

DIE & RETRY

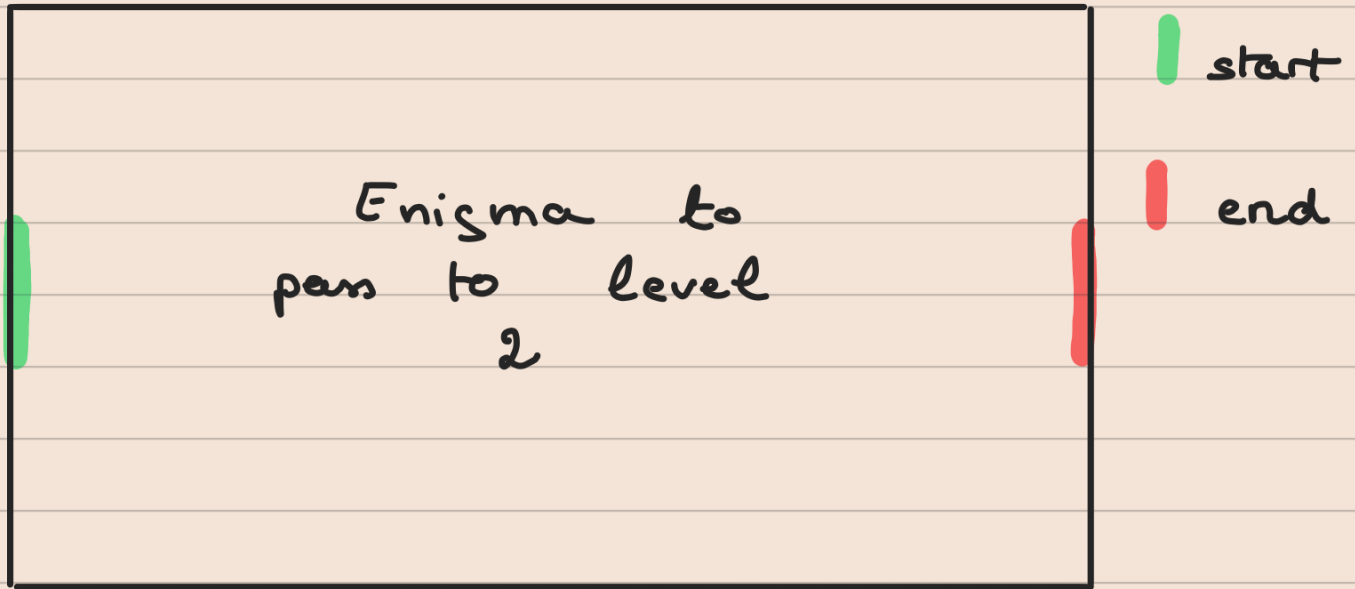
Underworld

Boss: Cerberus

Mechanics:

