

Level Name

an in-game description here

- a level description here

Gameplay Mechanics

Level Regions

Level Elements

- an asset list here

Custom Art

Visual Effects

Small Details

Lore (optional)

Logistics

Layer Organization:

- **1-10: Gameplay and Main Triggers**
 - 0: Gameplay & Gameplay Triggers, Universal Triggers
 - 1: Bugfixing/Bugfix Triggers
 - 2: Color, Pulse, Alpha

- 3: Transformations
- 4: Spawn Family
- 5: Camera Control Triggers, Shaders
- 6: SFX
- 7: Parent IDs & Group Centers
- 9: Editor-Only Notes to Self
- **10-199: Gameplay-Layer Objects**
 - Get more specific here
- **200-400: BG Objects**
- **400+: Overlays**

Groups:

- **Universal:**
 - **Alphas**
 - 2: 0.5x
 - 3: 0.75x
 - 4: 0.25x
 - 5: 0.1x
 - **Pulses**
 - 11: 0.25B
 - 12: 1.5B
 - 13: 2B
 - 14: 0.25S
 - 15: 1.5S
 - 16: 2S
 - **Parallax**
 - 17: Lock to camera center (one-obj)
 - **Editor Detection**
 - 18, 19-20, 21: Editor/In-Game detection
 - 22: Invisible in-game
 - 995, 996: Start Pos Detector
 - 23: Toggle off on Attempt 2
 - **Low Detail**
 - 999: LDM
 - 998: LDM Detector
 - 990: On Death Detector (989 to stop, 991 to toggle off)

Total:

- **Gameplay Bugfixes:**

- **Loops:**

Animations:

- **Animations:**
 - **Tangible Animations**
 - **Visual Effects**
 - **Environment**
 - **Transitions**
 - **Impact Frames**
 - **Endscreen**

Sound Effects:

- **Player:**

Level Menu:

- **Basics:**
- **LDM:**
- **Visuals:**

- **Resettable:**

Miscellaneous:

Total: n Groups

Estimated Object Count: m objects

To Do:



0% Complete