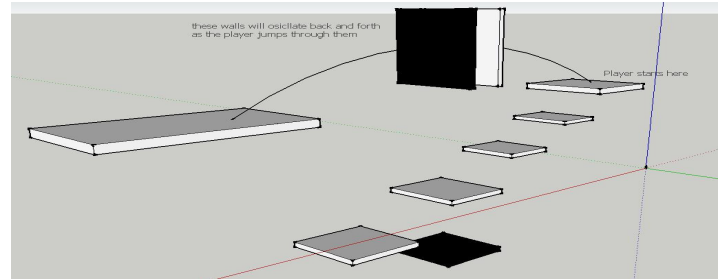
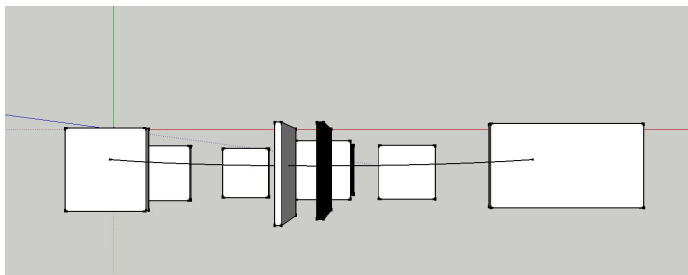
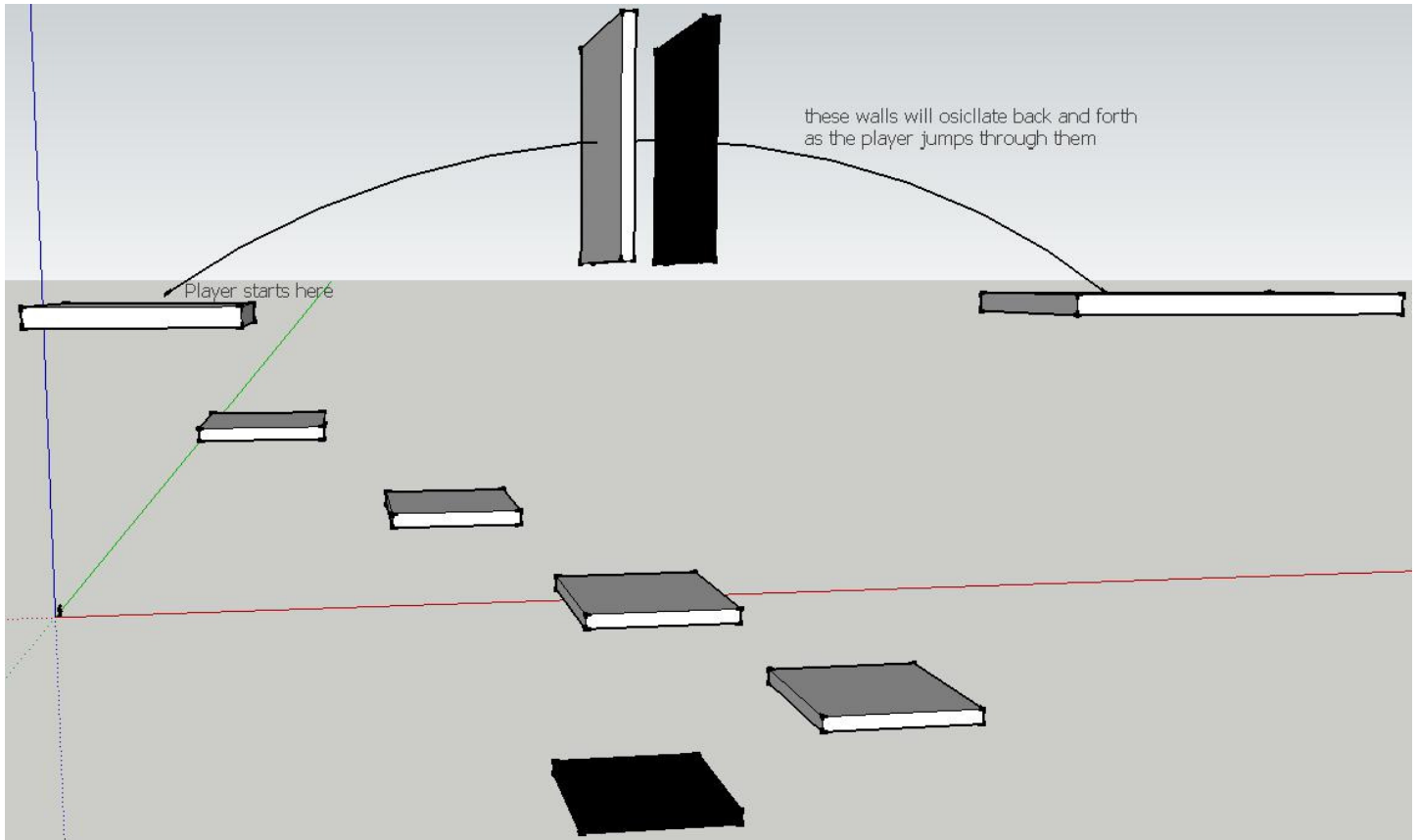
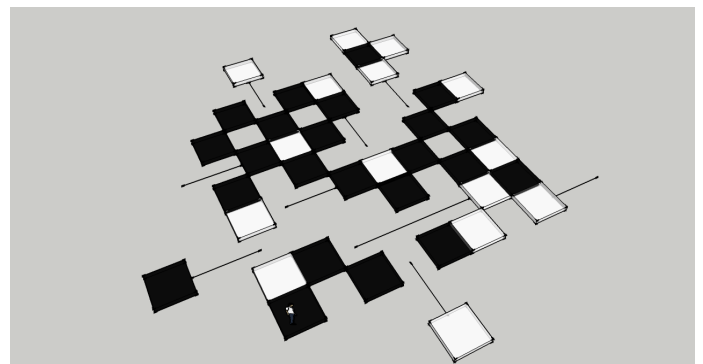
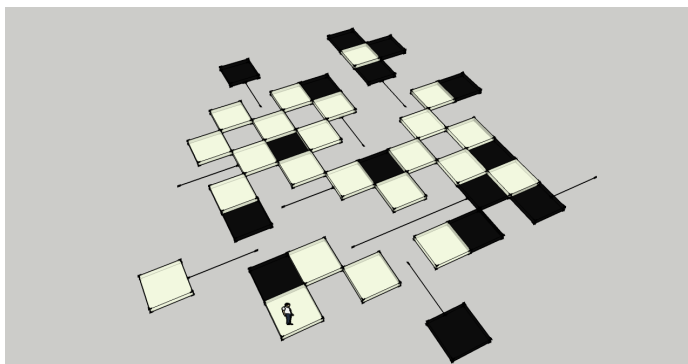


Milestone Deliverable Sheet – Storyboard Level 2



Object: To traverse past the two walls in the air that are blocking a clear jump. The two walls however, will continually be moving back and forth, making it difficult for the player to time there phase and jump correctly. If they do not succeed the jump, they can always climb back up through a pseudo-stair case.

Character: The character will be able to see the two walls by alternating his/her phase. This sect of the level will test their timing and reflexes.



Object: Traverse the game board, but this time the board is playing against the player. The board squares are continuously moving and black and white will continue to cycle. The "phase" effect will continuously be applied to one color or the other. The player must constantly be aware which color is about to phase otherwise the player will fall through the board.

Character: The character will see the board constantly moving and realize they must go from one end of the board to the other. Seeing the colors shift from black to white will not allow players to merely stay as one color, they will have to constantly change between white and black.