- you cannot go back

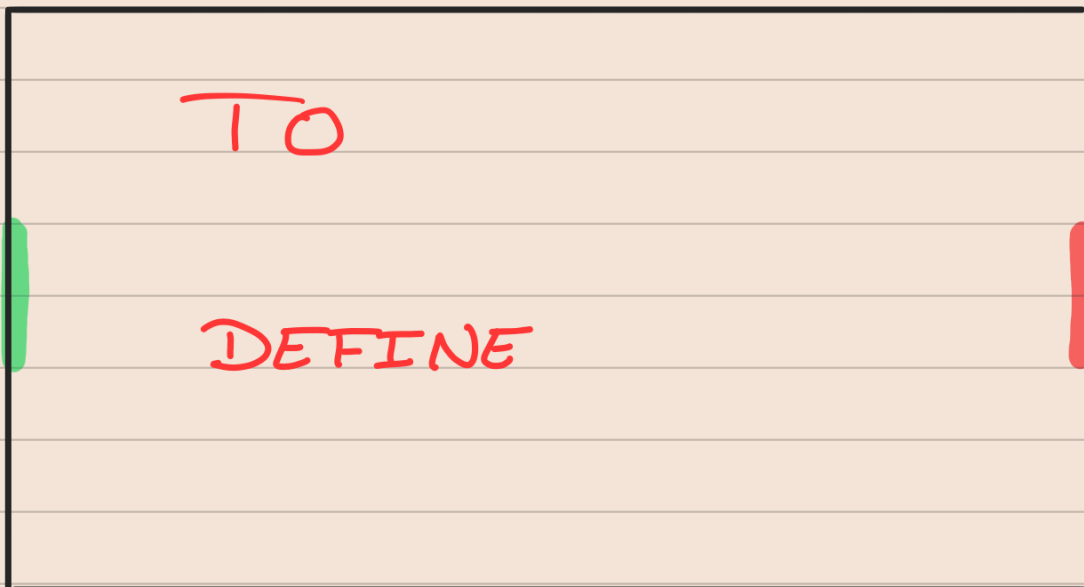
Level (Lv) 1



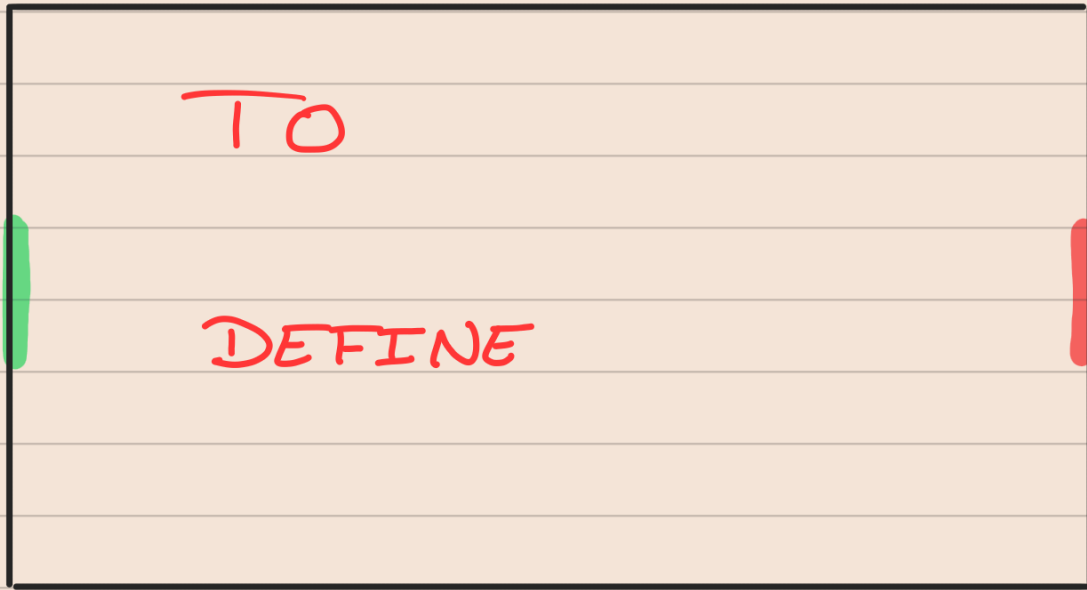
Prenotation of the myth of Orpheus
Welcome to the player

