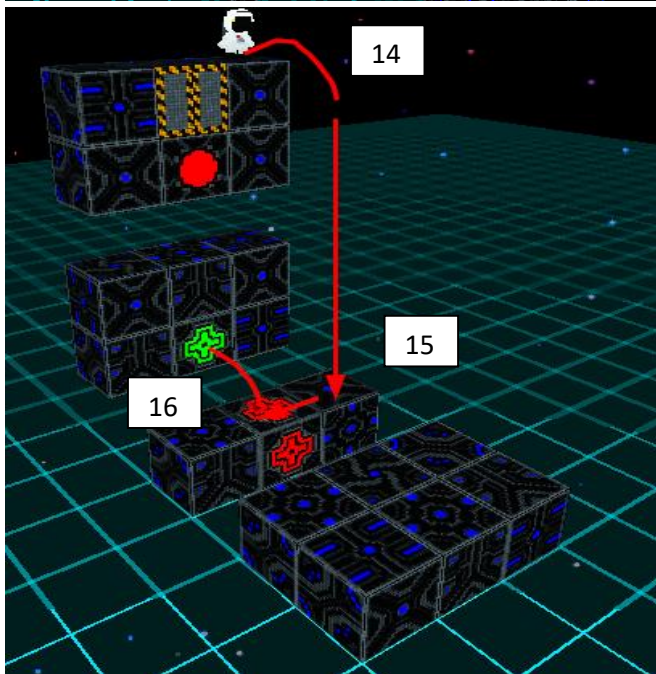
10. The player jumps onto the Bounce Block, collecting the Bonus Pickup. The player is bounced forward and automatically re-oriented with the Green Sticky Block they land upon.

11. The player proceeds back up to the top of the column of blocks, walking over the edge and standing on top of the Regular Block once more.



12. The player jumps the gap once more, landing on the already activated button.

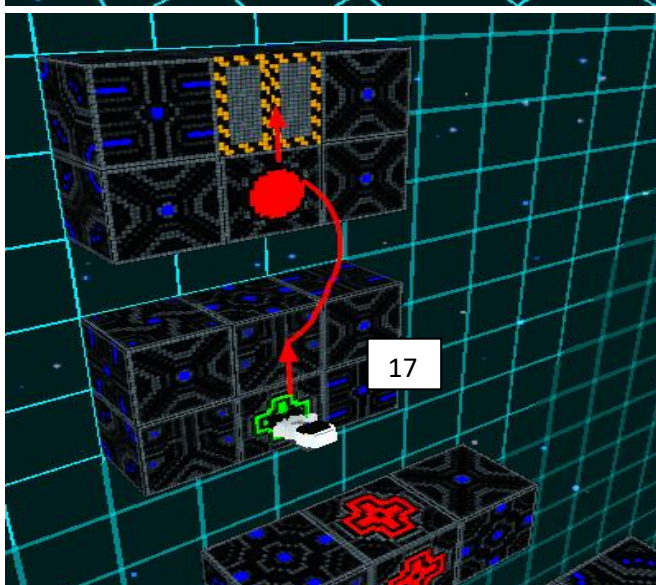
13. The player turns to the right, jumps forward twice to fall back down to the topside of the platform containing the Exit Hatch.



14. The player jumps forward, landing on the right edge of the 3x1 platform.

15. The player turns right, walks forward to stand upon the Bounce Block.

16. The player jumps forward, automatically re-orienting themselves with the Sticky Block on contact.



17. The player walks forward, jumps the gap, landing on the already-activated button. The player walks forward to enter the open Exit Hatch, completing the level with a "Perfect" score.

Playthrough: <https://youtu.be/D-nobyxidU>