



DOODLE

◀ DIMENTION ▶

◀ Level Design Document ▶

Overview

Concept:

In this game, players take on the role of government agents tasked with saving a city overrun by 2D creatures. Using a unique "Chalk" tool, they can draw weapons and solve puzzles to progress through different levels, such as a haunted arcade and a tower. Along the way, players unlock blueprints for new tools and weapons to aid them in battle. The journey leads to the museum, where the final boss, "Line," awaits. Defeating the boss and closing the portal is the key to ending the 2D invasion and restoring the city.

Level Diagram

Legend

Weapons



Items



Items



Items



Items



Items



Items



Items



Items



Items



Items



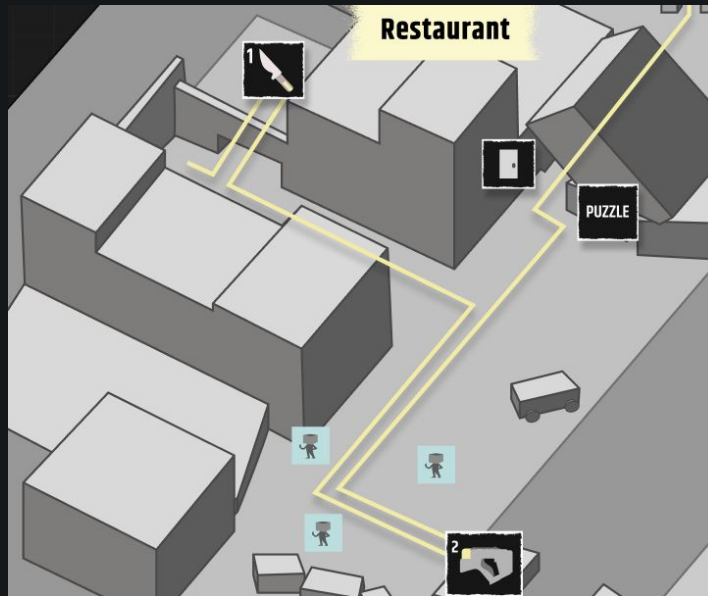
Levels and Challenges

Level 1: Restaurant start

Player progression:

- ❖ The player explores the restaurant and finds the knife blueprint.
- ❖ The player successfully draws the knife and defeats three enemies.
- ❖ The player obtains the pistol blueprint and breaks through the obstacle by drawing the door tool.

Duration: 5 minutes Difficulty: Easy



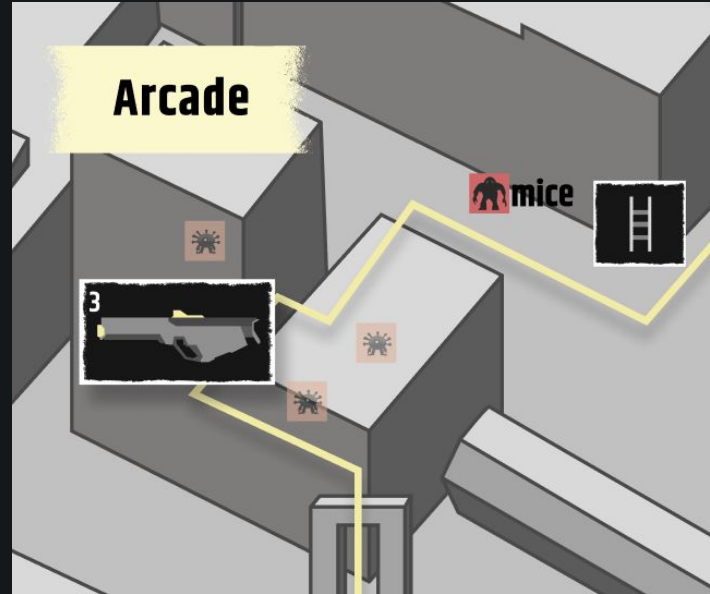
Levels and Challenges

Level 2: The Arcade

Player progression:

- ❖ The player navigates the streets and faces emerging enemies.
- ❖ The player acquires the Rifle blueprint in the arcade.
- ❖ The player gradually defeats enemies in the arcade.
- ❖ The player acquires the ladder blueprint, preparing for the next adventure.

