

TOWER

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The final level of the game is a giant complicated tower. It is filled with deadly spinning gears that are placed to make the player feel unsafe while venturing through it. It consists of four puzzles that are pretty linear, but have multiple solutions. Basically the player's direction is to go up and avoid touching the gears.

Puzzle 1

Side View



The first part of the tower is filled with platforms. This area looks like it would be easy to solve due to the amount of platforms the player has to use, but in reality it is quite difficult. Moving platforms around and just hopping around won't cut it with this puzzle. It requires planning ahead and knowing which direction to head next. To help the player out, crystals are placed where some platforms should be moved. This helps them get an understanding of which direction to go in, but still have multiple ways to get there.

Puzzle 1

Top View



From the top you can see that the area is very populated with platforms.

Puzzle 1

Player View



The vertical distance the player must travel is quite a lot. Even though they have many platforms to use, they must carefully place each in order to reach the top.

Puzzle 2

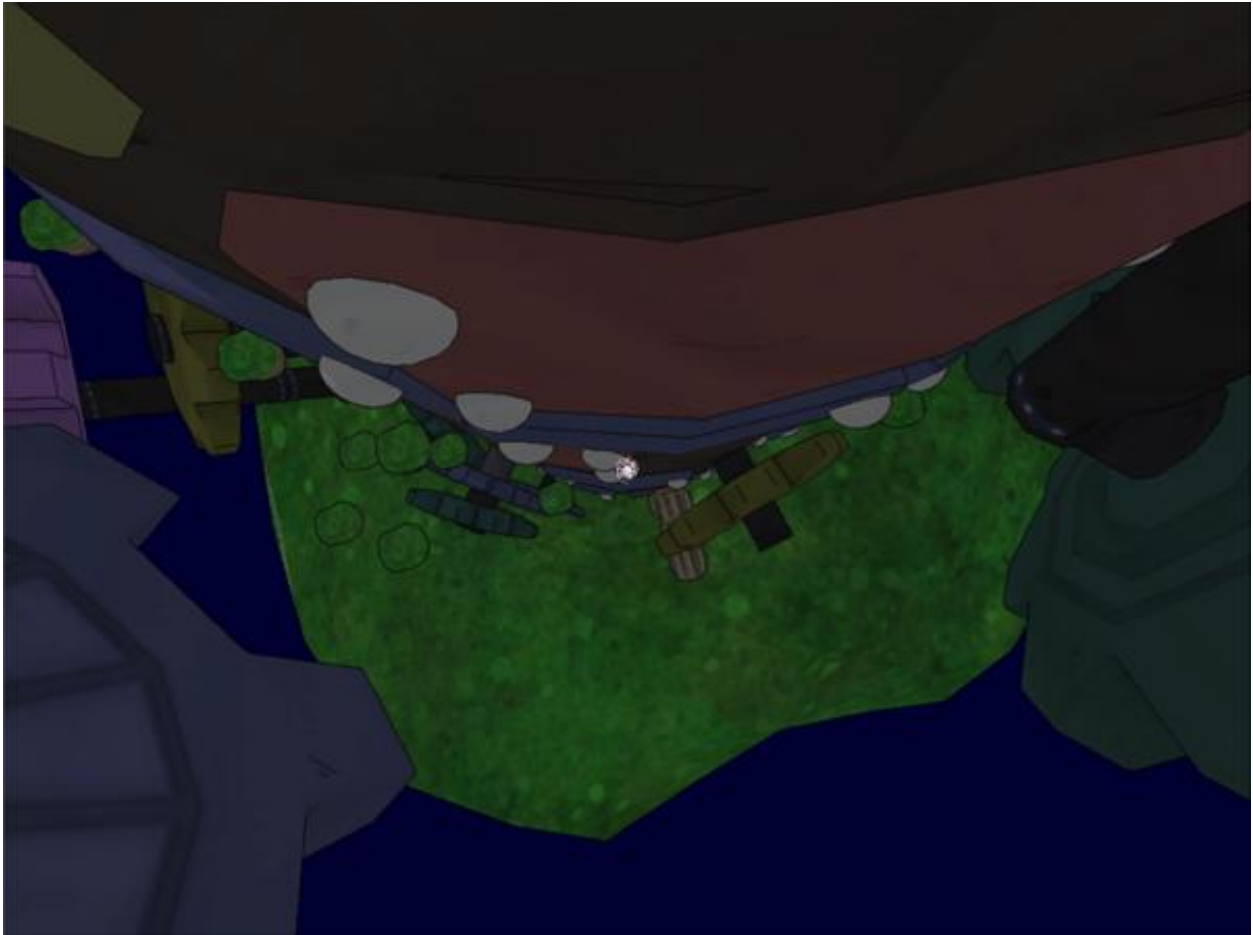
Side View



The second puzzle is on the outside of the tower. There are no moveable platforms in this puzzle, but very small stationary ones. These platforms require the player to have good control over the jump and movement mechanics of the game. Precision is key in this puzzle. One wrong move and the player will hit a gear and have to start from the last check point.

Puzzle 2

Top View



A top view of the puzzle shows how small the platforms are.

Puzzle 2

Player View



The area is intended to feel a bit scary due to the giant gears being so close to the area the player must travel through.

Puzzle 3

Side View



The third puzzle is a very cluttered area inside the tower. The room is full of huge gears that the player must not touch. He/she will, once again, carefully use platforms to get to the top of the room. First, the player will climb upwards on a blue platform. Then they will work their way across the rods. After that, they cross the room above the giant yellow gear by hopping on small platforms. Lastly, they carefully use two blue platforms to climb to the top. The large amount of gears in the area puts a lot of tension and stress on the player, but if they have mastered all the mechanics by this point, it will be a piece of cake for them.

Puzzle 3

Top View



A top view of the room shows how one wrong move can easily result in a life being lost.

Puzzle 3

Player View



The player should feel the tension as they jump across the platforms; holding their breath every time they press the space bar.

Puzzle 4

Side View



The last puzzle before the boss fight deals only with blue platforms. In this puzzle the player must zig-zag around the tower several times in order to climb onto the roof. First, they hop off the first platform to the right and use the two platforms to get as high as they can. Next, they pull the first platform to their height and backtrack at a higher altitude. They then pull the next platform up to the desired height and jump to that one. They repeat this process until they have climbed high enough to get onto the roof of the level and fight the wizard.

Puzzle 4

Top View



The top-down view of the puzzle shows how far the platforms are spaced. The player must know how high they can pull a platform and still complete a jump. If it's too high, they will fall into gears, but if it's too low, they won't be able to make it to the next platform and must backtrack lower than they were before.

Puzzle 4

Player View



In this shot, the player is setting the height of the next blue platform on their path. They have already been on that particular platform three times, but at a lower height. Reusing of platforms is a big part of this puzzle along with setting them to the correct heights.