



# New Level Concept

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☰	<b>OVERALL GAME DOC</b>
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☰ AI summary	Levels are designed with progression and emotional curves, featuring unique themes and gameplay mechanics. Each level includes an intro, mid-section, climax, breather, and final sprint, emphasizing intentional gameplay and player engagement. The final level aims for a strong emotional impact, leaving players eager for updates.

## ✨ TYPES OF LEVELS

### Level Progression & Emotional Curve

Level	Theme	Platform Twist	Flow Focus	Emotion Curve	Hook
1	Storeroom (Demo)	Stable, infinite	Core mechanic tutorial	Curiosity → Confidence	Pulled into the digital world
2	Blender	Half made assets/ stutter	Vertical chaos, shape adaptation	Confusion → Flow Burst	half made assets and instability
3	Photoshop	Timed / fading	Tempo and trust in movement	Disorientation → Rhythm High	Movement feels musical
4	Substance Painter	Surface-reactive	Grip/bounce control choices	Caution → System Mastery	Texture affects gameplay
5	Corrupted Files	Random platform failure	Reaction speed, low safety zones	Anxiety → Survival Relief	Survival under pressure
6	The Game Itself	Combo of all prior mechanics	Final speed run of all skills	Nostalgia → Catharsis → Craving	Finish leaves players wanting more

## Level Structure Template (Per Level)


1. Intro Area: Teach new platform/enemy mechanic
2. Mid Section: Build a continuous flow segment
3. Climax: High-stakes traversal or intense reaction test
4. Breather: A moment of calm (narrative/environmental)
5. Final Sprint: Reinforce mastery with adrenaline finish


## Core Design Philosophy


- Every jump, sprint, wall-run, and shot must feel intentional and reward timing.
- No janky pauses or mechanical distractions mid-level.
- Surprise the player often — new visuals, new patterns, new behaviors.
- Reuse systems smartly, but hide the seams with good pacing.

## Level Visual Themes & Metaphors (Final)

### Level 1.1: Storeroom (Demo) - ENTRY & SYSTEM FAILURE

 Level 2: Blender

 Level 3: Photoshop

 Level 4: Substance Painter

 Level : Corrupted Files (DEPRECATED)

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## **Ending Strategy**

- Final level ends with a strong emotional + mechanical high.
  - Post-credits: secret hallway with glowing terminal — "NEW UPDATE WILL BE AVAILABLE".
  - Leaves the player hungry.
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More sections like asset lists, per-level blockouts, or mechanic breakdowns will be added once level designs are finalized.

*This doc reflects the current design philosophy for "Supercharged" as of brainstorm stage. Subject to iteration.*