→ moving plan

Lv 2

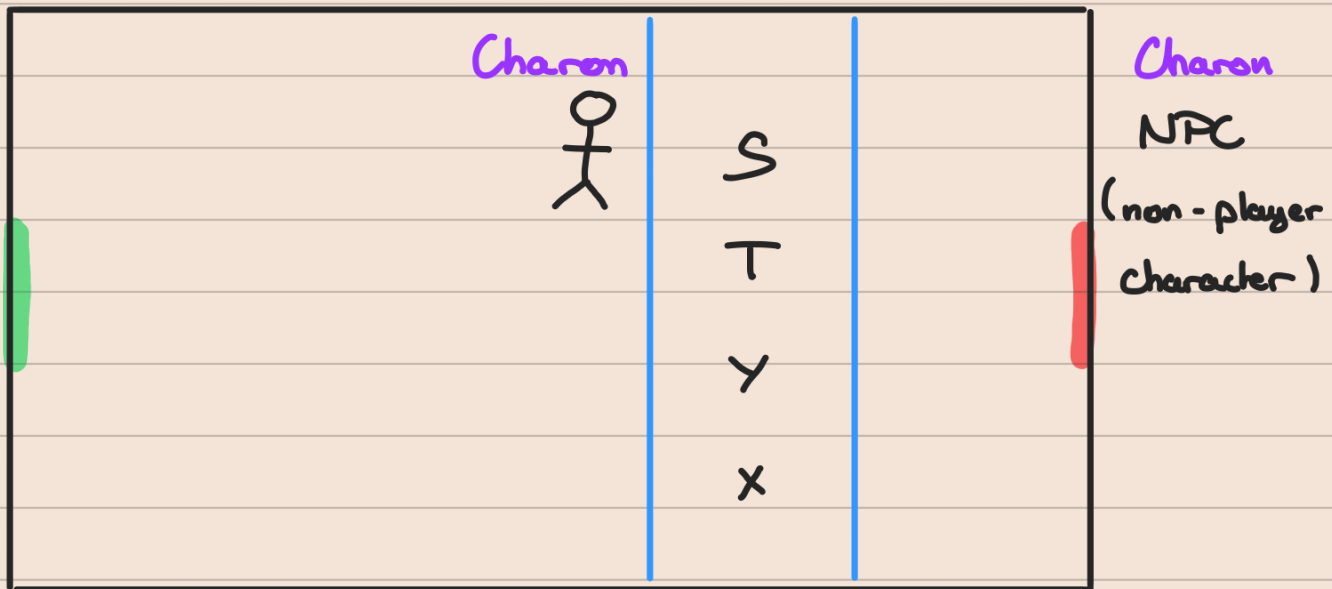


LV 3



LV 2 and 3: Drachmas hidden
Lyre can be obtain by luck

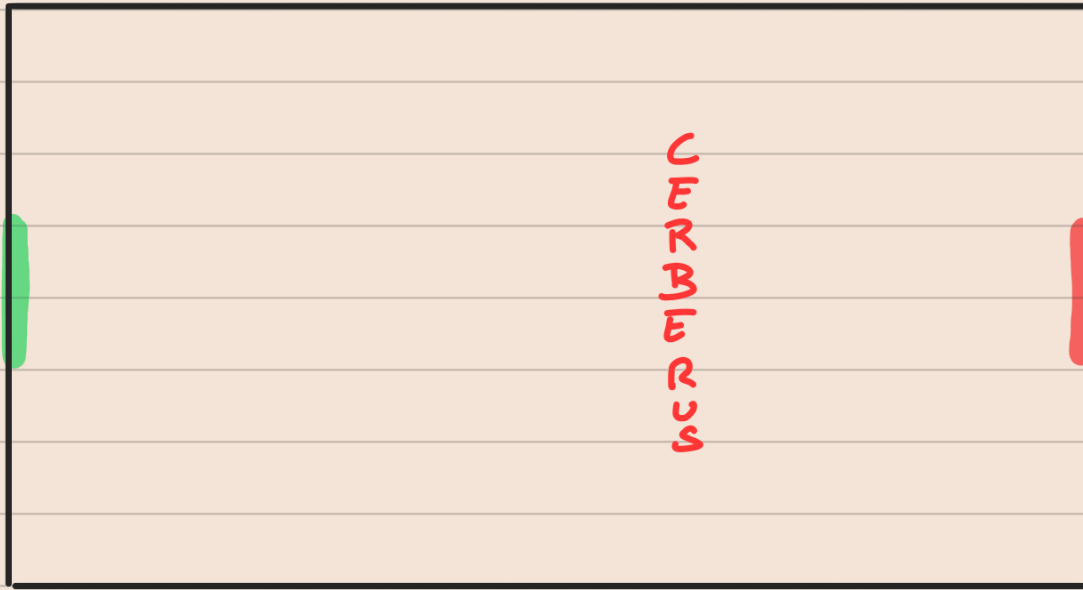
LV 4



Drachmas required to pass

You can go back but it imply death and starting again from LV 1.

