

* Two payers it appreciate awards specialists.

and practice in a safe environment.

- Moves for various disciplinar and encial.

or a store correct of ball sele. Ortesta garta extraora

ACTING = LEARNING

What It seeks to achieve

DATE BELLEVIE

ex could unding • Stance and a

TESTING = LEARNING What disputs to advice

· taking impapting Westpragarend rock

· Designation and a superior

· Dr. Signatur Care cyranics

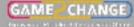
ADVENTURE

EXPLORATION 8 PROBLEM-SOLVING - LEARNING

- What it seeks to agricus * Indonesaged
- · Indokadedoştin A P ROOM Agentaranthershi

OUTMANEUVER - LEARNING What it seeks to ashieve

- honeskungalaga ayak i *Equipment of sub-constant of frequency of the property
- expects
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level are we making?

> maybe at least 3

> > i think we should have like 5-10 that are short and then the boss that is longer

Escape Soloration of new states from a drift comparagacity and or produc-new manife insocials.

Agree

Level 1: floor -3

Actual Game Ideas

Platformer Game

the game starts off being about getting proof of the illegal activities inside a secret room of the pirates of the caribbeans headquarters, then

Game sort of like

plauge inc where

you have to make

your group and try

games of the world

decisions about

what to do with

to hack all of the

you have to escape the security of the headquarters, then you do the boss where one of the leaders uses a weapon that sends you into a hacked game and you beat the game to win.

instead of contaminating the people we corrupt the Gamers into joining the community and waste all their money

Enemy (Gamers of the Caribbean) are trying to stop you from revealing the Gamers of the Caribbean's secrets and shut it off

> Objective: escape the building and Reveal the secrets of the Gamers of the Caribbean

how many

idk where the sticky note went but yes make them harder as the game goes on

> each level getting harder?

if we make a

boss we get

hacked game

platformer we

should make it so

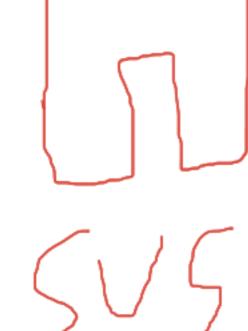
that for the final

teleported into a

You are a person in the Gamers of the Caribbean but you dont like them so you are trying to get the information out to the world so they can be stopped (probably a







platformer)

setting is Ivl 1? inside some underground character, bunker probably can use very dark weapons like knife

or gernade like area damage

Map

Sketches

guards, have weapons like tasers (stun you)or pistols(do some damage



Another part could be cracking the code of a secret room to get in, you need to use clues to figure it out

secret codes in the background like each letter or number at each level's backgroud

at second to last level when you get into the secret room you have a certain amount of time to escape before the building blows up

Also the boss could include a bunch of games maybe like a version of 1-1 in mario that has a hacked but if you actually get to ton of enemies glitched into it to make it harder (the boss battle happens right when you are about to exit the building, one of the leaders of the Gamers of the Caribbean has a weapon that puts you inside of a hacked game)

idea for easter egg: we could have it so that there are like 999 lives in the game to show it is 0 lives something funny happens but you dont actually lose the game. Sure