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## ① Stanford Campus

Objective: Begin journey to recover stolen research.

Key Elements: Introduction to narrative, basic controls slide, minimalist & intuitive.

## ② First Stage: Green Library

Mechanic: WASD movement, click shooting

Objective: Navigate library and eliminate 10 mind-controlled librarians

Challenges: Strategic Movement, targeting/shooting enemies.

Aesthetic: 8-bit graphics & chiptune music

## ③ Second Stage: Frat Row

Mechanic: Avoidance, WASD movement

Objective: Dodge fast & slow moving frat bros to reach other end of room.

Challenges: Precise movement & timing strategically

Aesthetic: Retro frat house, challenge music.

## ④ Third Stage: Oval

Mechanic: Typing

Objective: Type word quickly to defeat 10 tree enemies.

Challenges: Fast typing, accuracy

Aesthetic: Open green arena w/ 8-bit Stanford background

## ⑤ Final Boss M'Tree'L

Mechanic: Typing

Objective: Face off against M'Tree'L in epic typing challenge to reclaim research

Challenges: Increased typing speed, complex & multitudinous words.

Aesthetic: Epic music, humorous,

8-bit chiptune M'Tree'L villain.