

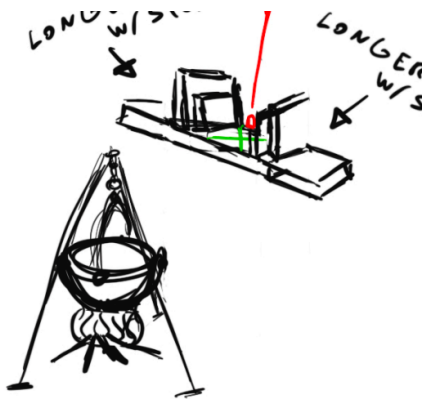


L_Rattatouille

Level Description:

The level is on top of a shelf above the cauldron, the player will spawn in facing the cauldron and it will draw a lot of attention. when they look around them they will see books and if they look under them they will see a hint of the level goal, growing yourself back to size.

Visual Idea



Important Items:

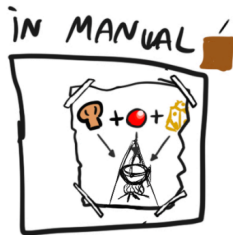
- Cheese
- Knife/Tiny Sword
- Philosopher Stone
- Magic Mushroom
- Fish
- Dead Rat
- Cauldron

- Statues
- Cat Statue

Puzzle Flow:

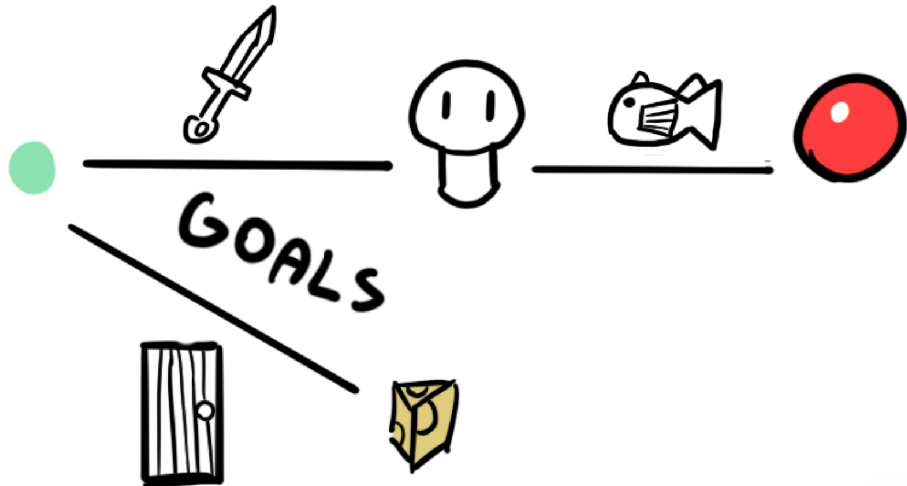
Start → Player gets shrunk by accident by their assistant. Controller will vibrate, particle fx will play and the BIG_Level will transition into the SMALL_Level

Goal → Throw Cheese, Magic Mushroom and Philosopher stone in cauldron, players can unlock these items first and then throw them in or throw them in as they go.



Items need to respawn when out of bounds.

Puzzle Flow:



The player spawns on top of the book which will show potion recipe for growing back to regular size, but it has been ripped out, the ripped out page is in the manual.



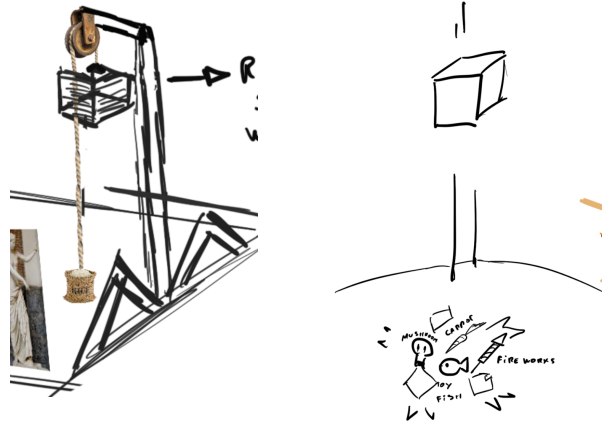
→ Path Mushroom/Philosopher stone

1) Players spawn in and they see the Cauldron, they turn around and they see the RAT with a Knife inside of him



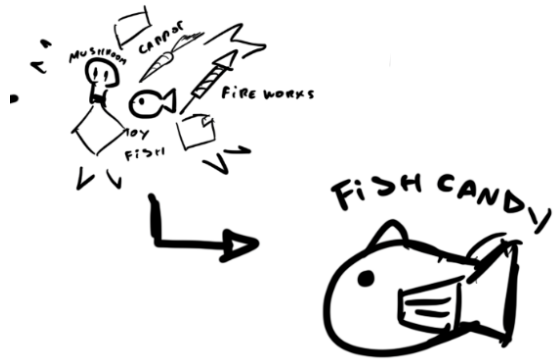
2) The knife gets used on the rope Pulley which will drop down the

box full of random items

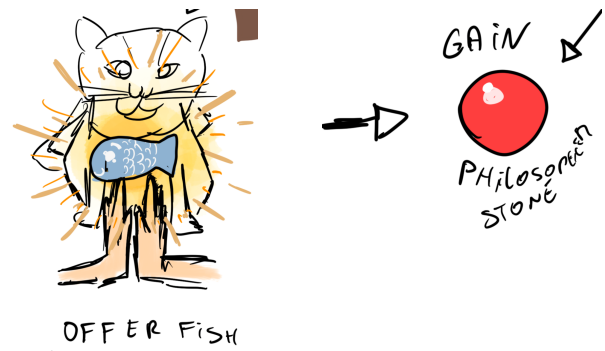


2.A) The player obtains the **MUSHROOM** now

2.B) The player obtains the **FISH CANDY** now

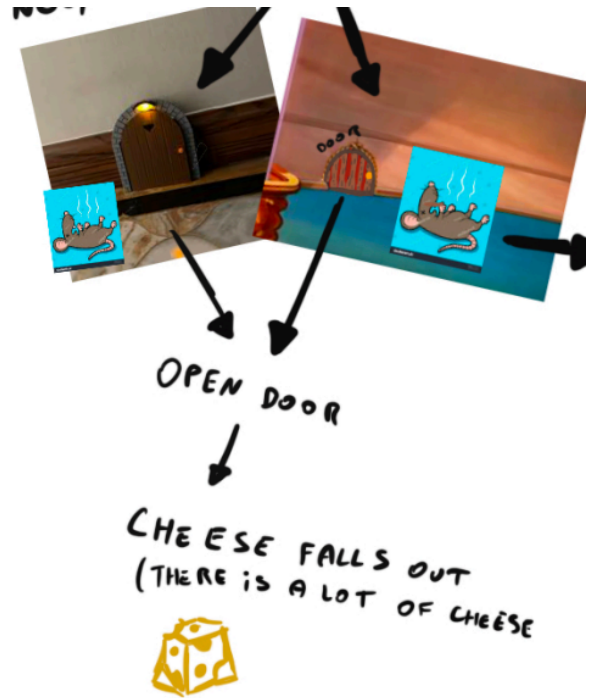


3) The players can offer the fish to the cat statue which will give you the philosopher stone.



→ **Path Cheese**

There's a door in the map which you can open and afterwards, there will be cheese falling out. This is how you obtain cheese



When players collected all ingredients and threw them in the cauldron and they beat the puzzle.

END → Player will grow causing both controllers to vibrate and particle FX to play.

Manual Hints:

