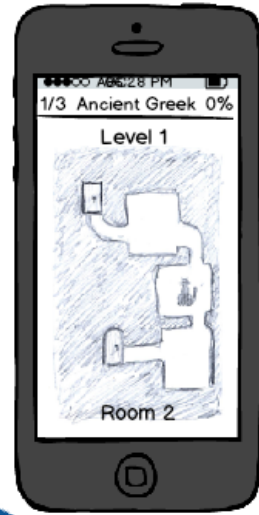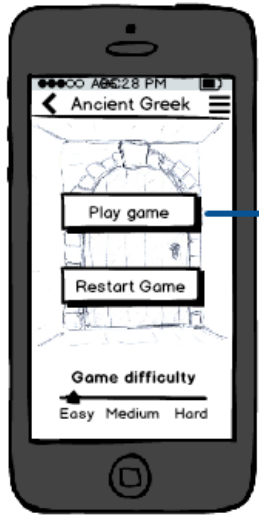# Nichimoto Sorcerer's Cat Level Flow

Game structure and level progression

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Nichimoto Sorcerer's Cat Level Flow

If the user clicks **Play game**, they shall enter the game at the point they last played, for the current language. Level progression is stored separately for each language.

The **Restart Game** button is visible only if the user is on **Level 2** or higher. If the user clicks **Restart game**, they shall enter the game at the start of the first **Level**, with **Time Bar** rate reset to default, and all **Reward Graphics** shall be hidden.

The current **Language** settings shall however be remembered - the user will stay on the current character set.

The **Level Map** shall be replaced by the **Room Screen** after 3 seconds, or as soon as the user clicks the screen.

Player clears Room 1.

The **Level Map** shall be replaced by the **Room Screen** after 3 seconds, or as soon as the user clicks the screen.

Player clears Room 2.

The **Level Map** shall be replaced by the **Room Screen** after 3 seconds, or as soon as the user clicks the screen.

Player clears Room 3, which is last room of this level.

Player wins **End of Level Game** to open **Door**.

End of level **Reward Graphic** is revealed! Player clicks to continue.
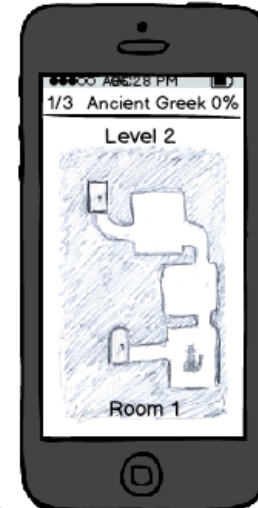
Player starts Level 2.

Each **Level** comprises between 3 and 9 **Rooms**.

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End of Level Game

The player must complete the **End of Level** game in order
to open the **Door** to progress to the next level.

If the **Time Bar** reaches 0, the user will restart
this game with all **Locks** locked, and with new
symbols to match.

To unlock a **Lock**, the user
must click all **Player Choice**
symbols that match the **Item
to Learn** shown by the **Lock**.

There are between 1 and 3 locks for
each **Door**.
Each lock must be unlocked
separately.

If this was the last **Lock** on the **Door**, the **Door** is unlocked and the
user has won the **End of Level Game**.

If this was not the last **Lock** on the **Door**:
· the **Time Bar** is reset to 100%,
· a new **Item to Learn** appears by the next **Lock**, and
· the **Player Choice** symbols are replaced with a new set, and
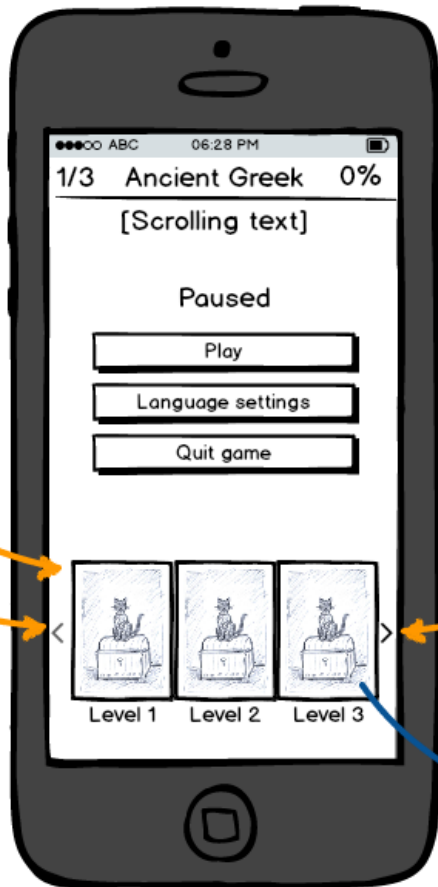· the **Time Bar** will go down faster.

If the user clicks a matching
symbol, it shall turn green.

If all matching symbols are
green before the **Time Bar**
reaches 0, the **Lock** is unlocked.

