

LDD – Level 34

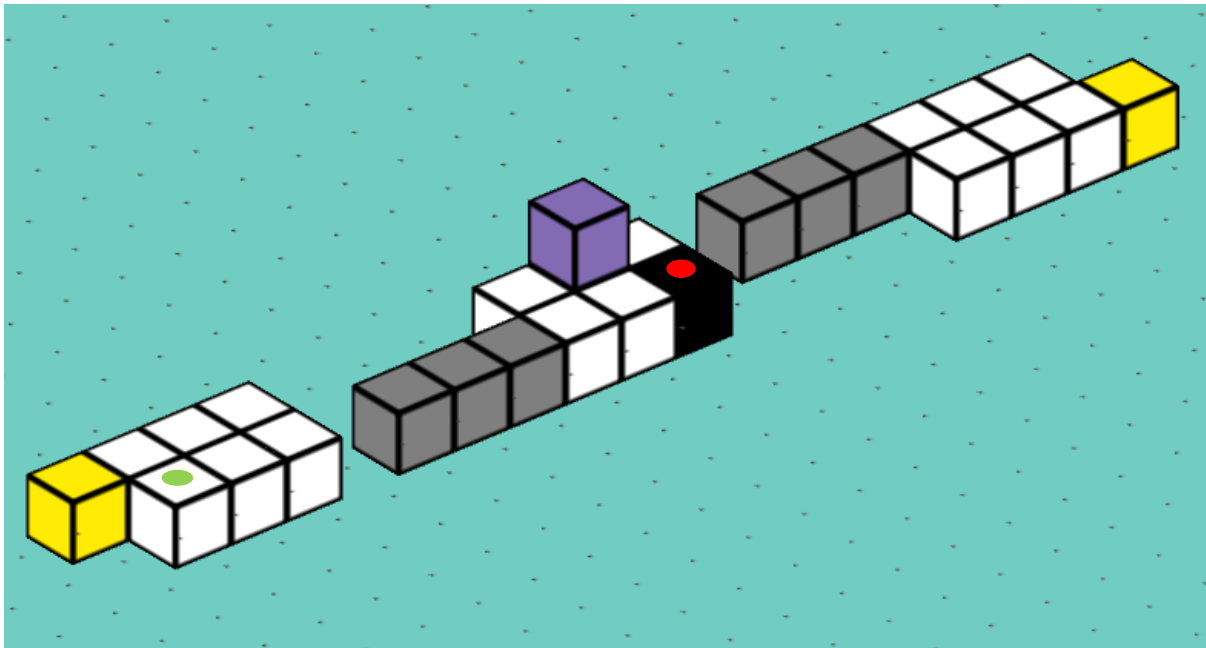
Brief: A quick puzzle involving invisible blocks and buttons placed out of the way; in positions where they won't be immediately visible without making the player explore the level boundaries. The level Exit Block should be immediately visible to the player as a tease, with large gaps bridged by invisible blocks.

Required assets:

- Regular Block
- Button
- Dot
- Exit
- Invisible Block
- Bonus(3)

