

<https://makeitpop-media.itch.io/prismyth-makeitpop>

Base Mechanics & Info:

The main objects to be used are the three lenses (Red, Green, and Blue) you will use in each level.

Level 1 only uses **green**

Level 2 uses **green** & **blue**

Level 3 uses **green**, **blue**, & **red**

Green Lens: Shows platforms and switch cubes needed to access new areas. Activating switch cubes will swap what platforms can be seen and used [image of switch cube]. It will also at times activate objects such as a bridge in level 1.

Blue Lens: Shows the ball objects needed to solve puzzles, as well as stars that allow you to teleport to said balls. Balls need to be pushed to various points of interest to progress (such as a pressure

plate and tubes intended for them. They can easily be respawned at the spawn origin. When you switch lenses the balls will not despawn and will continue their momentum as well.

Red Lens: Allows you to pass through objects. This is indicated by large red blocks.

Win Condition Info:

Lenses will also need to be placed on specific pedestals to also progress.

The general objective of each level is to activate the main teleporter.

These teleporters can be spotted from afar by glowing beams above once a lever is activated.

The teleporter requires you to interact with three levers and place all lenses on their respective platforms to finish the level.

Since the player doesn't spawn with all lenses required, there are collectable gems that need to be collected. Collecting all gems doesn't directly give you the lens to use, but just allows you to activate the teleporter and finish the level.

Once all are collected an animation of a spinning lens will appear to confirm you've collected all of them.

Once all objectives are accomplished the teleporter will allow you to progress to the next level.

Side Note: Interacting with pedestals/placing lenses will create a temporary check point for respawn.

Controls:

WASD - Movement

Mouse - Camera

Spacebar - Jump (Spacebar can be held for charged jump)

E - Interact

G - Place Green Lens

B - Place Blue Lens

R - Place Red Lens

Esc - Pause

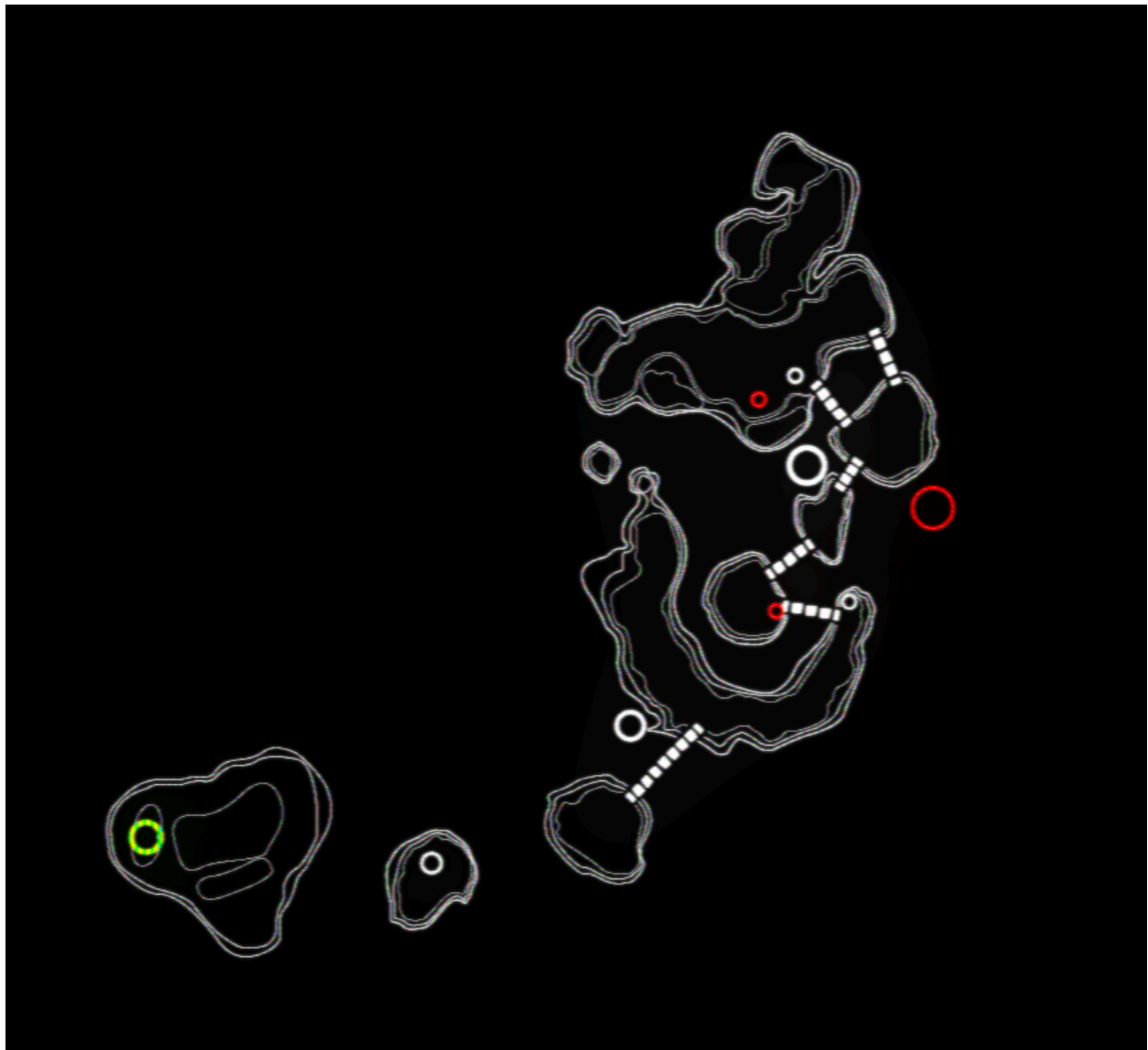
Pause Menu Info:

The pause menu will show a map with points of interest for whatever level you are on.

The only option is a volume control slider.

Resetting will respawn you at the start of the level in case you get stuck rather than resetting all your progress (how convenient!).

Level 1 -



When you first spawn you will see a circle of green gems. Collect these to gain access to obtain the green lens (only time in which you immediately use an unlocked lens in the same level). You will then need to activate a pedestal right past the gems to bring up some platforms. Use these to progress (side note: using the charge jumps are not required for these but are helpful).

Once reaching the next platform you will spot your first lens that you'll need to pick up with "E". To place the green lens back down press "G".

When using the green lens, a set of platforms will appear which you'll need to traverse. This is where you'll spot your first cube switch. Jumping on this will show the next set of platforms.

Moving onward you'll spot your first blue gems. Collect these as you go through the level as you'll need all of them to activate the end level teleporter.

You'll also spot a pedestal to place your green lens "G". This will cause a bridge to spawn which is only a temporary solution. Feel free to skip this and go straight for the green platforms and block switch which permanently keep up the bridge.

Moving across the bridge you'll notice dots and a hoop, feel free to ignore this.

Once passed the bridge is a long stretch of land. First make sure to

collect the blue gems. Going right at the end of the bridge will lead you to a lens pedestal (use for checkpoint) and a smaller bridge to the center teleporter (there's a blue gem directly in the center of the teleporter so feel free to grab it now). The first teleporter activator is right next to it. There is a small jump between the lens pedestal and the next stretch of land, but it's blocked by an invisible wall.

Going back across to the other side of this long stretch of land is a set of green platforms that will lead you up to progress. The switch block next to it is only there in case the player gets stuck and needs to reset the platforms. There are two more switch boxes, just jump on these to jump up.

Once up just follow the lines of blue gems to reach the next teleporter activator.

Moving on you'll come across a lens pedestal (use for checkpoint) which can be skipped for now but will be important to the main puzzle later.

Going down the bridge (can only be seen with the green lens) passed the lens platform there will be multiple switches to activate. One will bridge back the way you came on a different side of the platform, and the other will bring up a set of platforms with a frog at the top.

At the end of the platforms there will be the last teleporter activation switch next to the frog. After activating, go back to the platform you came from.

The previous platform will have another bridge which will only show if

you have the green lens unequipped so go back to the last lens pedestal and set it down. Once setting down the closest bridge will disappear but the one you activated on the other side will stay, so use this to progress. Once going down there will be a bridge which only appears if the green lens is unequipped. Going across will be where you find the last of the blue gems to finish that aspect of the level. There will also be two switches, one triggers a bridge to connect to the next level.

The other post will be an on/off switch for the disappearing bridges that react with the green lens. This switch relates small dots to a large floating hoop floating off to the side of the bridge. The hoop has glowing green lights which the on/off switch will switch the lights off and back on.

Keeping this off will allow a path between where you previously set your green lens down and the teleporter. Once making it back to the teleporter, place it down with "G". If you collected all the blue gems previously you will be good to use the teleporter with "E" and move on to the next level.

[further walkthrough of level 2 & 3 will be uploaded soon]