

Endgame preview segment

Short gameplay segment during the Prologue in which player has access to high-level tools and perks to escape Atlantis

Intention : give a taste of what endgame is like to motivate player to play the game until he reaches that progress level

Player interest : learn how to move around and interact + enjoy endgame tools and perks early in the game + get introduced to the story properly

Ref(s) : *Dreamdale*

- Must not exceed 5 min of gameplay
- Player starts in the East sector of Atlantis from the tower gate and flees to the eastern port
- Features very easy obstacles like jumps and small enemies to fight through
- No terraformables to remove on the path, we want to introduce that feature in 01.01
- Finish by reaching a boat in the port