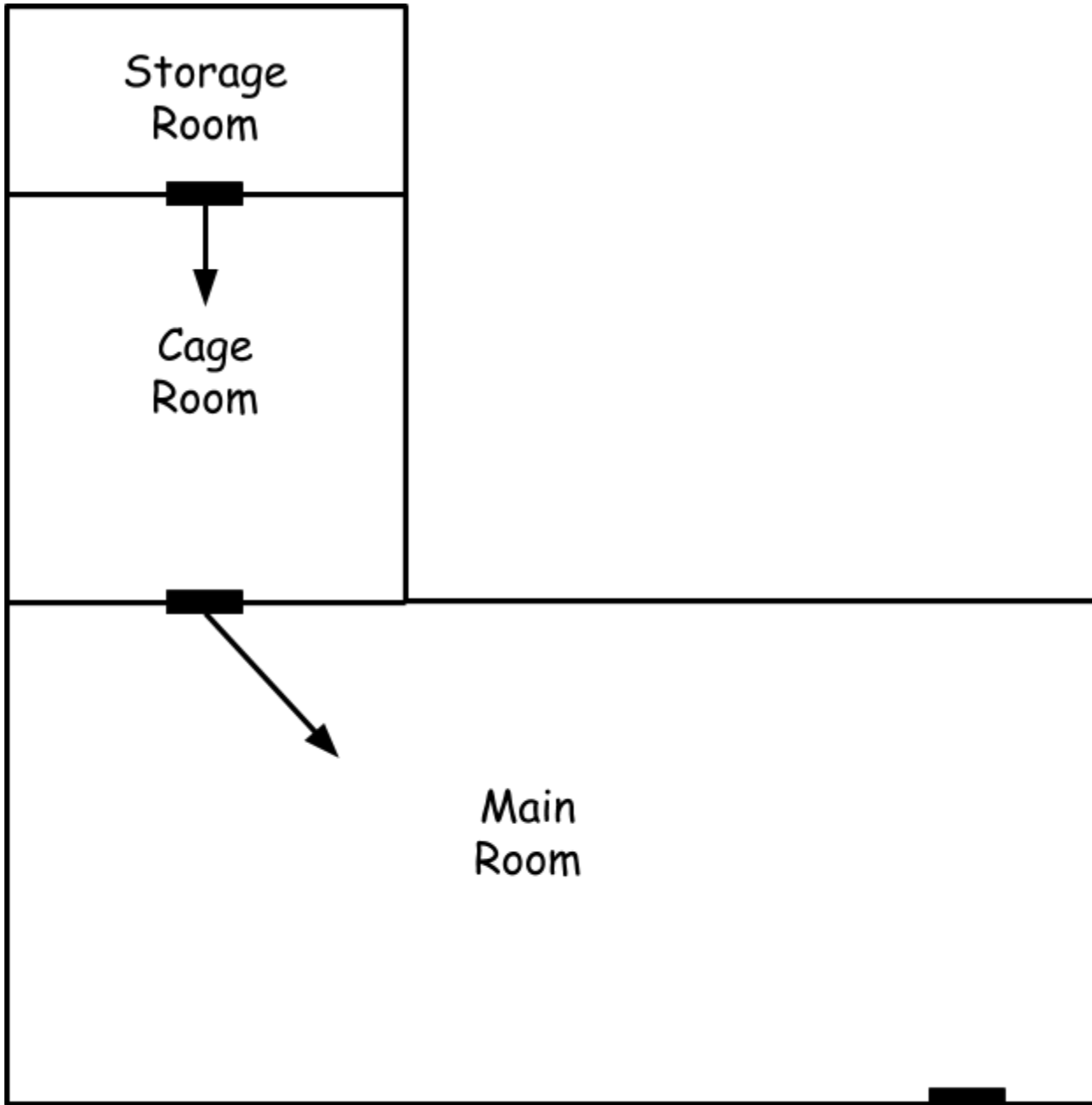
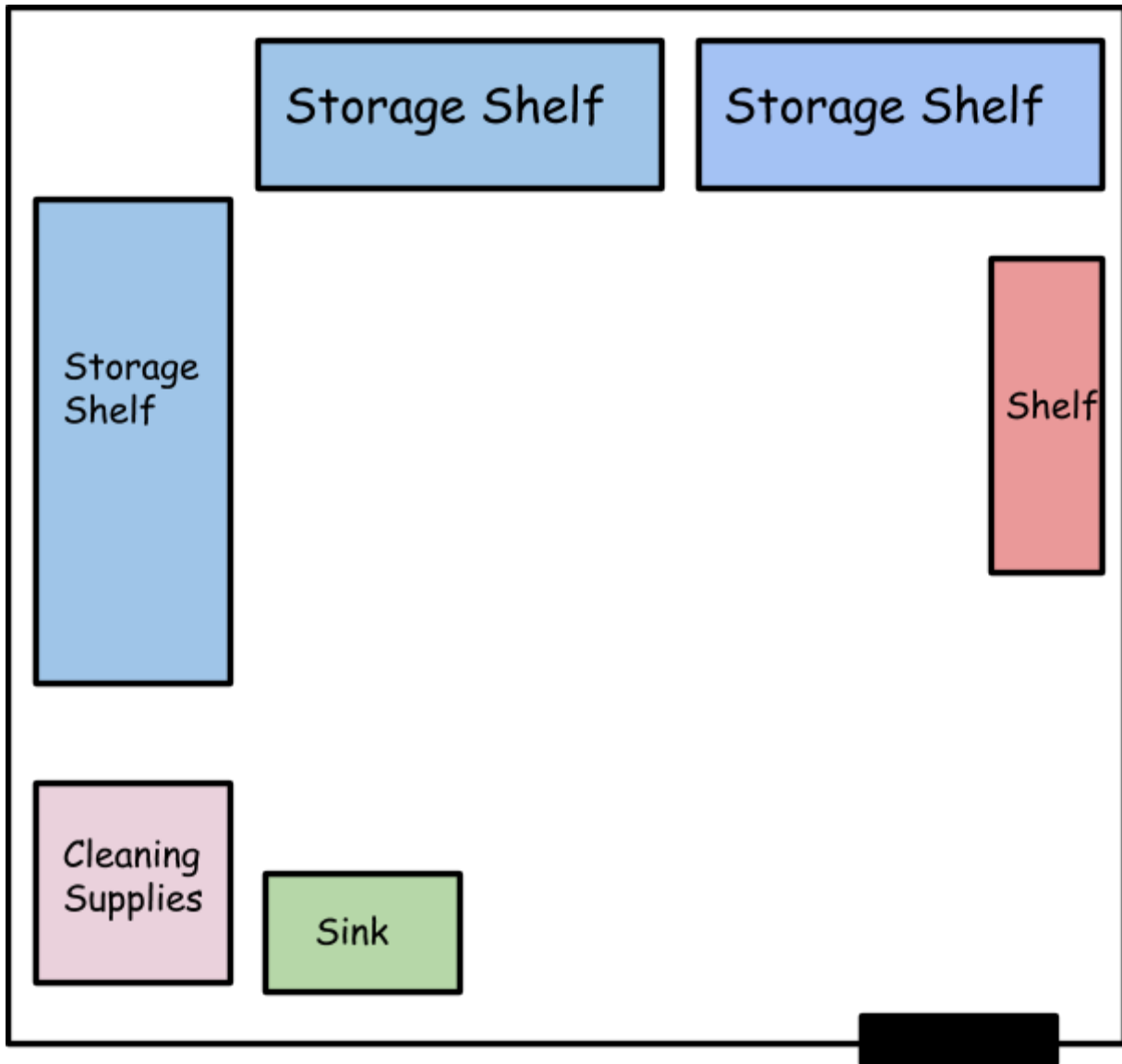


The layout of Reptile Building:

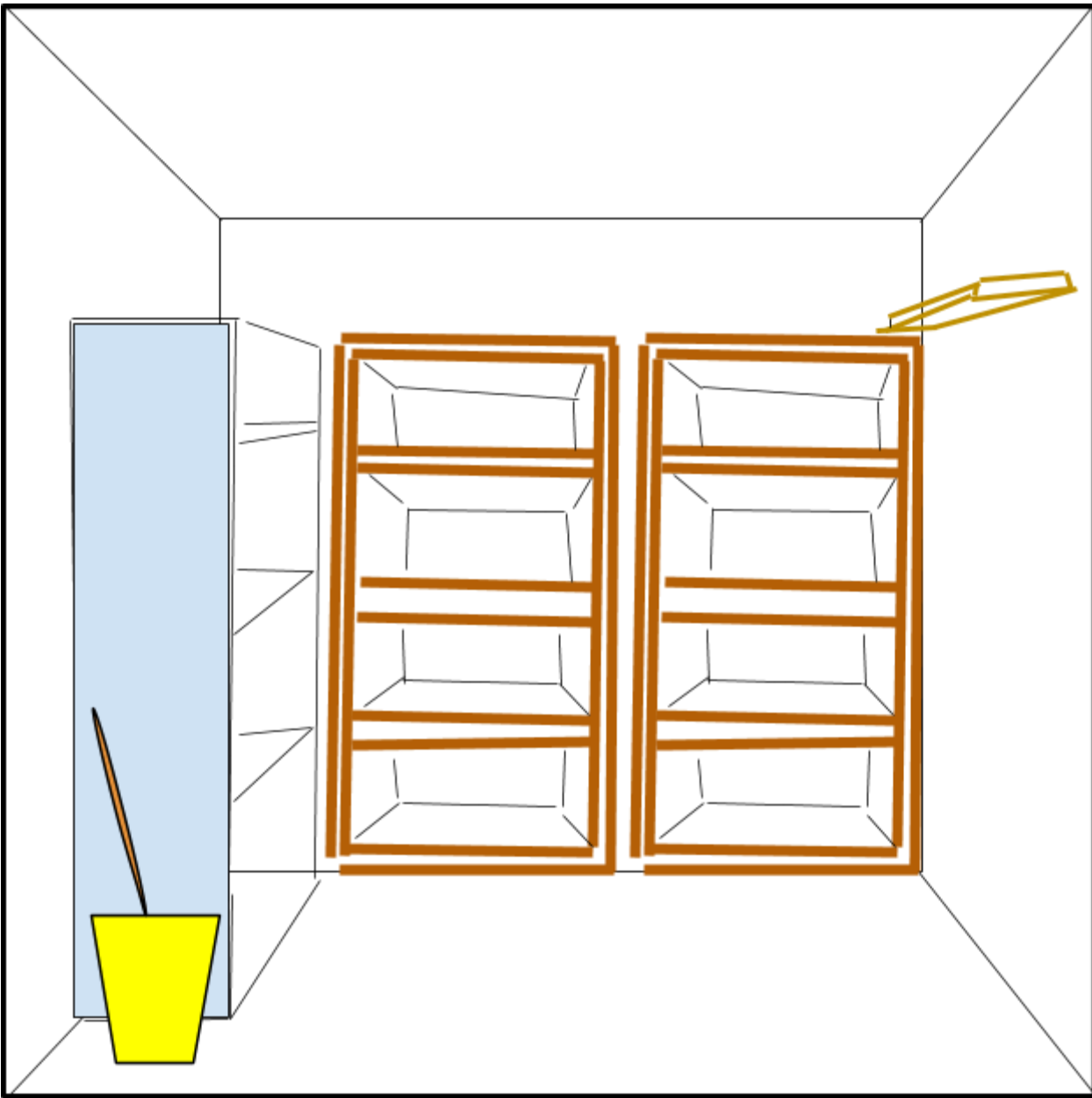


Stage 1: The Storage Room

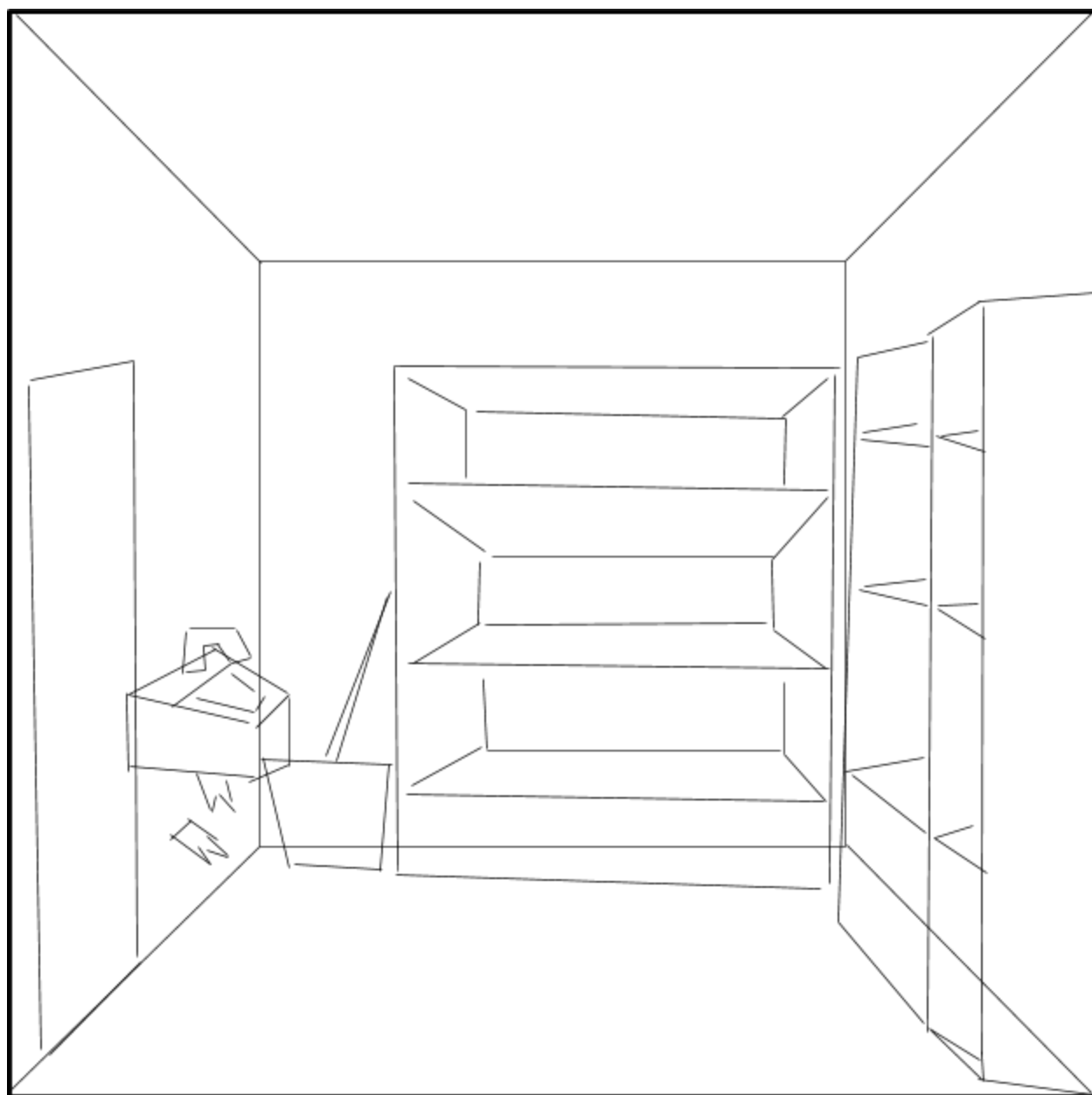
