

Level Design

Levels are to be built as individual scenes

“Game Handler” types of objects can be set to persist between level loads.

When designing levels consider the number of actions Chunky gets to perform vs the number of actions Dexter gets to perform. They should be as close to equal as possible. Don't have Dexter doing everything while Chucky sits idle.

Level 1

- Essentially a tutorial level with few puzzle elements

Level 2

- introduce a few more puzzle elements

Level 3

- Introduce Animal Control Officer

Level 4

- Interesting puzzle design using many elements

Level 5

- Final challenge using as many puzzle elements as possible

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