

This is How You Do It Infiltration (Level 1)

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Infiltration Map

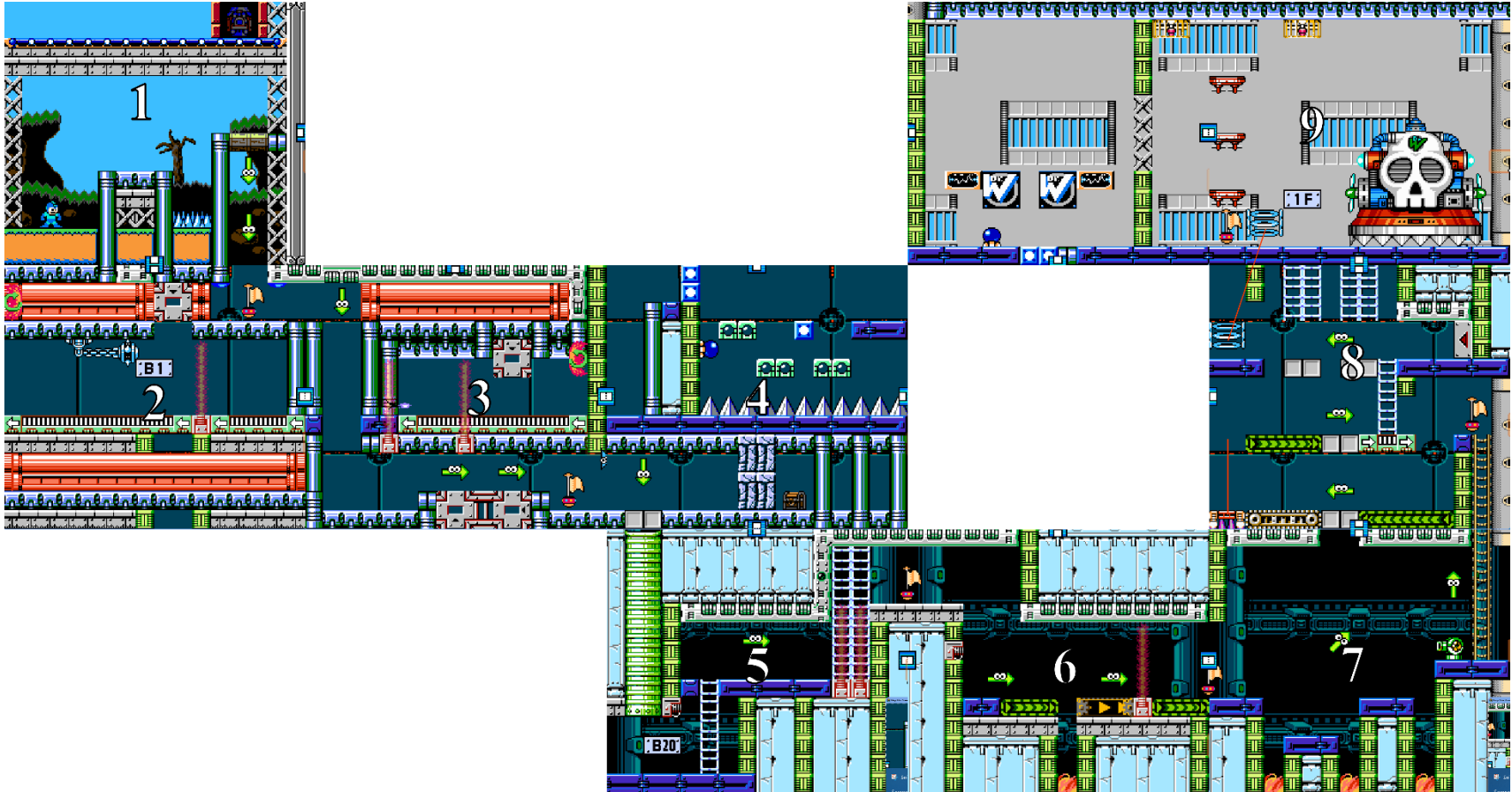


Fig. 1 Full Map of Infiltration

Note: Room 2 is not really used for gameplay rather just used for foreshadowing a room in a later level



Fig. 2 Full Map of Infiltration Highlighted

Red: Foreshadowed areas for level 2

Green: Gameplay path

This design was also meant to show a path where megaman is infiltrating from the ceiling and into the pipe system

Mechanics

A: Jumping

B: Timing a run to get across

C: Ladder Hopping

D: Momentum Control at medium speed

E: Shooting

F: Hidden Treasure

G: Fast fall with Ceiling Fan

A': Jumping over danger

B': Timing a climb

B'': Timing a fall

B''': Timing a Moving Platform

B''': Timing a jump

D': Momentum Control with low speed

D'': Momentum Control with high speed

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

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

Zone Cadence

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

Screen Cadence

Screen 1: A, A'

Screen 3: B

Screen 4*: B, G

Screen 5: B', B' + C

Screen 6: B'', A + D, B + D'

Screen 7: A', A' + E, A'

Screen 8: B + D, B''' + D'', B + D, B'''' , B'''' (+ C), B'''' (+ C)

Screen 9: A' + E + G

Intensity Chart