Lv 5



Cerberus can be put to sleep using the Lyre

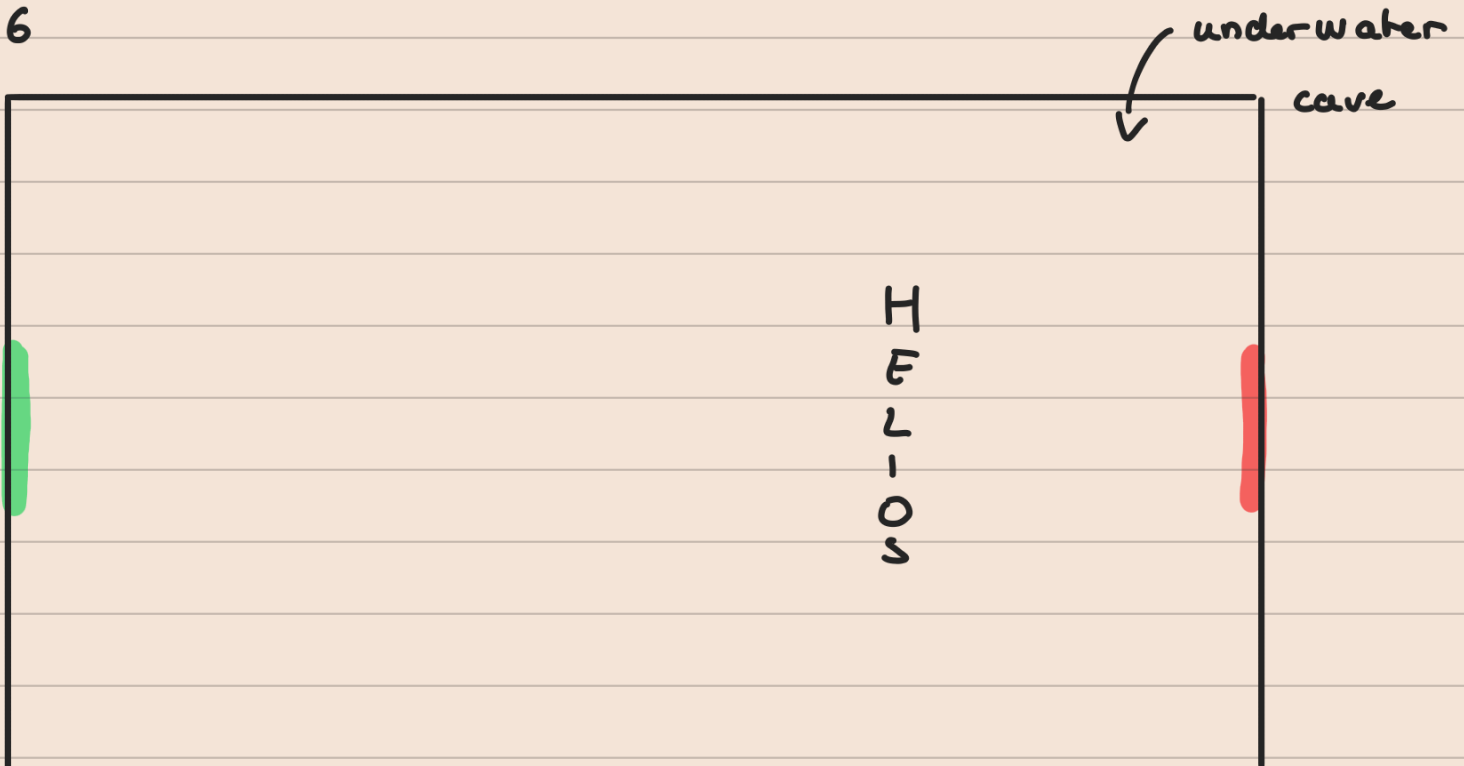
Abysses

Bosses: Scylla & Charybdis

Mechanics:

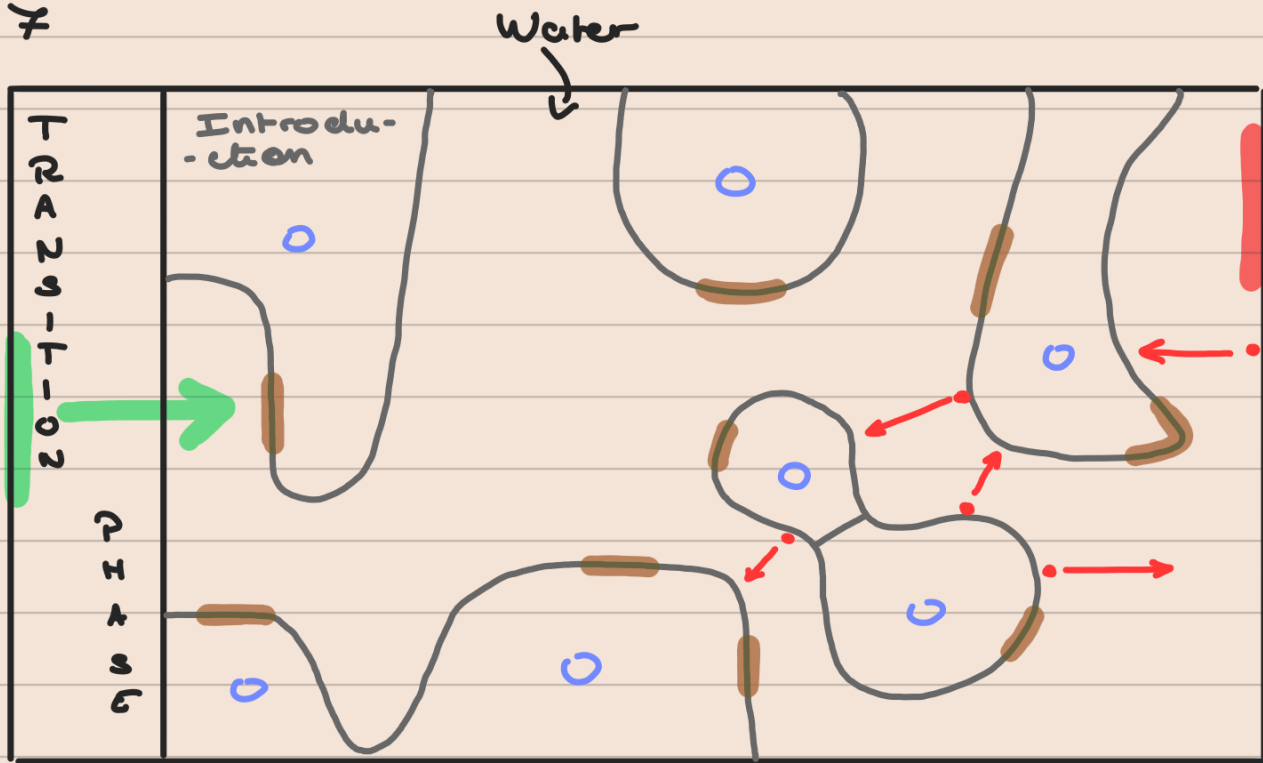
- swimming
- you need oxygen
- multiple threats (hydrothermal vents)

Lv 6



The player can choose to solve Helios' enigma and gain light to pass the next levels. It is **not mandatory**.

lv 7

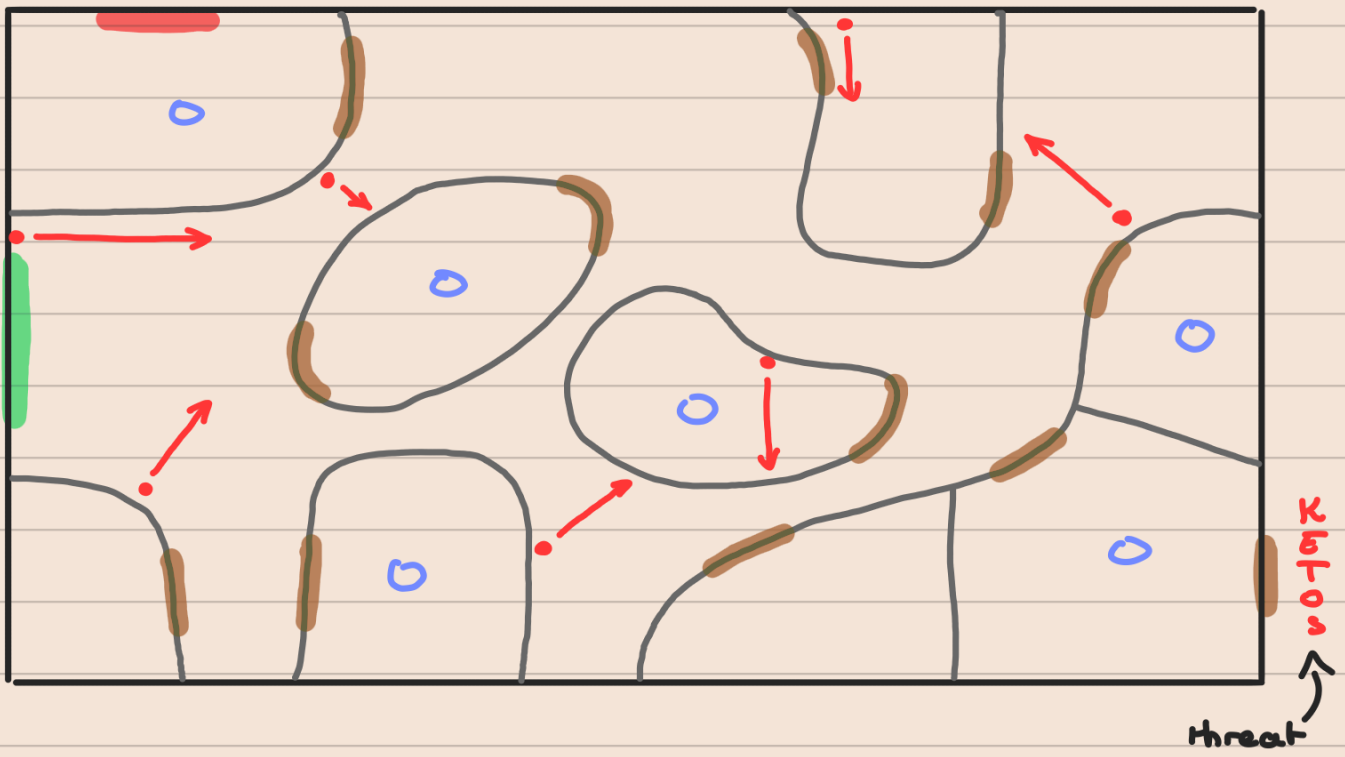


- caves
- doors with enigma
- presence of oxygen
- hydrothermal vents (threat)

