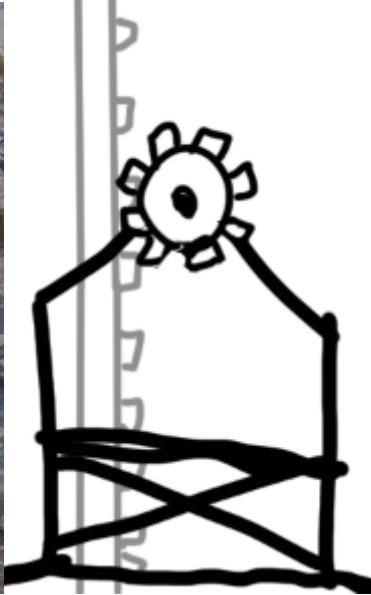


Elevator



An outdoor elevator for lifting elephants. Bare bones / exposed design so you can see Chucky inside of it. Rail is visible behind it so players can tell how high it goes.

Dimensions

- Width: 2 tiles, Height: 3 tiles (Main)
- Width: 1 tile, Height: 1 tile (Gear)
- Width: 1 tile, Height: 1 tile (Rail in the background)

Mechanics

- Chucky can ride the elevator if Dexter activates it
- Activated via a button (the type of button is chosen by the level designer)

Sprites

- Main Elevator Cart
- Gear [rotation of the gear is done programmatically]
- Rail (with teeth that line up with the gear, can be tiled as high as the level designer needs)

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