Top Overview:

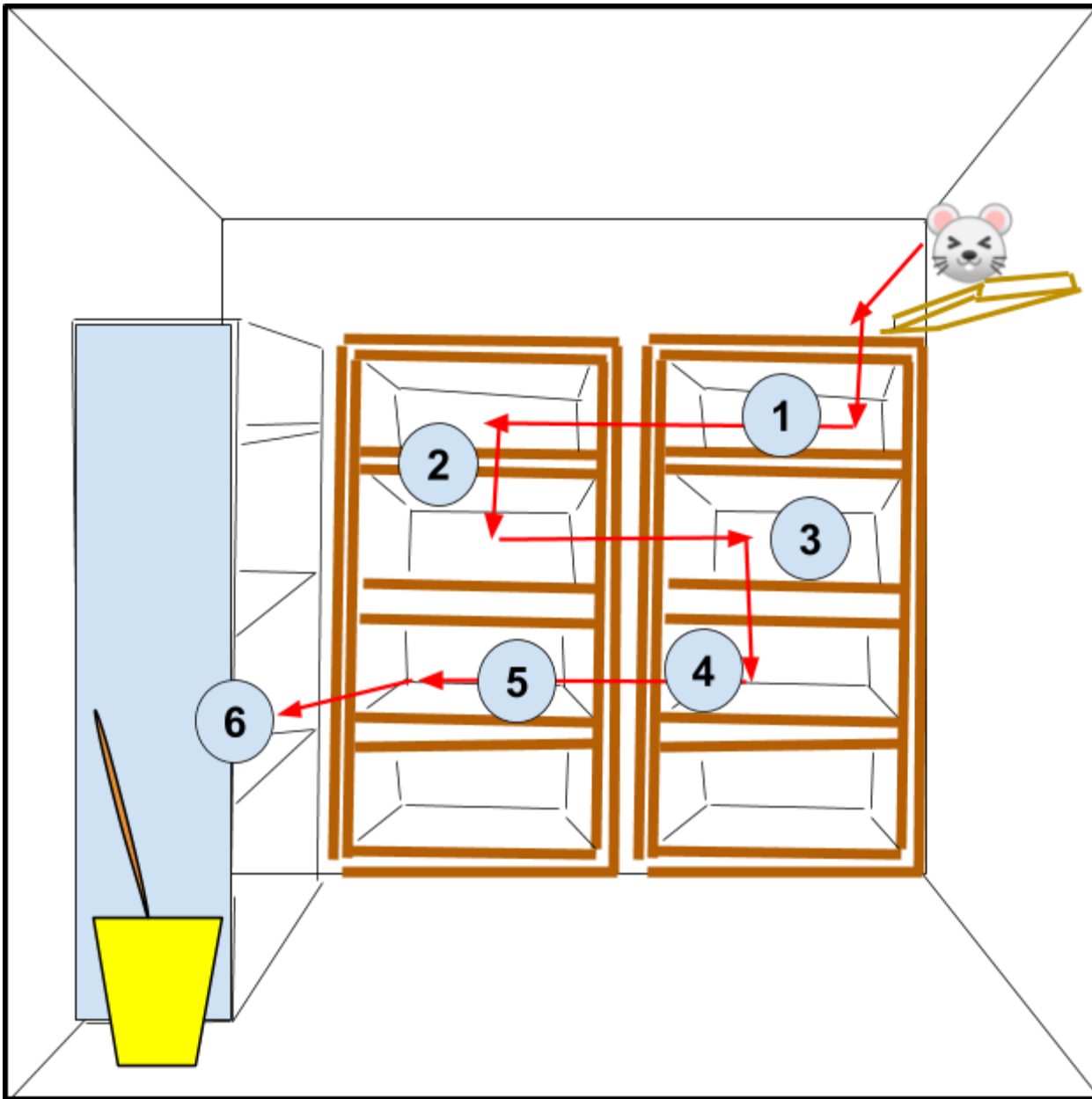


Front View (as if you were walking in