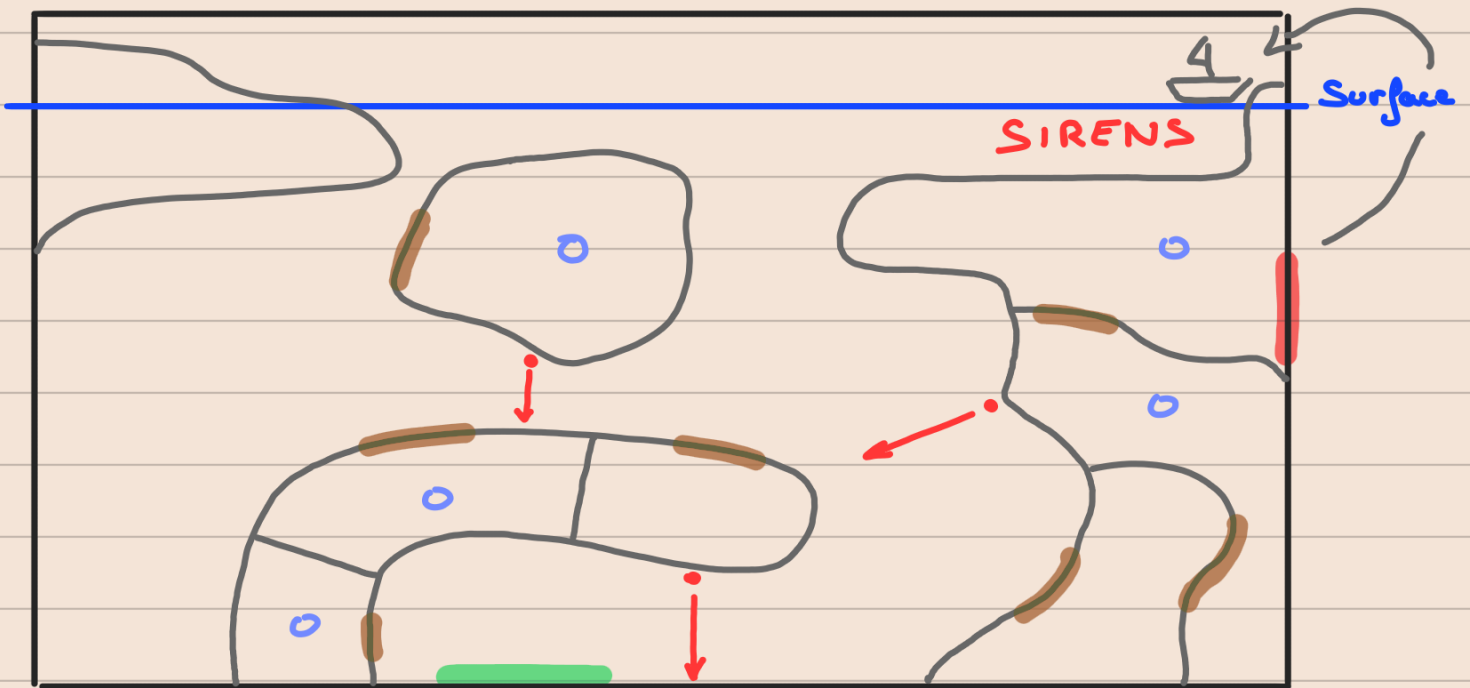
If a door is open, they will no longer need enigmas to be open.

The player has a limited vision and cannot see the entire map.

