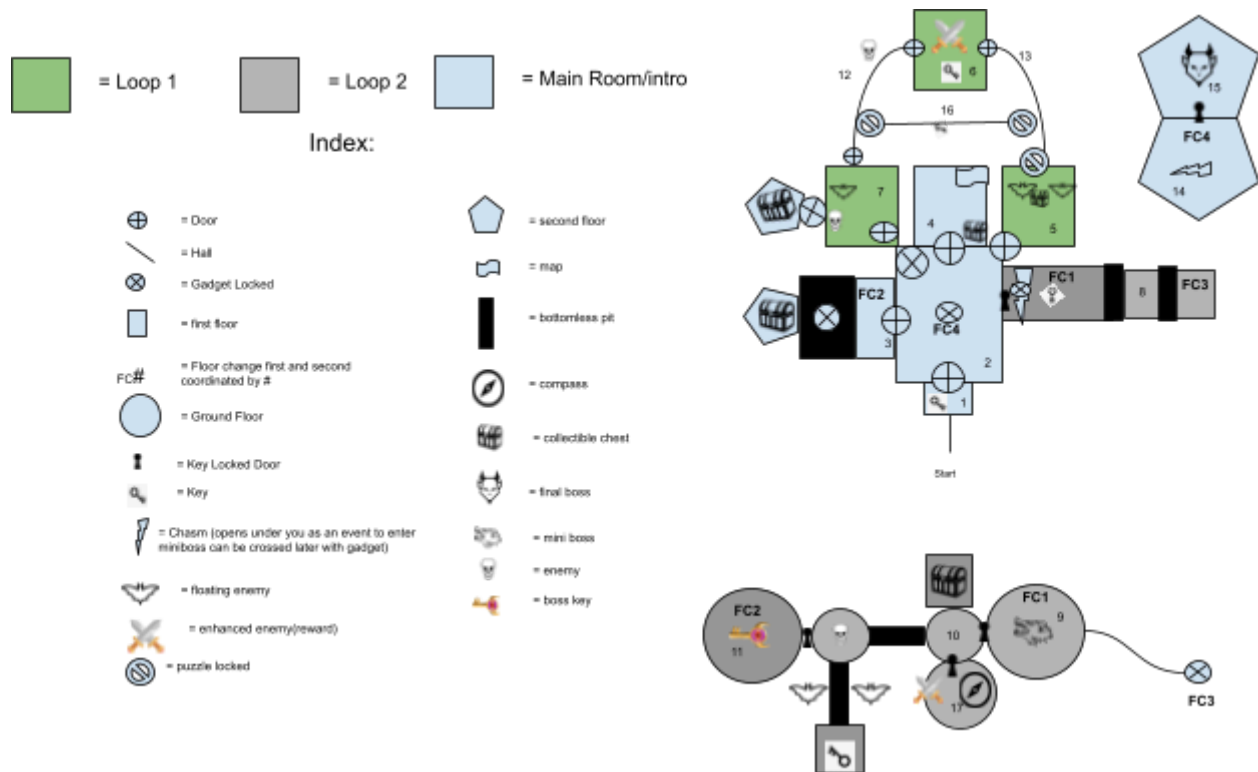**Wireframe:**

1. Puzzle: The dungeon is barred off. Down the hall, there are wires (in the demo just colors) that change color as you walk through in this order: red, green, blue, and yellow. You have to shoot blocks above the door in that order to open the door and reveal the chest with a key.
2. Main room. Puzzle: you have to magnet onto a cord above you that pulls you up into the next floor, Puzzle: slightly raised balcony at the end of the first loop to prevent the player from going that way
3. Puzzle/Collectible: you can magnet to a chest in a little nook above the chasm. There's also a fixed magnet object in here for the player to grapple to from across the gap and elevation difference in room 11.
4. Puzzle: There's a single device on the right wall that you can shoot to rotate with four colors (red, green, blue, yellow) beside each of the other walls there's a symbol that matches the rotating device but at a different angle with a different color on top. You have to shoot the device 3 times to get to 3 different platforms on the wall with the final one containing a chest with the dungeon map. Each time you change the orientation of the device a new set of stairs appears and the prior set disappears. Once you get the magnet you can come back to this room, get to the 3rd platform, and a magnet onto a chest on a 4th platform above.
5. Puzzle/Collectible: There's a chest hanging high above from some rope (maybe a frayed wire in the final product) You can shoot the rope to drop the chest with the collectible. Puzzle: There are different colored panels on the wall that you can shoot to make the wall to the next room open.

