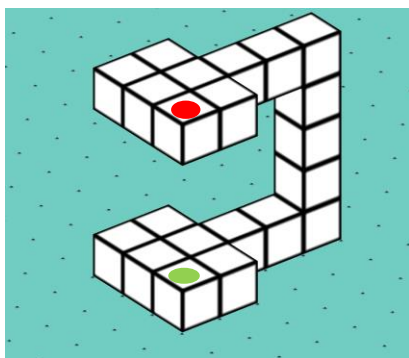## LDD – Level 2

Brief: A short tutorial level to introduce a new mechanic to the player. The level needs to be short, snappy and without distraction to succinctly convey the specifics of the new mechanic to the player.

Required assets:

- Regular Block
- Button
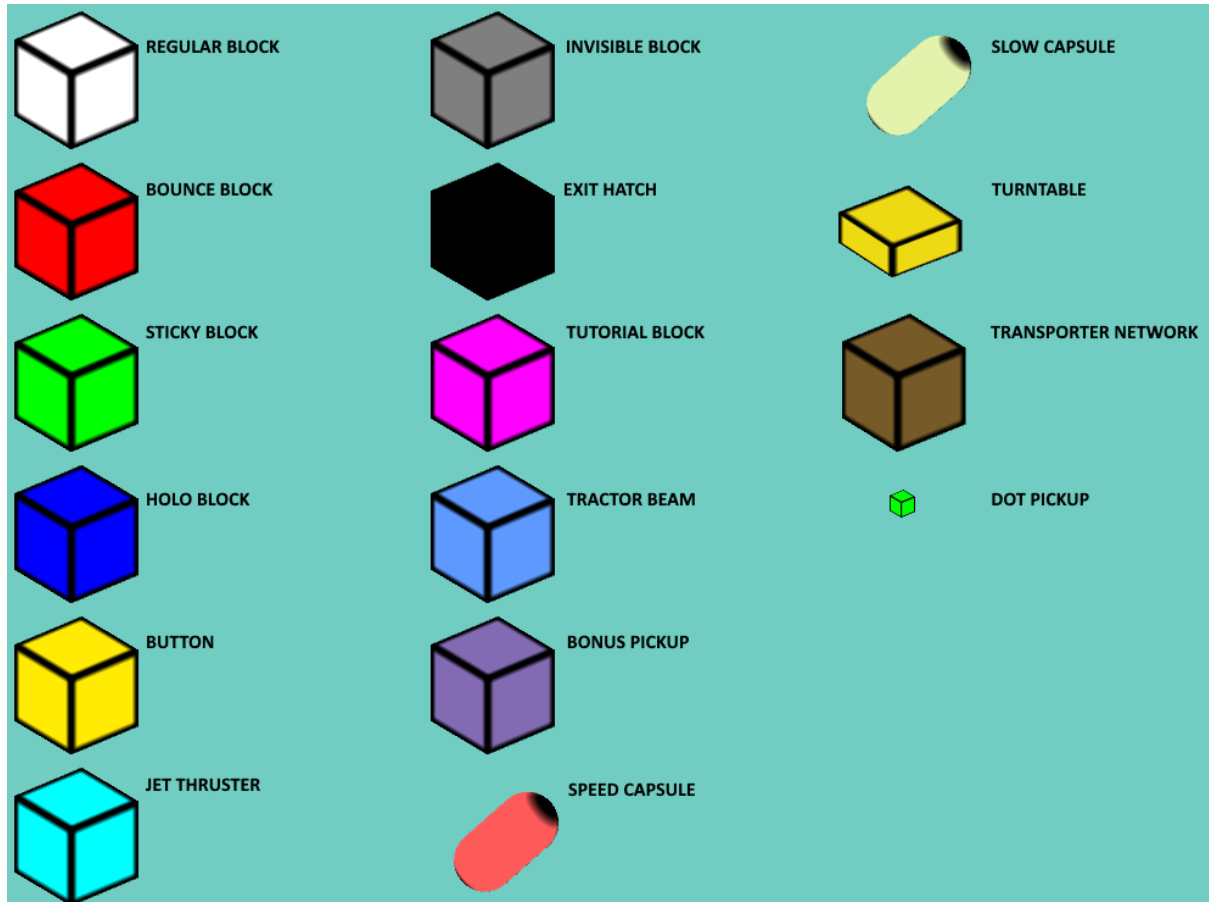- Dot
- Exit
- Tutorial marker

Localisation assets:

Tutorial text strings: CaptionRollUp,You can walk up blocks in front of you.


🔴 Exit (underside)

🟢 Start

REGULAR BLOCK	INVISIBLE BLOCK	SLOW CAPSULE
BOUNCE BLOCK	EXIT HATCH	TURNTABLE
STICKY BLOCK	TUTORIAL BLOCK	TRANSPORTER NETWORK
HOLO BLOCK	TRACTOR BEAM	DOT PICKUP
BUTTON	BONUS PICKUP	
JET THRUSTER	SPEED CAPSULE	

Route

The player will progress forward through the level, collecting the tutorial pickup. Tutorial will introduce new mechanic to player, telling them they are able to walk up walls directly in front of them.
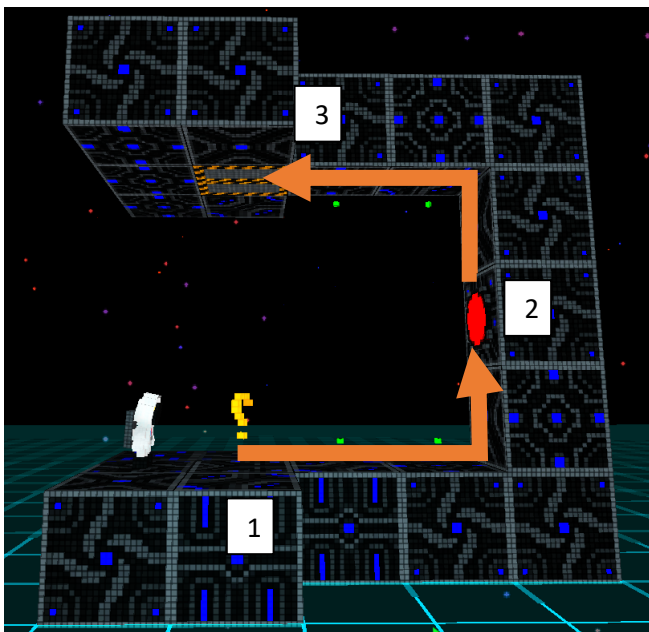
1.Player proceeds up the first wall and will automatically reorient their centre of gravity to match the new surface

2.The player presses the button, message is displayed informing them the exit hatch is now open.

3.Player repeats the same mechanic using acquired knowledge to roll up the second wall and reach the exit.

Playthrough - https://www.youtube.com/watch?v=zlxvd87dLho