Lv 8

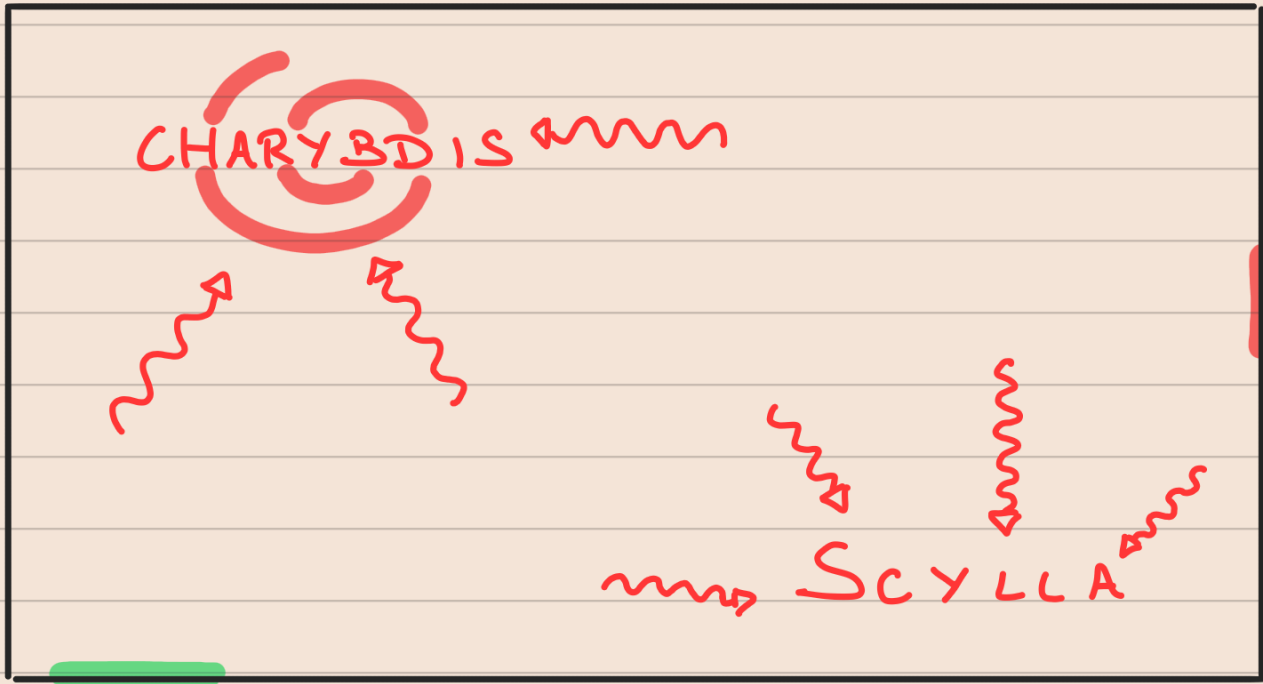


Lv 9



The end point transports the player to a boat. The player cannot access to the boat passing throught the sirens