Clicking symbols does not
affect the **Time Bar**.

If the user clicks an incorrect
symbol, it shall turn red.

Pause Screen

1/3   Ancient Greek   0%

[Scrolling text]

Paused

| Play |
| Language settings |
| Quit game |

Level 1   Level 2   Level 3

Thumbnails of the **Reward Graphics** for completed levels are displayed on the **Pause Screen**.

If the user clicks the **Left Arrow** or **swipes right**, the thumbnails shall scroll to the right.

The **Left Arrow** shall be disabled if the first thumbnail is visible.

If the user clicks the **Close** button, the **Reward Graphic** shall close.

If the user clicks the **Right Arrow** or **swipes left**, the thumbnails shall scroll to the left.

The **Right Arrow** shall be disabled if the last thumbnail is visible.

If the user clicks a **Reward Graphic**, the **Reward Graphic** shall be displayed full size over the **Pause** screen.
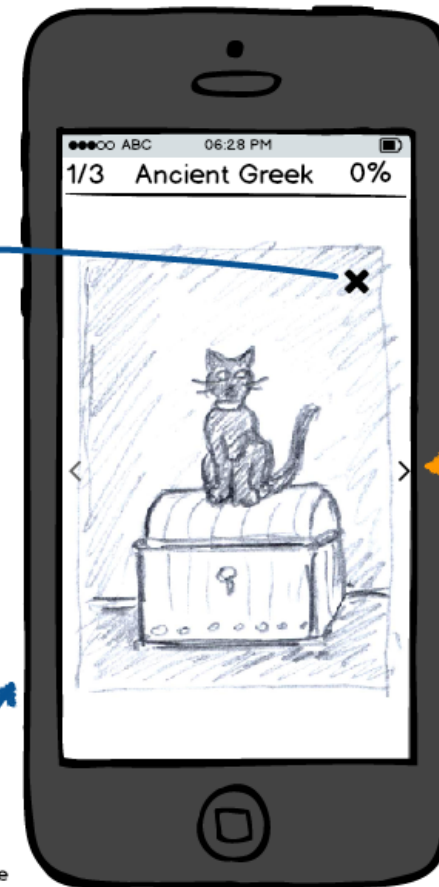
The user can scroll or swipe through the **Reward Graphics** in the same way as the thumbnails.

●●○○ ABC   06:28 PM   ▉

1/3   Ancient Greek   0%

✕

Jewel Types

Basic

⭐ The user picks up all jewels to clear the room, the jewel has no special properties.

Jump

⭐ When the player picks up this jewel, all remaining jewels in the room move to new positions.

The jewels may appear on any empty tile except the current tile and any of its neighbours.

The graphics for the different types of **Jewel** must be different in shape as well as colour so that they are easily identified by people with poor colour vision.

They will also need to show up well against both the **Room Tiles** and the **Collar**.

Anti-jewels

💎 The room starts with eight jewels and eight anti-jewels. The user must pick up eight jewels of the same type.

A jewel of one type will cancel out a jewel of the other type:

When the user picks up a jewel, the most recently collected jewel of the other colour will be returned to a random **Room tile**.

Anti-jewels should not appear in the same **Room** with **Jump Jewels**.
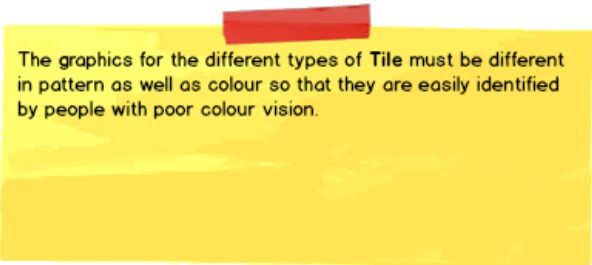
Tile Types

Basic

The basic empty tile which symbols can appear on.

Teleport

When the cat moves onto a **Teleport Tile**, it will instantly move to a random, empty tile - one that does not have any **Jewel** or symbol on it.

The graphics for the different types of **Tile** must be different in pattern as well as colour so that they are easily identified by people with poor colour vision.

Winning and Losing

Lose Room

If the **Time Bar** reaches 0 in a **Room**, the user shall restart that **Room**.

They will not suffer any other penalty.

Lose End of Level Game

If the **Time Bar** reaches 0 in the **End of Level Game**, the user shall restart that game, but again they will not suffer any other penalty, and they will not have to replay any **Rooms** from that **Level**.

Win Last Level

If the user wins the **End of Level Game** to complete the last **Level**:

- The game shall effectively restart with **Level 1**, and the user shall play all **Levels** in order.
- All **Reward Graphics** shall remain visible on the **Pause Screen**.
- The **Time Bar** shall go down faster. However the **Game Difficulty** is not increased. The **Time Bar** rate shall increase by a relatively small amount, leaving room at all **Game Difficulty** settings for the user to complete the levels and go round again.