

# Exit Door, Regular Doors (Gates), Trap Doors



No puzzle game would be complete without arbitrarily locked doors! These doors have to be activated with a button OR unlocked with a key if they have a lock and chain on them. Mechanically they are all almost identical, both Chucky AND Dexter have to leave through the exit door to complete a level. Trap doors are on the floor and can only be accessed by Dexter.

## Dimensions

- Width: 1 tile, Height: 3 tiles (Exit Door and Regular Door)
- Width: 1 tile, Height: 1 tile (Trap Door)

## Mechanics

- Closed, can walk through it
- Each door is tied to a specific button (chosen by the level designer) that button opens the door when pushed.
- Some doors will be locked and required Dexter to use a key instead.

# Sprites

Depending on how the art style develops, the doors could potentially be animated programmatically.

- Door Frame (One for regular, and one fabulous one for the exit)
- Door (One for regular, and one fabulous one for the exit)
- Door Frame (a different one for the trap door)
- Door (for the floor)

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