lv 10



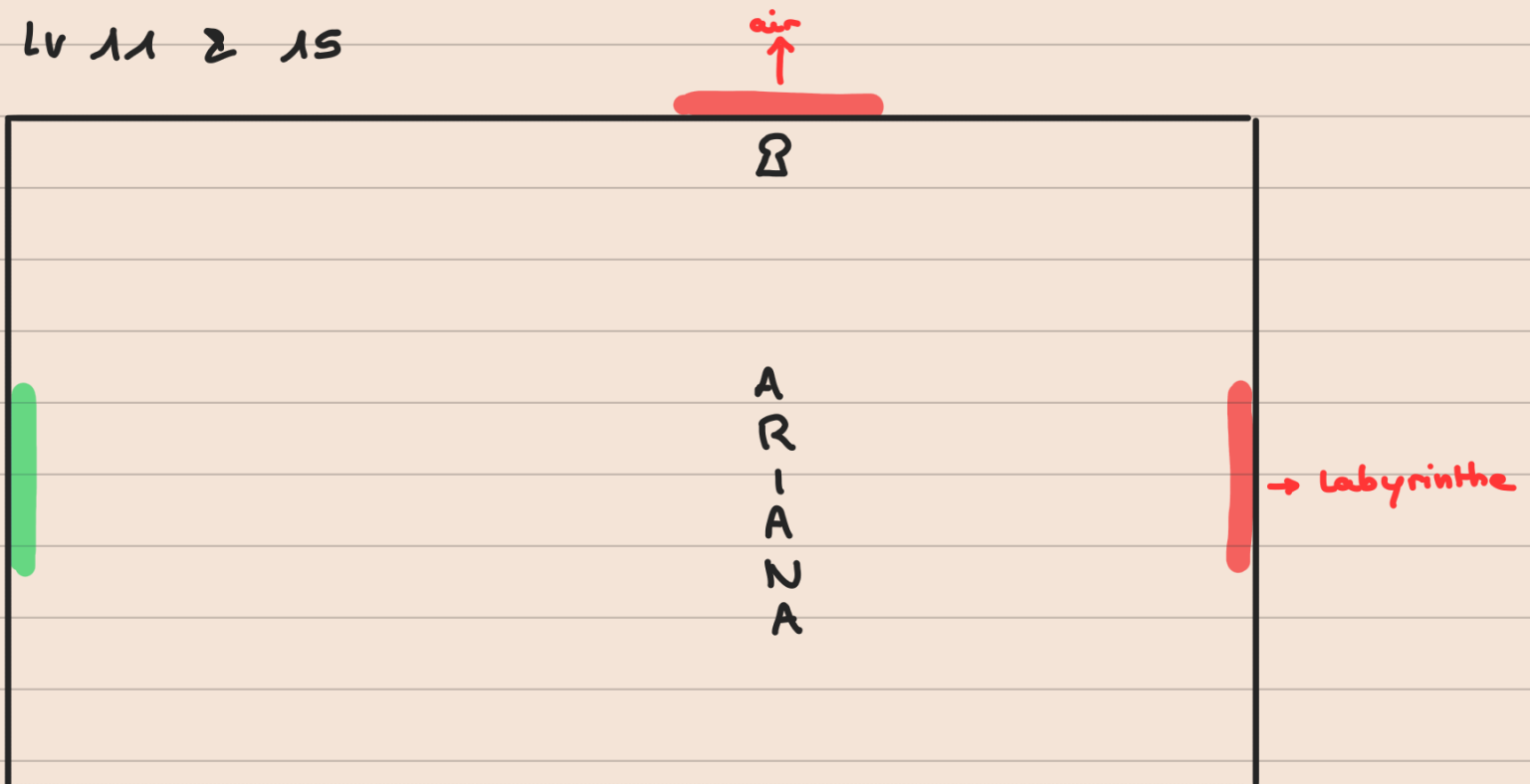
~~~~~> influence of Scylla or Charybdis

Earth

Boss: Minotaur

Mechanics:  $\emptyset$

lv 11 2 15



Ariana gives a thread to the player if the player solves an enigma.

The thread is not mandatory to solve the next levels.

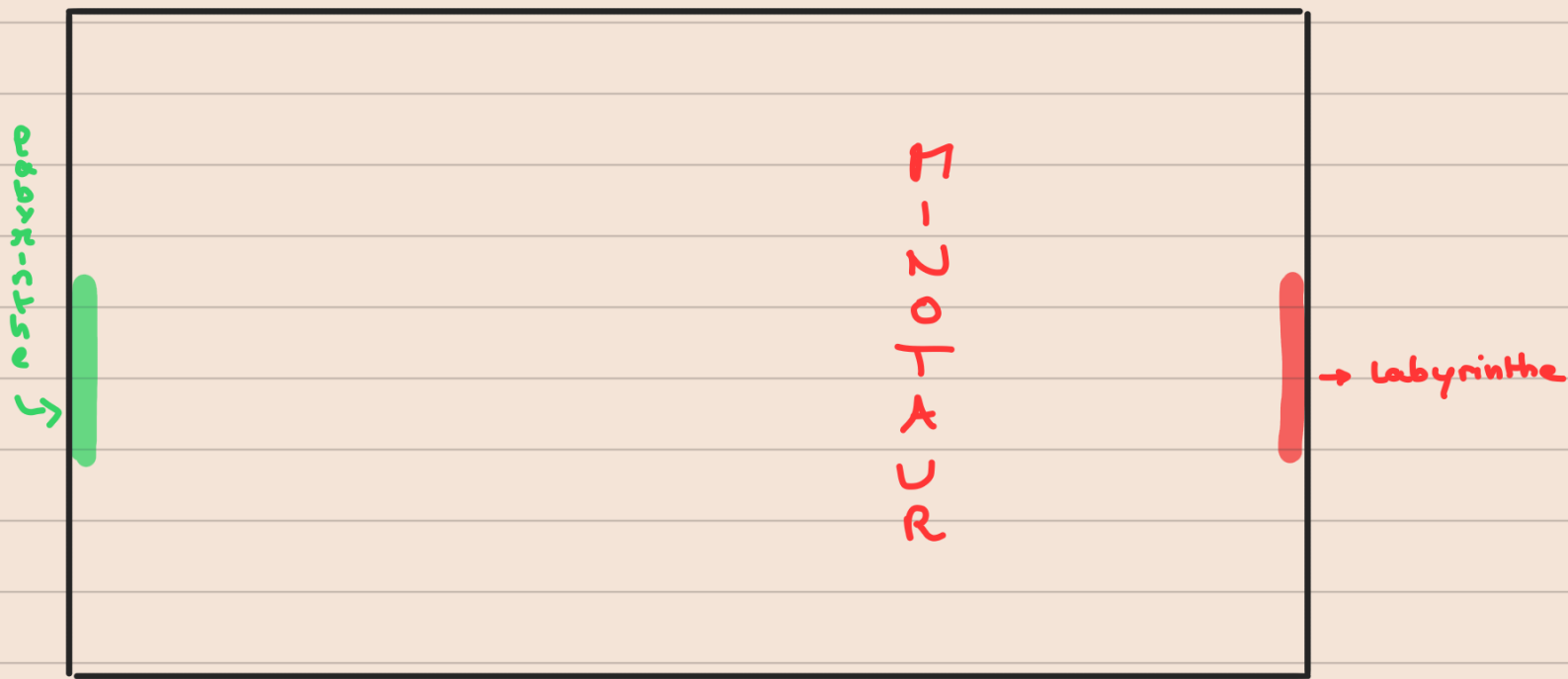
LV 12 & 14

## LABYRINTH

Enigmas to find the Minotaur, then Icarus and Daedalus.

Same start point and end point.

lv 11



The Minotaur's death gives advice to find Icarus and Daedalus. They will give wings to the player

Sky

Boss: Stymphealian birds

Mechanics:

- wings
- sun system

lv 16 to 19

Grid system with:

- normal clouds
- storm clouds (threat)

If the player is too high, the wings can be destroyed.

LV 20

Grid system still on without the clouds.

Stymphaliens birds appear by waves to attack the player.

Space

Boss : Astraeus

To Do