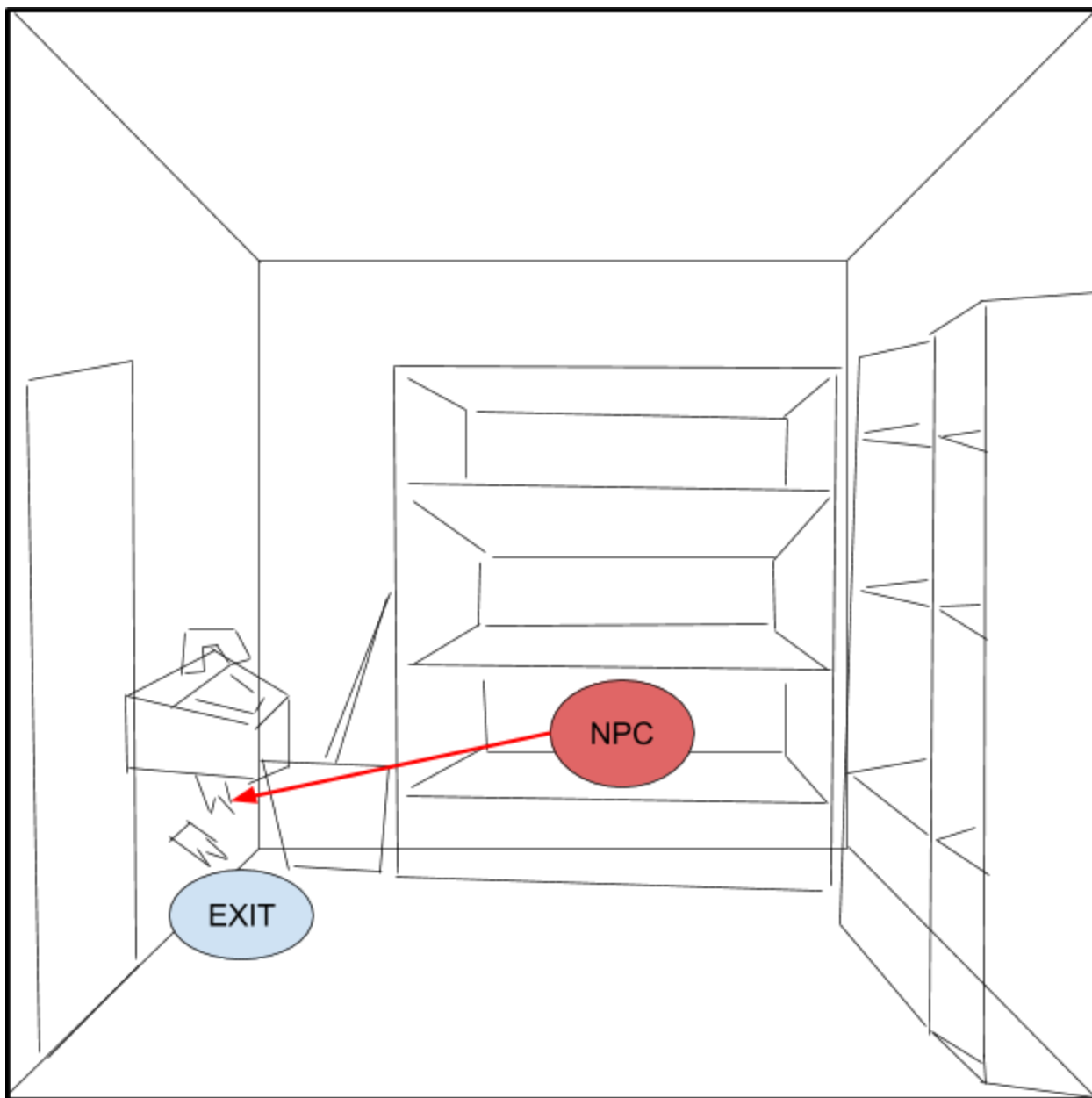


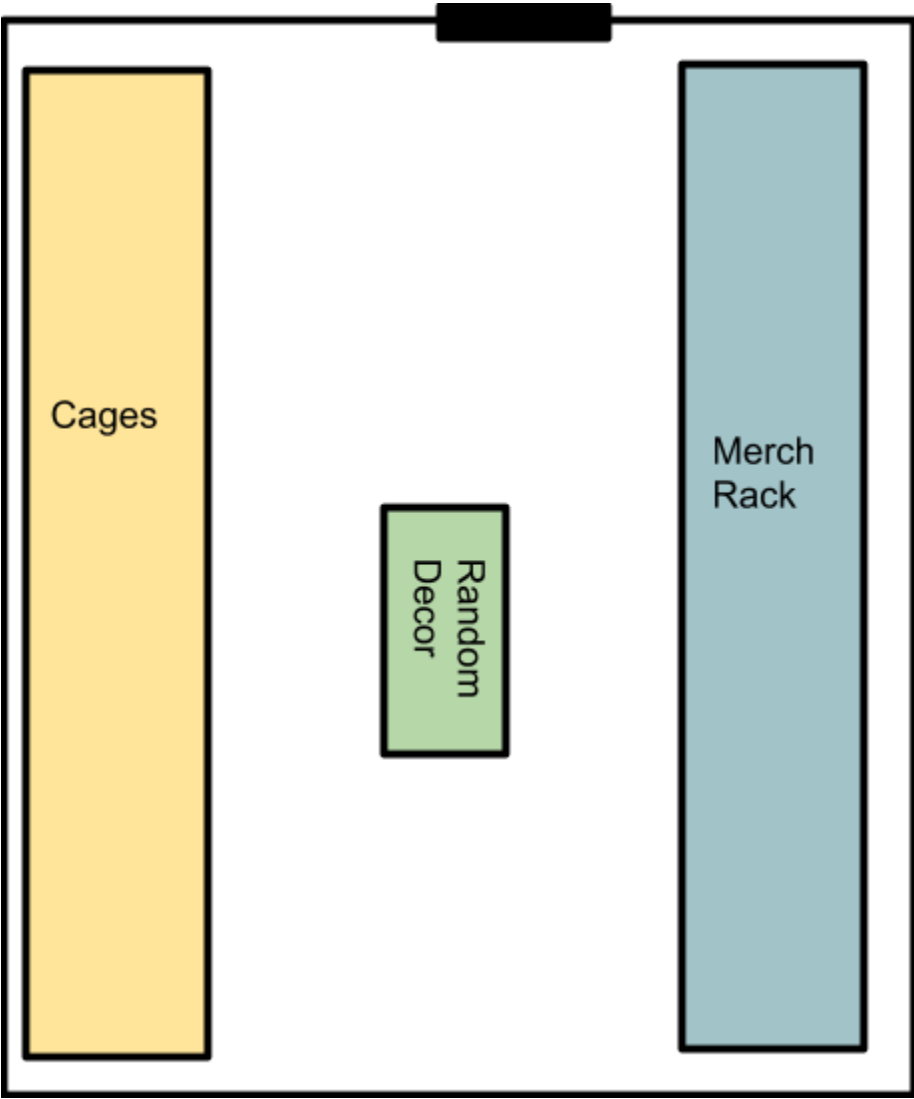
Side View as if you were under the shelf





