

Maximo: Ghosts to Glory Beat Chart Example

Scott Rogers (2010) *Level Up! The Guide to Great Video Game Design*
John Wiley & Sons Ltd. USA.

Level: World 1-1

Name: Grave Danger (Boneyard)

TOD: Night

Story: Maximo enters the graveyard, fighting his way through undead creatures that bar his way

Progression: Player taught basic movement, combat and defensive moves. Player learns how to collect and map abilities

Est. play time: 15 min

Color map: Green (trees), brown (trees/rock), purples (tombstones)

Enemies: Skeleton (basic), sword skeleton (red), skeleton (axe), ghost, zombie (basic), wooden coffin, chest mimic

Mechanics: Holy ground, breakable tombstone, breakable torch, breakable crypt lid, breakable rocks, Achille key statue, key lock, opening gate (door), opening gate (cave), prize wheel, treasure chest, locked chest, hidden chest, end plinth

Hazards: Unholy ground, Achille statue, fall-away ground, skull tower, breakaway bridge, deep water, lava pit

Power-ups: Koin, koin bag, diamond, death koin, spirit, life up, flametongue, shield recharge, sword recharge, half health, full health, iron key, gold key, armor up

Abilities: Second strike, mighty blow, magic bolt, doomstrike, foot cheese

Economy: 200 koins, 2 death koins

Bonus materials: N/A

Music track: Graveyard 1

Level: World 1-2

Name: Dead Heat (Boneyard)

TOD: Night

Story: Achille's drill has cracked open the earth, causing lava pits to open up throughout the graveyard

Progression: Player masters hazardous jumps and more intense combat

Est. play time: 15 min

Color map: Red (lava), brown (trees/rock), purples (tombstones)

Enemies: Skeleton (basic), skeleton (axe), sword skeleton (red), sword skeleton (blue), skeleton (guardian), zombie (basic), raven, ghost

Mechanics: Holy ground, breakable tombstone, breakable torch, breakable crypt lid, key statue, key lock, opening gate (door), enemy coffin, floating platform, prize wheel, treasure chest, locked chest, hidden chest, end plinth

Hazards: Unholy ground, swinging gate, skull tower, flame jet, lava pit

Power-ups: Koin, koin bag, diamond, death koin, spirit, life up, flametongue, shield recharge, sword recharge, half health, full health, gold key, armor up

Abilities: Second strike, mighty blow, magic bolt, doomstrike, throw shield

Economy: 200 koins, 1 death koin

Bonus materials: N/A

Music track: Graveyard 2