

LDD LEVEL 4 (Botanical Gardens Montreal)

Level 4 (Botanical Garden) - **Alysia (5 Puzzles)**

- Future time period unlocks (level 2 plants)
- Test player knowledge of time-based hazards, mushroom plant, and decomposition liquids

Time Periods / Seasons

Summer (Past) → Summer (Present) → Winter (Future)

To show the difference effectively on having (Future) not only with puzzles but visually as well with it being the only different season to help the players understand the mechanic.

Puzzle 1

Chasm & DL & Future Time-Jump

Introduction to (Future)Time-Jump:

Chasm hazard which doesn't have a plant-able surface. The player needs to go into the **Summer(Past)** and pour decom liquid onto a plant that is blocking a waterfall from pouring water down into the chasm. Then in the **Summer(Present)** the plant is out of the way, a small waterfall has formed filling water up into the chasm. The player then needs to do the new future time-jump to the **Winter(Future)** to turn that water into ice to be able to walk across it.

Notes on this puzzle: If the player uses decom liquid on the plant in the present the plant would be destroyed. Moving to the past makes the plant respawn. And moving to the future winter the waterfall got frozen so couldn't start filling the chasm. It pretty much forces the player to start this puzzle in the past to really show the new future time-jump mechanic.

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Puzzle 2

Fire & Lvl1 Plant & Future Time-Jump

Fire hazard. Fire is only in the present. which has a plant-able surface is blocking the way to proceed. To then plant something further to get across the players can decide to extinguish the fire with water or Time-Jump to the **Winter(Future)** the fire went out from the cold/snow or time jump to the past where the fire hasn't started yet.

Notes on this puzzle: right beside the fire there is a plant-able surface. Then which has a level 1 platform plant. Which means if the player decides to just time-jump to winter to get away from the fire the plant platform puzzle wont work. They need to figure out to extinguish the fire in the present to permanently get rid of it. If the player goes to the past to get away from the fire the platform puzzle still wont work because if they plant something and move forward to the present for the plant to grow a platform the plant will catch on fire and not be useable even if you extinguish it with water.

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Puzzle 3

DL(past) Fire(Present) & Lvl2 Plant & Future Time-Jump

Overgrowth Hazard Needs to be stopped in the past. If not in the present the plants over grow AND catch fire. If the player only puts out the fire in the present it will still catch fire if they go back to the past and NOT use the DL on the overgrowth. Alternatively, if the player goes straight to the past and uses the DL on the overgrowth, they do not need to do anything to the fire in the present since it won't be there anymore. (Fire was caused by the overgrowth of the plants kind of like a forest fire)

Introduction to Level 2 Plant: Now that the fire is out, and the overgrowth is gone. Just like in Puzzle 2 there is a plant-able surface available. This time requires a level 2 plant to get across. Player needs to plant the seed in the past and Time-Jump to the Future for it to be tall enough to get across.

Notes on this puzzle: By using the Overgrowth and fire in the same puzzle on the same object it forces the player to go to the past to then learn the level 2 plant. This puzzle is pretty much a repeat of the puzzle before it but with slightly more steps.

End of Chinese Gardens. Last 2 Puzzles in the Greenhouse

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COOP Puzzle to get into Greenhouse (*Extra*)

To bring back the coop puzzle from level 2 to make it feel more like the same game and it's a great idea.

“Co-op Puzzles:

Lever and Gate Encounter:

To enter the ~~museum-exposition~~ Greenhouse room, a lever must be held to keep the gate open. Only one player can pass through the doorway. A small window/gap can be found on top of the doorway. A gate release can be found at a higher ground. The player on the right side can simply plant the seed/shoot the water. The player on the left side of the door will need to precisely aim a shoot through the gap. Players will then need to time travel for the plant to grow. The player on the right side can now access the higher ground and press the gate release.” –copied from level 2 LDD

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Puzzle 4

Cave in & Lvl2 Mushroom & Future Time-Jump

Introduction to Lvl2 Mushroom:

Cave-in / Blockage Hazard is in all Time periods except its halfway crumbled in only the Future. The player needs to plant a mushroom in the present or past to jump across the hazard in the future. If the players plant the mushroom in the past and try to jump across in the present this will not work because the blockage is still too high to be able to jump across.

Notes on this puzzle: the blockage would still be too high for a level 2 plant, so it forces the player to use a mushroom. The player needs to get to higher ground in the greenhouse to then jump down onto the mushroom to be able to pass this puzzle/blockage