

This is How You Do It Escape (Level 2)

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Escape Map

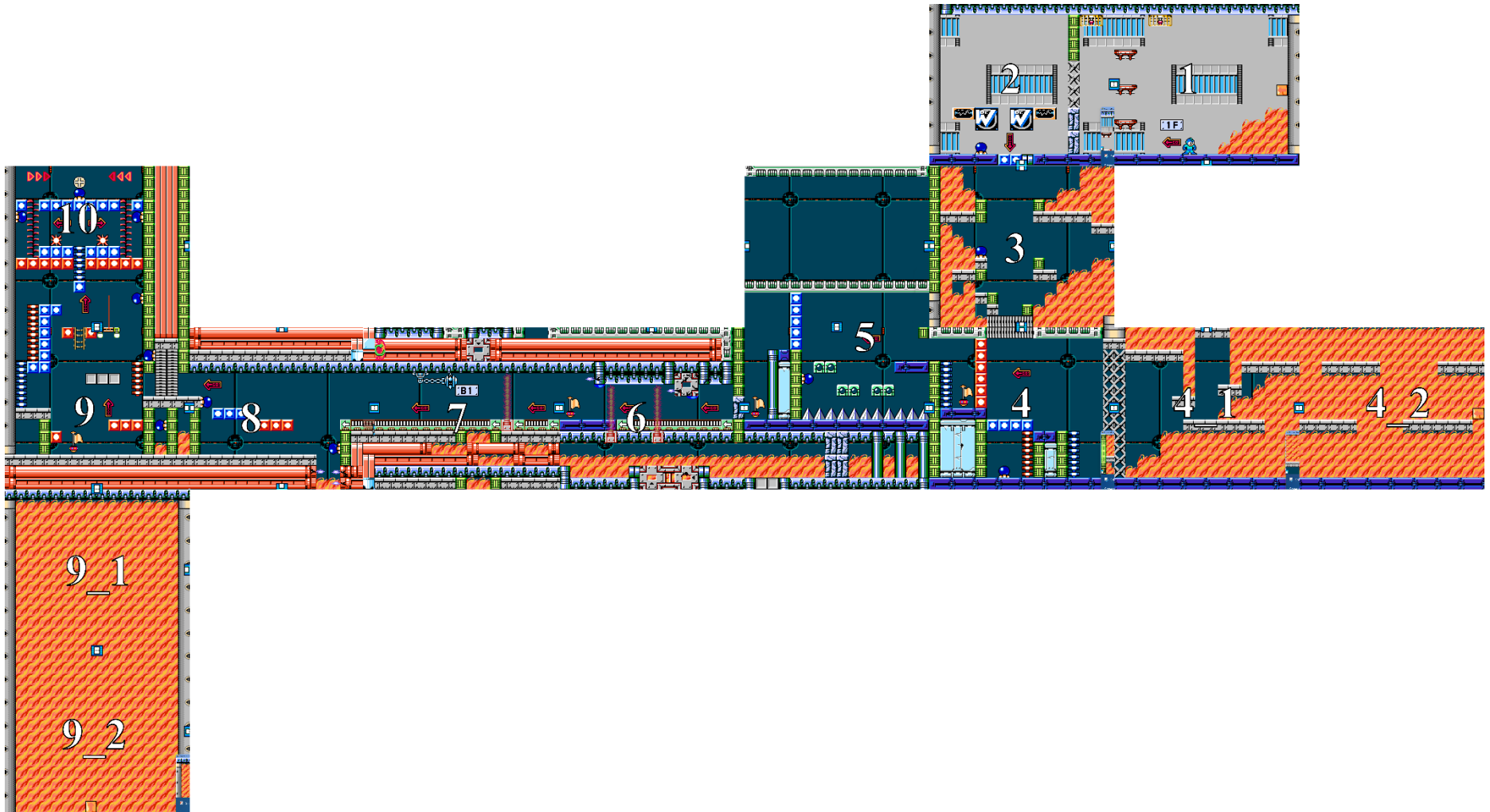


Fig. 1 Full Map of Escape

Note: Extension's (Room: 4_1, 4_2, 9_1, 9_2) are made to give more time before the arrival of the wall of fire

Mechanics

A: Escape Firewall (Enrage Mechanic)

Note: Firewall exist and is always chasing the player this level so it will only be introduced as a cadence in Zone 1

B: Shoot switch

C: Falling

D: Jump

E: Falling Blocks

F: Shoot Breakable Blocks

G: Momentum Control

H: Timing to cross danger

I: Slide

A': Vertical Fire Wall

B': Timing shot travel to switch with moving

B'': Shooting switch through walls

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

**: Asterisks is used when a zone is optional*

[]: Square brackets are used when a mechanic is carried forward (e.g Fire Wall)

Zone Cadence

Zone	Screen	Cadence	Intensity
1	1	A	2
2	2	[A] B	1
3*	3	[A] B + C	4
4	4	[A] B''	5
5	5	[A] B' + D + E	7
6	6	[A] F	2
7	6	[A] G + H	4
8	6	[A] G + H	5
9	7	[A] G + H	5
10	7	[A] G + H	5
11	8	[A] D	6
12	8	[A] D	6
13	8	[A] B'	7
14	9	[A] B'' + D	2
15	9	[A] B' + B'' + D	4
16	9	[A] B	5
17	10	A' + B''	6
18	10	[A'] D	8
19	10	[A'] B + I	10
20	10	[A'] B	4

Screen Cadence

Screen 1: A

Screen 2: [A] B

Screen 3*: [A] B + C

Screen 4: [A] B''

Screen 5: [A] B' + D + E

Screen 6: [A] F, G + H, G + H

Screen 7: [A] G + H, G + H

Screen 8: [A] D, D, B'

Screen 9: A' + B'' + D, [A'] B' + B'' + D, B

Screen 10: [A'] B'', D, B + I, B

Note: Cadence seems repetitive but due to the nature of puzzles and added pressure of a incoming firewall, mechanics kept at its basics wherever possible with a difference of placement

Intensity Chart