Localisation assets: None

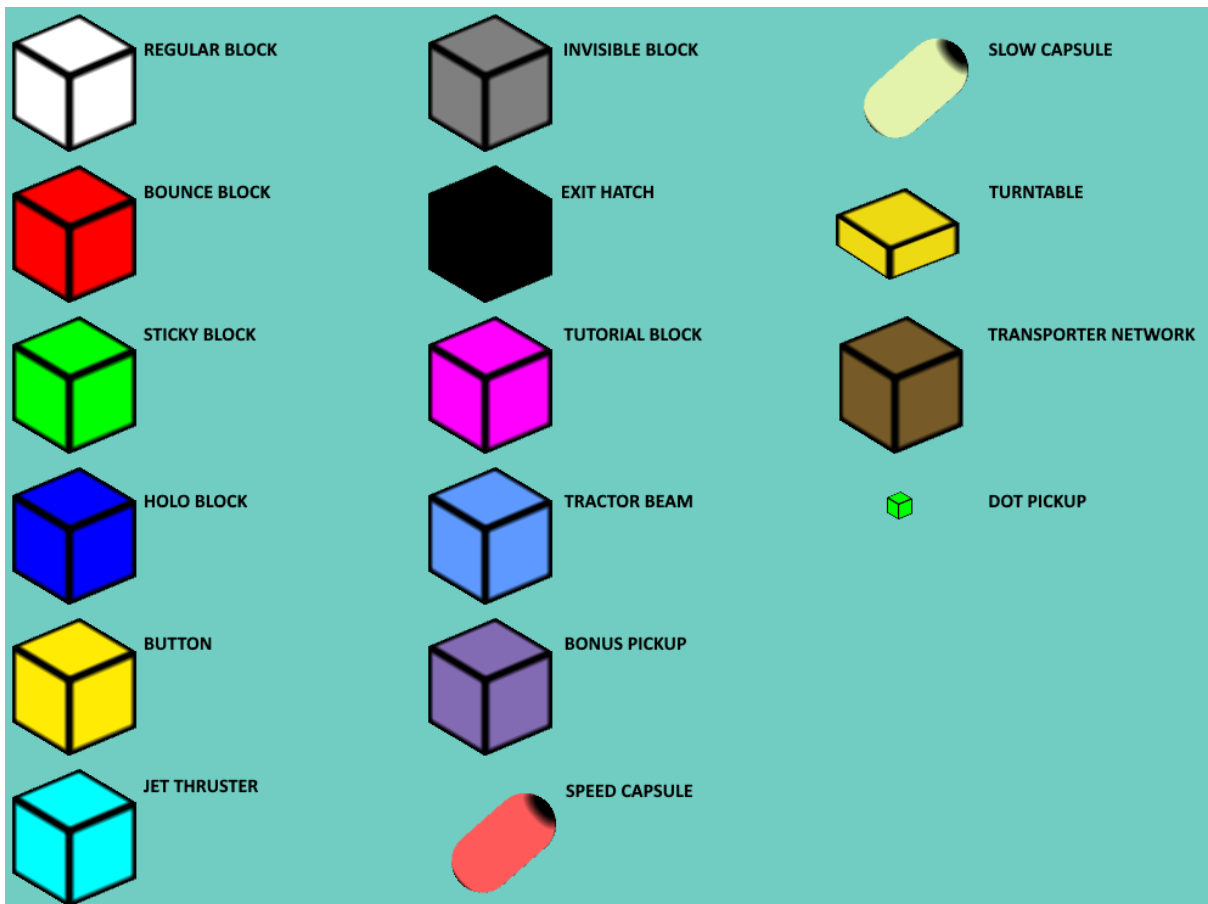
Tutorial text strings: None



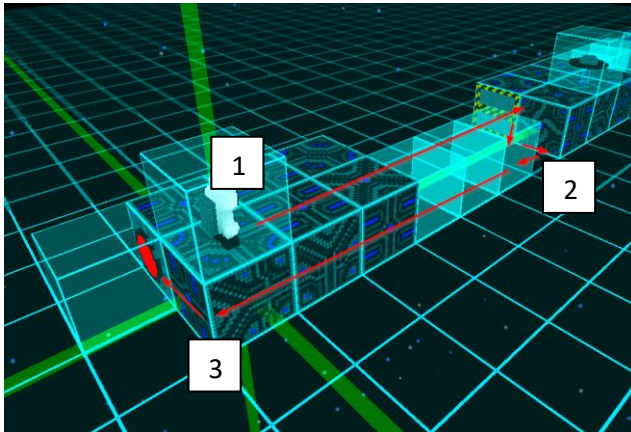
● Exit (front side)

● Start

Key



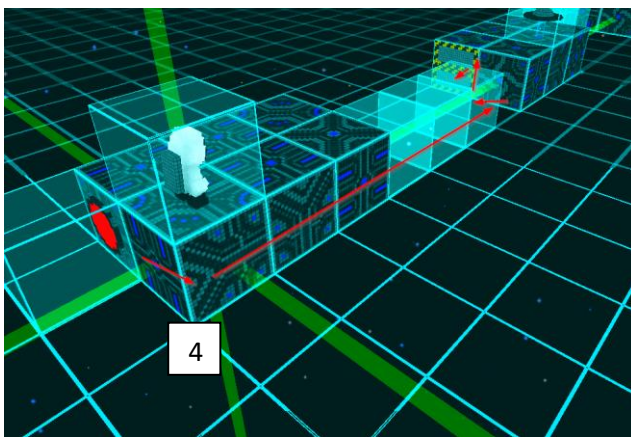
Route:



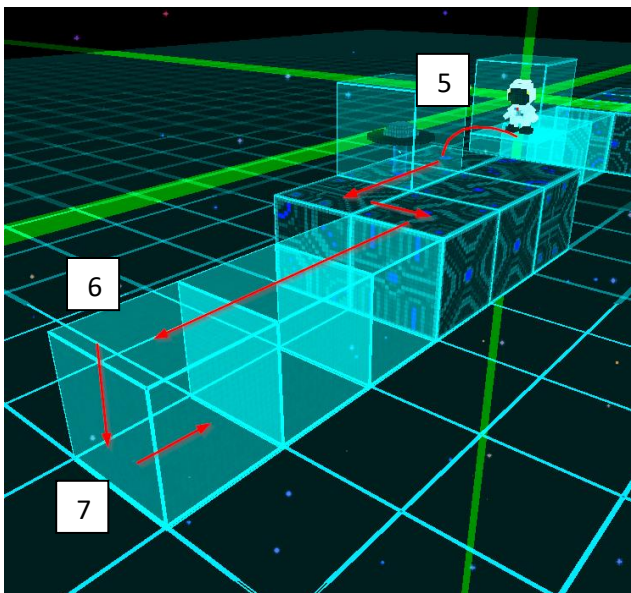
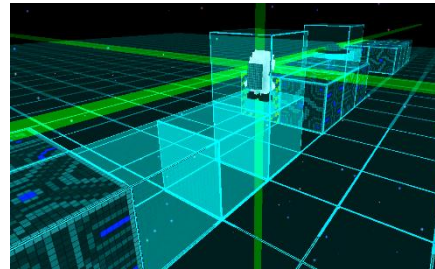
1. The player proceeds forwards and walks over the edge of the invisible block.

2. Player turns right 90 degrees, walks forward over the edge of the invisible block, realigns with outer edge of the level.

3. Player walks along the edge, walks over the edge and steps onto the button



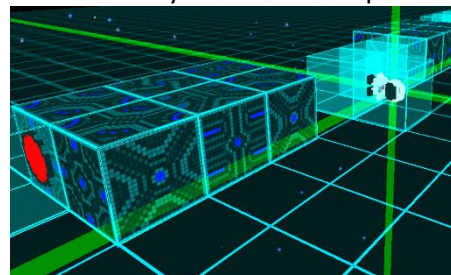
4. Player returns along the same path they came, returning to stand on the topside of the 3 invisible blocks, shown below:

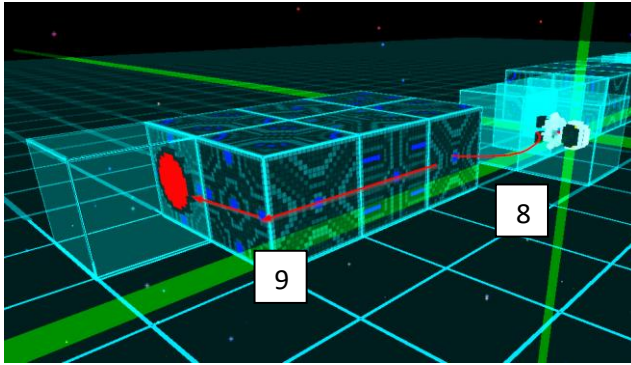


5. Player jumps the gap. Collect Bonus(3) pickup.

6. Player proceeds to the end of the invisible blocks

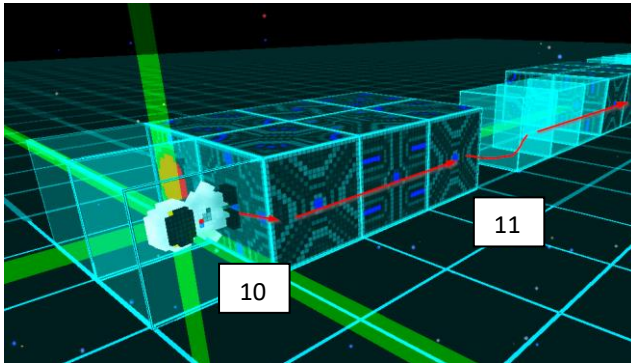
7. Player reorients with the outer edge of the level boundary and faces final platform.





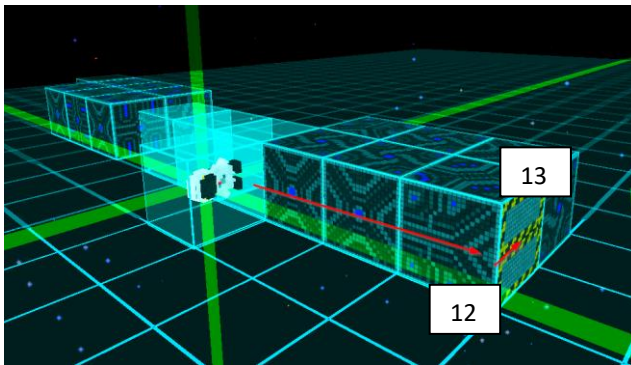
8. Player jumps the gap, landing on final platform.

9. Player walks over the edge of the platform, steps on button. Exit hatch opens.



10. Player returns along the same path

11. Player jumps the gap, proceeds straight ahead.



12. Player walks over the edge of the platform.

13. Player enters Exit Hatch, completing the level with "Perfect" score.

Playthrough: https://www.youtube.com/watch?v=70zp6rRq_q8