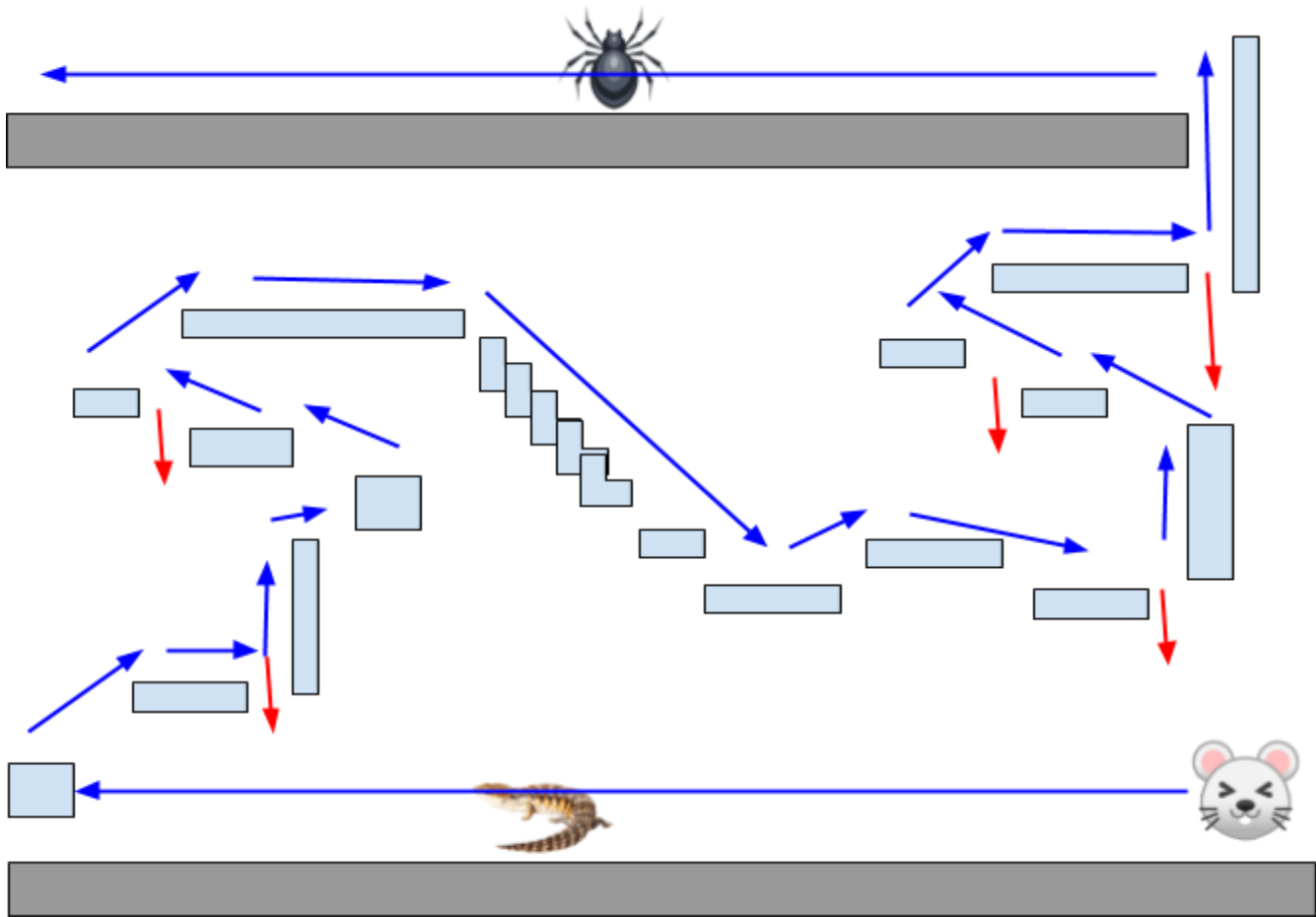
- 1) Learn to jump by having to jump over a platform
- 2) Learn to climb
