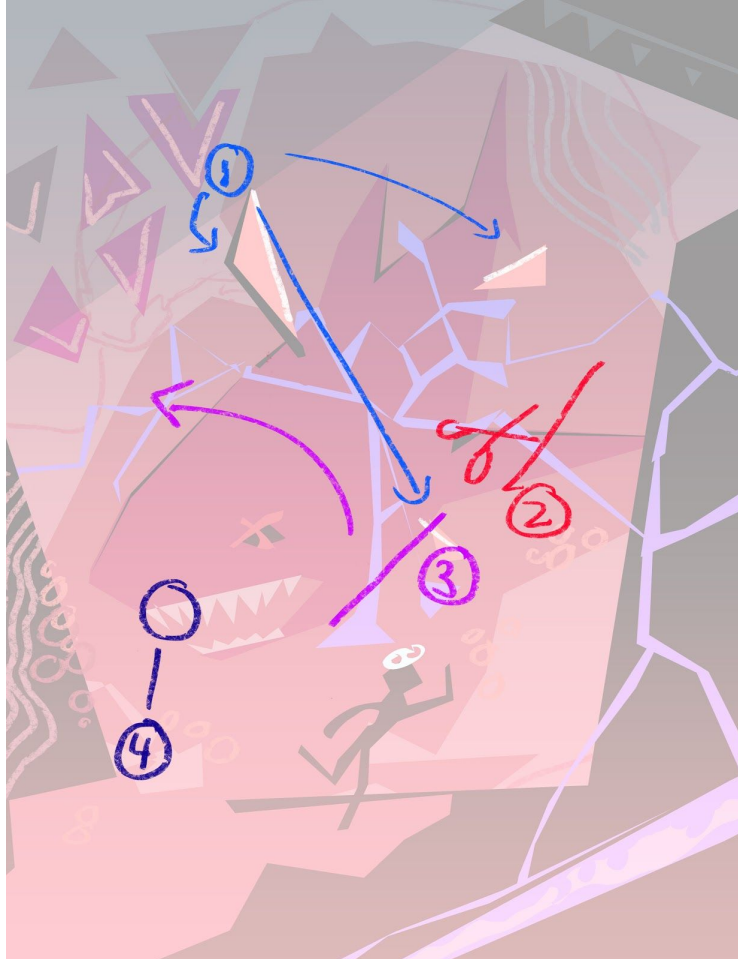


Shark Corridor Level Design





1. The player and Adam enter the Shark cavern after hearing the Shark crying a sad song. He begs them to go “scratch his back” because something is bothering him on his back. The player finds that there are a few (6?) shards on his back, and must remove them. The Shark is more relaxed now - instead of nonstop singing/chomping. But the shark is not completely comfortable as there is something bothering him underneath him. After this is completed, Adam alerts the player that there is something underneath the Shark.
2. One of the shards is strong enough to break the items tying down. Shards that are not strong enough will dissolve when the player tries to cut the veins around the shark. After the Shark is freed, he rolls onto his back and wiggles like a pig in mud to relief himself from his wounds.
3. Underneath him is a high tech box with a triangle keyhole. The player has to find something to open it. Aligning the walls of the cavern are many pyramidal puzzle pieces. The player has to find the right one that fits into the keyhole. At this time, the Shark initiates a conversation with the player.
4. After Adam converses with the Shark for a few lines, they discover that they have some common interests despite their differences in size. The Shark is now completely relaxed. The player could now pull one of his teeth to use to open the box with the key.