

4 Koma Design

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4 Koma Levels

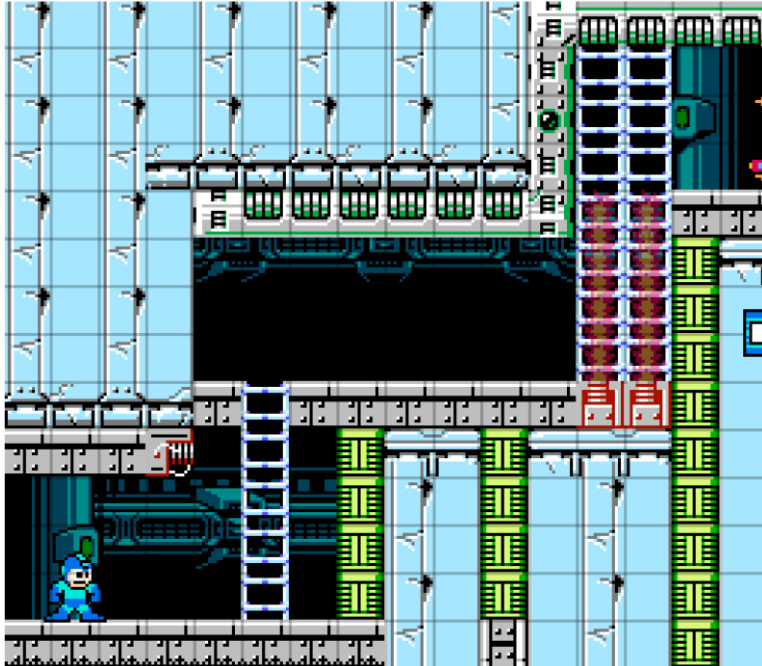


Fig.1.1 Level 1 of 4-Koma

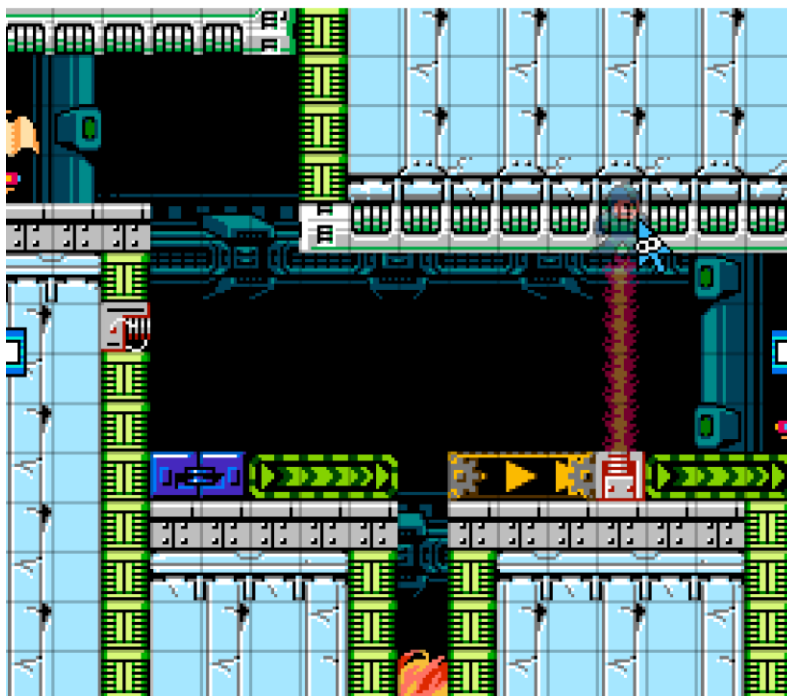


Fig 1.2 Level 2 of 4-Koma

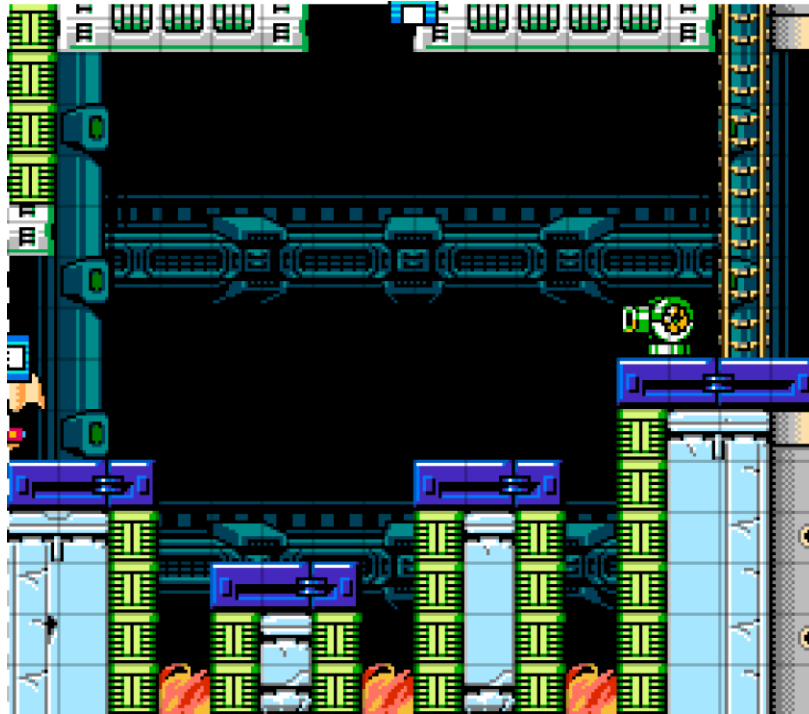


Fig 1.3 Level 3 of 4-Koma

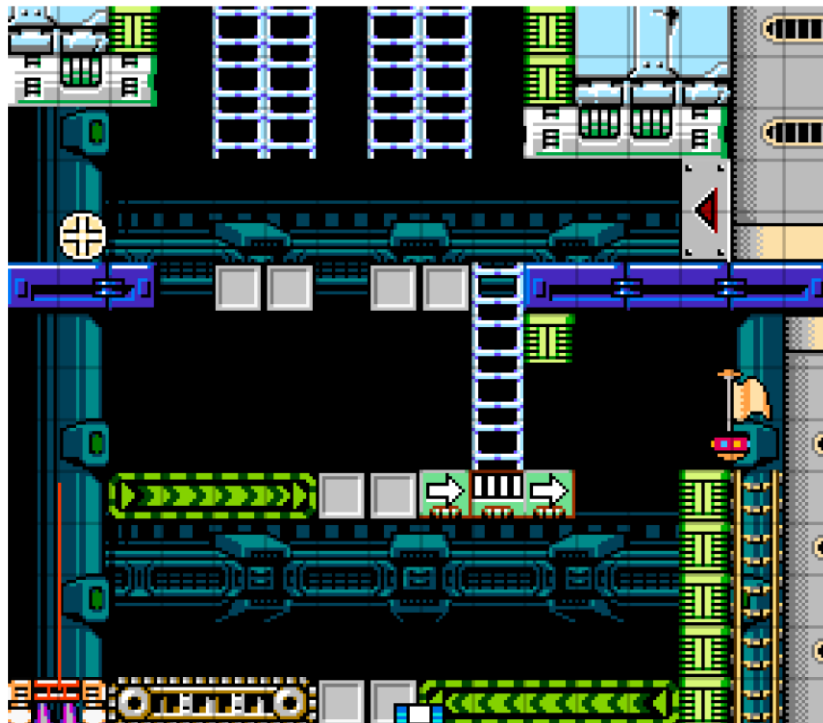


Fig 1.4 Level 4 of 4-Koma

Mechanics

A: Timing a climb past fire pillar activation

B: Ladder Hopping

C: Momentum Control at medium speed

D: Jumping

E: Shooting

A': Timing a fall past a fire pillar activation

A'': Timing a disappearing block

A''': Timing a Moving Platform

A''': Timing disappearing block while avoiding projectile

C': Momentum Control with low speed

C'': Momentum Control with high speed

(): Parenthesis is used if there is an optional mechanism that can be used.

Zone Cadence

Zone	Screen	Cadence	Intensity
1	1	A	1 / 5
2	1	A' + B	3 / 5
3	2	A	1 / 5
4	2	C + D	2 / 5
5	2	C' + A	2 / 5
6	3	D	1 / 5
7	3	D + E	3 / 5
8	3	D	1 / 5
9	4	A'' + C	2 / 5
10	4	A''' + C''	4 / 5
11	4	A'' + C	2 / 5
12	4	C''	3 / 5
13	4	A''' + D (+ B)	5 / 5
14	4	A''' + D (+ B)	4 / 5

Level Cadence

Level 1: A, A' + B

Level 2: A, C + D, C' + A

Level 3: D, D + E, D

Level 4: A'' + C, A''' + C'', A'' + C, C'', A''' + D (+ B), A''' + D (+ B)

Intensity Chart