  - a) specifically down
- 3) Avoid an enemy
  - a) tarantula preferably
- 4) Learn to push certain objects
  - a) There is something blocking your path here
- 5) Learn to collect crickets
- 6) NPC (probably a leopard gecko) that talks to you on how to escape the building

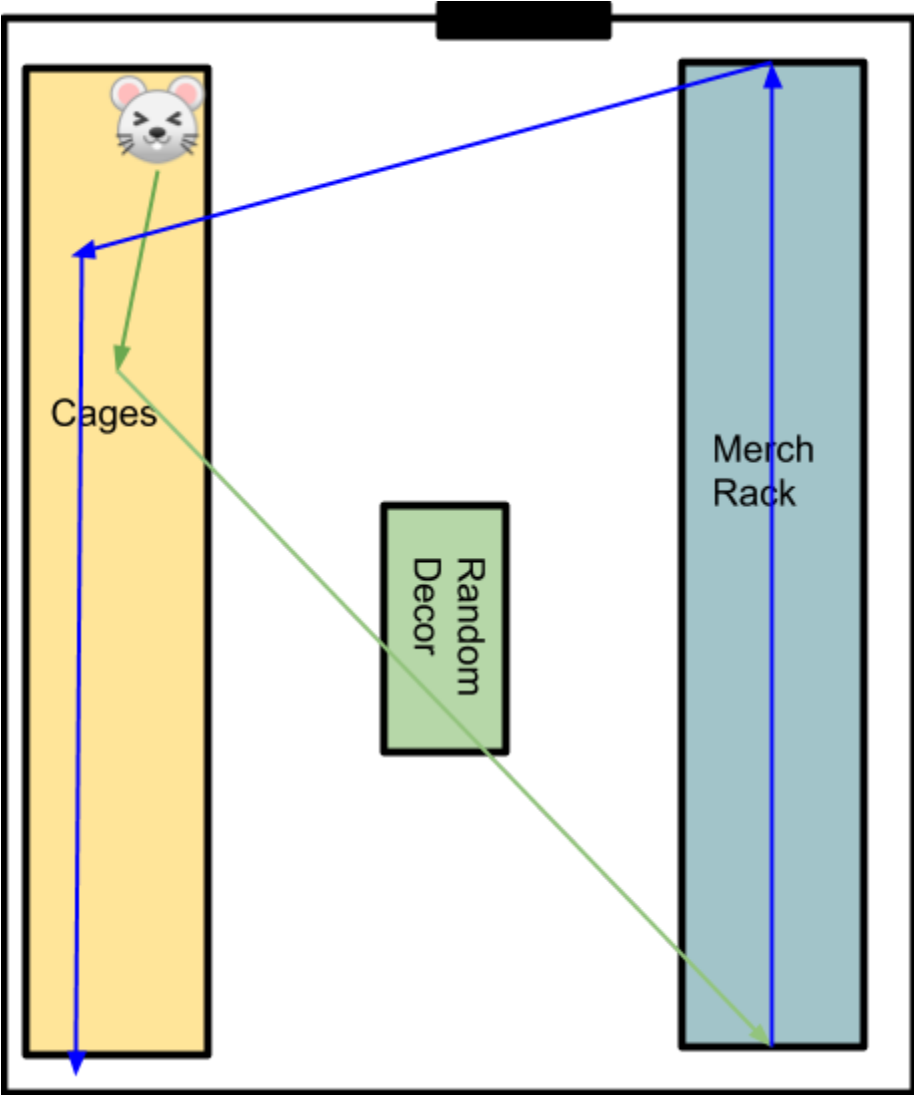












# Level 3 Design

