

# **Pituicat – Beat Chart**

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**Level:** The Sewer 1

**Name:** The Sewer – This is (not) the end

**Story:** Pituicat awakens in a dark corner of the sewers

**Progression:** Player taught basic movement, combat and collecting powerups

**Est. play time:** 15 min.

**Color map:** brownish tones (eww!), red (bricks, pipes), yellow (lights), blue (pipes)

**Enemies:** Woodlice, Goldfish

**Mechanics:** Wall jump

**Hazards:**cracky platform

**Power-ups:** Peptide, Oily Emulsion

**Abilities:**

**Economy:**

**Bonus Material:**

**Music track:** TBD

**Level:** The Sewer 2

**Name:** The Sewer – Fish and Chips

**Story:** Pituicat crosses the sewer, encounters first rat scouts

**Progression:** Player crosses first level and collects first powerups and solves first puzzles

**Est. play time:** 15 min.

**Color map:** brownish tones (eww!), red (bricks, pipes), yellow (lights), blue (pipes), yellowish blue (water?)

**Enemies:** Woodlice, Goldfish, Rat scout

**Mechanics:** Wall jump

**Hazards:**cracky platform, fish