Duration: 5 minutes Difficulty: Medium



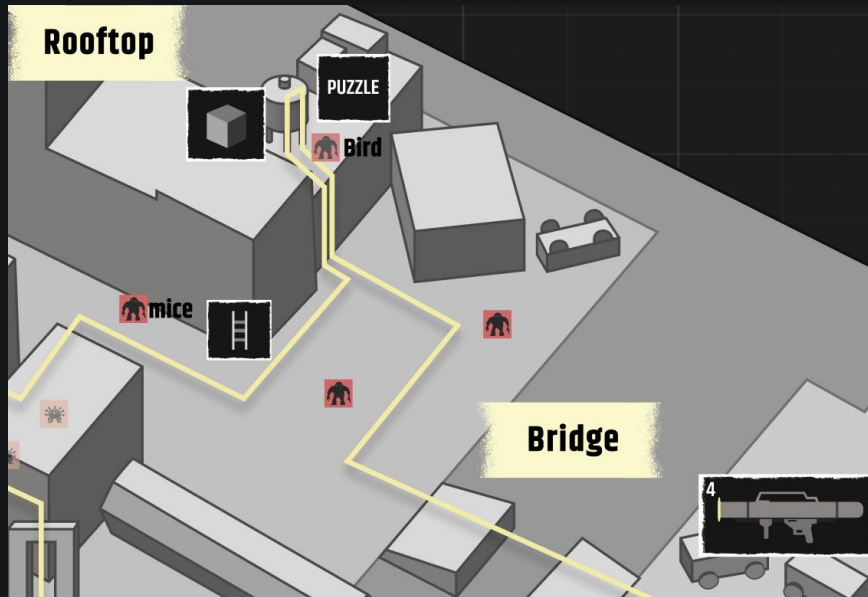
Levels and Challenges

Level 3: The Rooftop Tower and Bridge

Player progression:

- ❖ The player ascends the tower step by step, drawing ladders to overcome the height.
- ❖ The player activates a mechanism to lower the bridge for passage.
- ❖ The player successfully crosses the bridge and continues toward the museum.

Duration: 5 minutes Difficulty: Easy



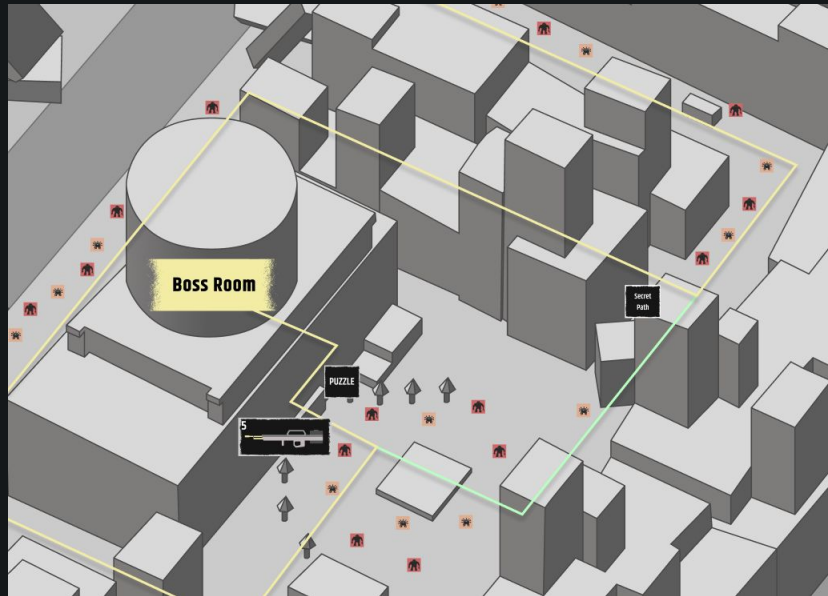
Levels and Challenges

Level 4: Industrial Blockade and Museum Entrance

Player progression:

- ❖ The player discovers a rocket launcher and Rocket blueprint, preparing to confront numerous enemies.
- ❖ The player clears the enemies blocking the road, ensuring a clear path ahead.
- ❖ The player enters the museum, obtaining a special weapon blueprint in preparation for the final boss.

Duration: 6 minutes Difficulty: Hard



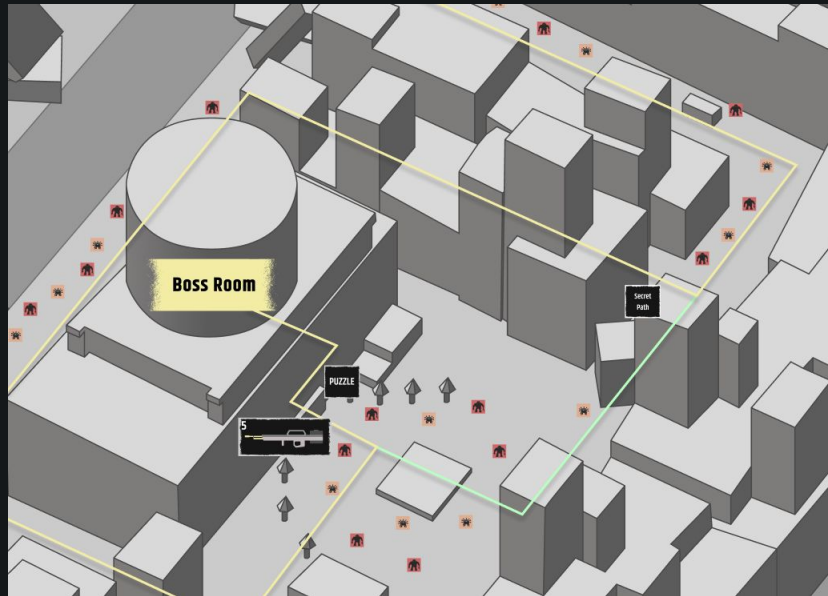
Levels and Challenges

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Levels

Level 2 ---

Level 3 ---

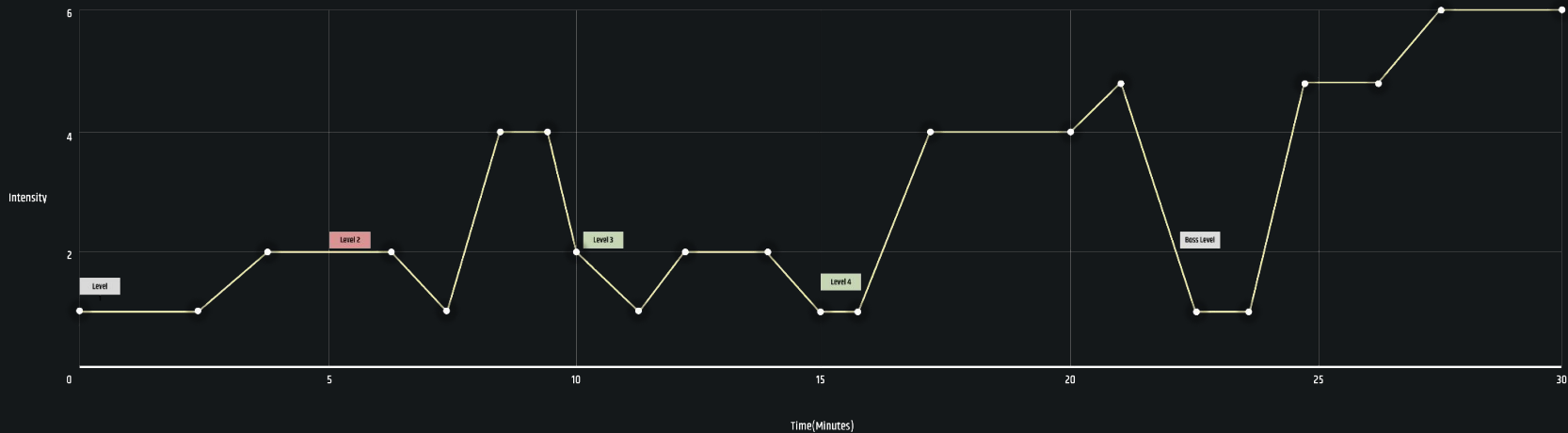
Level 4 ---

Boss Level ---

Time (min)	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Intensity	1	1	1	2	2	2	1	4	4	2	1	2	2	2	1	1	4	4	4	4	5	1	1	5	5	5	6	6	6	7

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Beat Chart



Tokenization

	Rejectile weapon														
Rejectile weapon	✕	Melee weapon													
Melee weapon	✕	✕	Tool door												
Tool Door	✕	✕	✕	Tool Ladder											
Tool Ladder	✕	✕	✕	✕	Tool Box										
Tool Box	✕	Collision	✕	✕	✕	Large Props									
Large Props	Hit Effect	Hit Effect	Placement	Placement	Placement	✕	Wall								
Wall	Hit Effect	Hit Effect	Placement	Placement	Placement	✕	✕	Small Props							
Small Props	Collision	Collision	✕	✕	✕	✕	✕	✕	Door						
Door	Collision	Collision	✕	✕	Block	✕	✕	✕	✕	Pixel Enemies					
Pixel Enemies	Hit Effect	Hit Effect	✕	Collision	Collision	Collision	Collision	Collision	Collision	✕	Graffiti Mice				
Graffiti Mice	Hit Effect	Hit Effect	✕	✕	✕	Collision	Collision	Collision	Collision	✕	✕	Graffiti Bird			
Graffiti Bird	Hit Effect	Hit Effect	✕	✕	✕	Collision	Collision	Collision	Collision	✕	✕	✕	Boss		
Boss	Hit Effect	Hit Effect	✕	✕	✕	Collision	Collision	Collision	Collision	✕	✕	✕	✕	Player	
Player	✕		Get Through	Climb	Collision	Collision	Collision	Collision	Collision	Chase/Attack	Chase/Attack	Chase/Attack	Chase/Attack	✕	