6. Enhanced combat encounter: a robot with a big eye. Shoot the eye to power it down and then hit its back to kill it. The reward is a key.
7. Puzzle/Collectible: In the corner of the room there's a raised ledge that you can grapple to get a collectible.
8. Event: A chasm opens up when you move into this room that brings you to room 9. Puzzle: There's a floor switch on your side of the gap and a non-fixed magnetic object across the gap. You use the magnet to grab the object and then place it on the floor switch to materialize a chest across the gap. After that, you can just magnet to the chest across the next gap and onto a fixed magnetic object across the chasm (above the door)
9. Miniboss: Killing Saucer: Room has a line of fixed magnetic objects lined across each wall and a flying drone. It runs around the room for one loop (the player has to run from it or else be hit) then enters the center platform that's surrounded by a damage barrier that disincentivizes the player from entering it. The drone opens an eye/searchlight and turns to face each wall if the drone faces a wall that the player is next to its eye/searchlight will turn red and it will lunge at them using its magnet magic. The player can dodge this attack, but that will just result in the spider restarting its attack loop starting with running around the room. The goal is to shoot its eye before it lunges then when it falls over hit it with your melee attack. This then loops 3 times starting with running around the room. The reward for the miniboss is the magic magnet which you can use
10. This is a very long room with 2 gaps with a hanging cord between each one. Puzzle: to get across a gap you have to magnet onto the end of a cord to bring it to you then you can swing across. To get across the 2nd gap for the key you have to swing then while in mid-swing use your magnet to grab onto the metal chest with the key. Once you open the chest you can get back using the same method from the first two gaps. This room also has two locked rooms; the first leads to room 17 and the other to room 11 room 17 is optional, therefore, there's one optional key. Puzzle/Collectible: magnet onto the first gap's cord then swing back toward the platform you started at. At which point you'll notice a chest far back on a ledge that you can magnet to mid-swing that will reward you with a collectible.
11. Empty room except for boss key (metal so you can magnet to it from above if you desire) and a view to room 3 above that you can magnet up to.
12. There's a small hole in the wall that's visible via a light that you can shoot through to hit a switch that when activated opens the wall between 12 and 13 (room 16). This also earns you a key that's located in a chest between the rooms.
13. Hall between 5 and 6.
14. In the room before the boss, you go after using the magnet to elevate from the main room (room 2) you have to swing to get off the cord without falling back into room 2.
15. Final Boss (I dunno what to do here yet I'm thinking a giant robot though)
16. The room between 12 and 13 is where you get the key.
17. Enhanced combat encounter: same as 6 but with 3 robots and the compass as a reward (optional)

Theme: Ancient Tech

Gadgets: "Magic Bullet" (Raycaster Projectile, first gadget), "Magic Magnet" (Raycaster transform.translate, the second gadget)

Main Requirements:
1. Aiming reticle attached to camera ratchet and clank style, raycaster projectile shot using the reticle.
2. Transform.translate grapple mechanic
3. Gadget swapping
4. Player controller and basic platforming/locomotion
5. Implement Unity's cinemachine
6. Close-range attack system

Secondary/Optional Requirements:
1. Gadget Stamina
2. Different close-range attacks (spin attack, basic slash, etc)
3. z-targeting/maneuvering
4. Climb up ledge mechanic

Level Requirements:
1. 1 main boss, 1 mini-boss (for dungeon item), 5 slightly more challenging enemies (keys, compass, map, etc.)
2. 5 generic enemy types to fill space in rooms. (some designed to be killed with Magic Bullet)
3. 4 collectibles dispersed across different puzzles
4. 5 magic bullet puzzles, 5 non-gadget puzzles, and 7 magic magnet puzzles
5. Possible map and compass
6. 3 keys are awarded by slightly more challenging enemies and 1 key is through a puzzle only one key is in the same room as its use, one has one room of distance between its collection/use, one has 2 rooms, and one has an entire loop devoted to its collection and then use.
7. 1 main room, 17 rooms, and 9 hallway rooms (probably fewer in my version)

Level Flow/Structure:
1. Enter Dungeon's first few rooms: Set the tone and design for the whole level. Gives you a puzzle, simple combat encounters, and a key (potential collectible). Completely linear functionally.
2. Enter the Main room: 5 paths but only two open. One leads to part 3 the other leads to a simple puzzle/combat encounter (combat in the researched example) that rewards the player with a key, but in this version, the reward will be the map. The key would have opened a new path but in my version, the path is still closed.
3. First Loop: Open path leads to a path of several rooms wherein the floor is changed after the first room and returned to the initial floor by the end of the loop back into the main room. You return through one of the closed paths, but once passing through the exit path will close again (in this case due to elevation) and you'll have to have the dungeon

gadget to pass through again. The reward for the first loop in the researched example is the map, but in this version, it will be a key.

4. Second Loop: The same as the first loop the floor is changed after the first room and returned to the initial floor by the end of the loop (this is done to make the player feel the path is less linear). This loop also has an internal loop in order to collect a key. The inner loop begins at around the ¼ point and finishes by bringing the player back to the beginning room. The rewards for this path are the compass, 2 keys (that will both be used in the same path), and the dungeon gadget that's earned from the miniboss (this should either be in the beginning or at the latest middle of this path). This path should also give you an item or check a condition to open a new path in the main room.

5. Return to the main room to enter the new path and do whatever puzzle or combat encounter to pass.

6. Boss room.