

Winter Square



Focus:

1. Intro to “washing” snow
2. Addition of zamboni that re-adds snow “dirt”



Lighthouse Beach

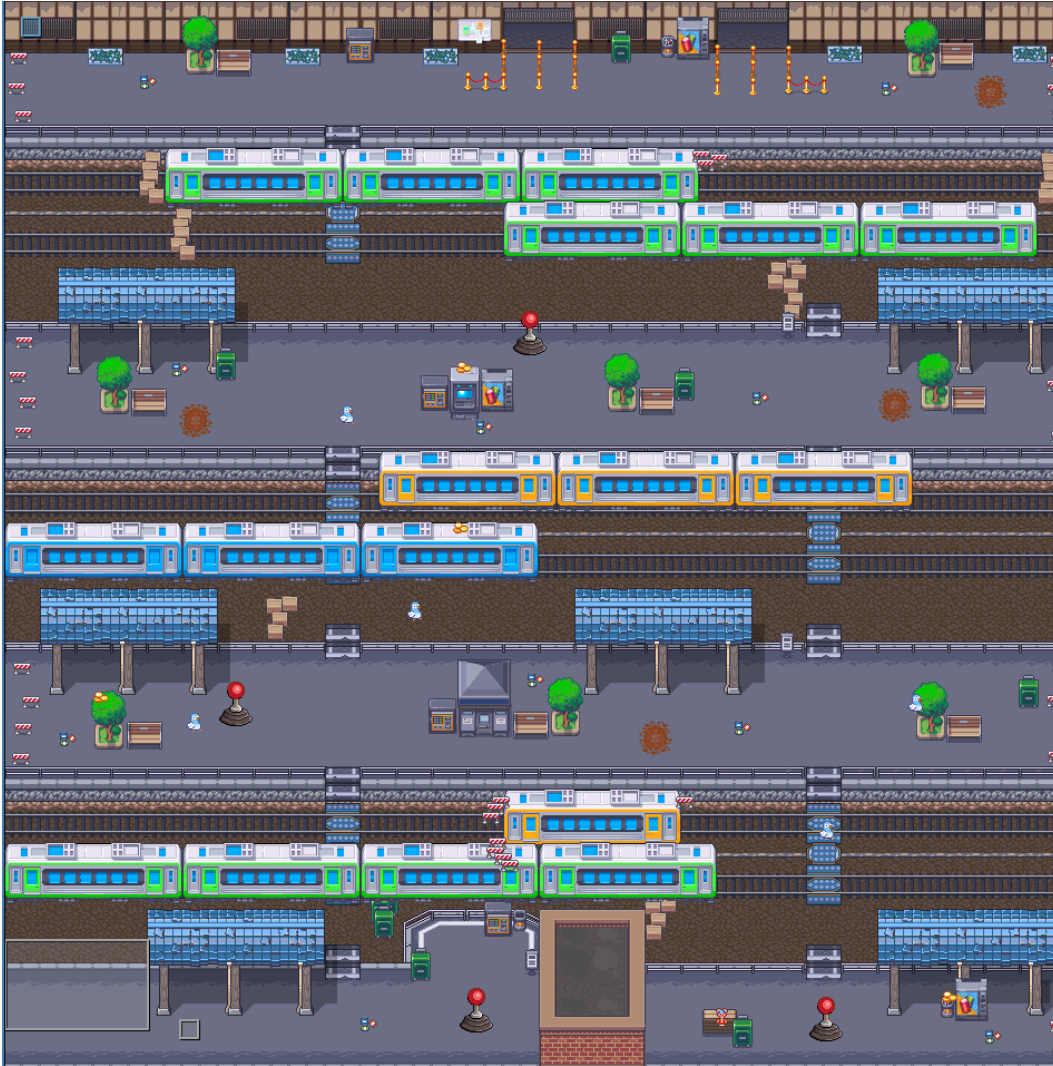


Focus:

1. Relaxing beach visit
2. Early intro to jumping fish mechanic and proximity birds combo



Central Station

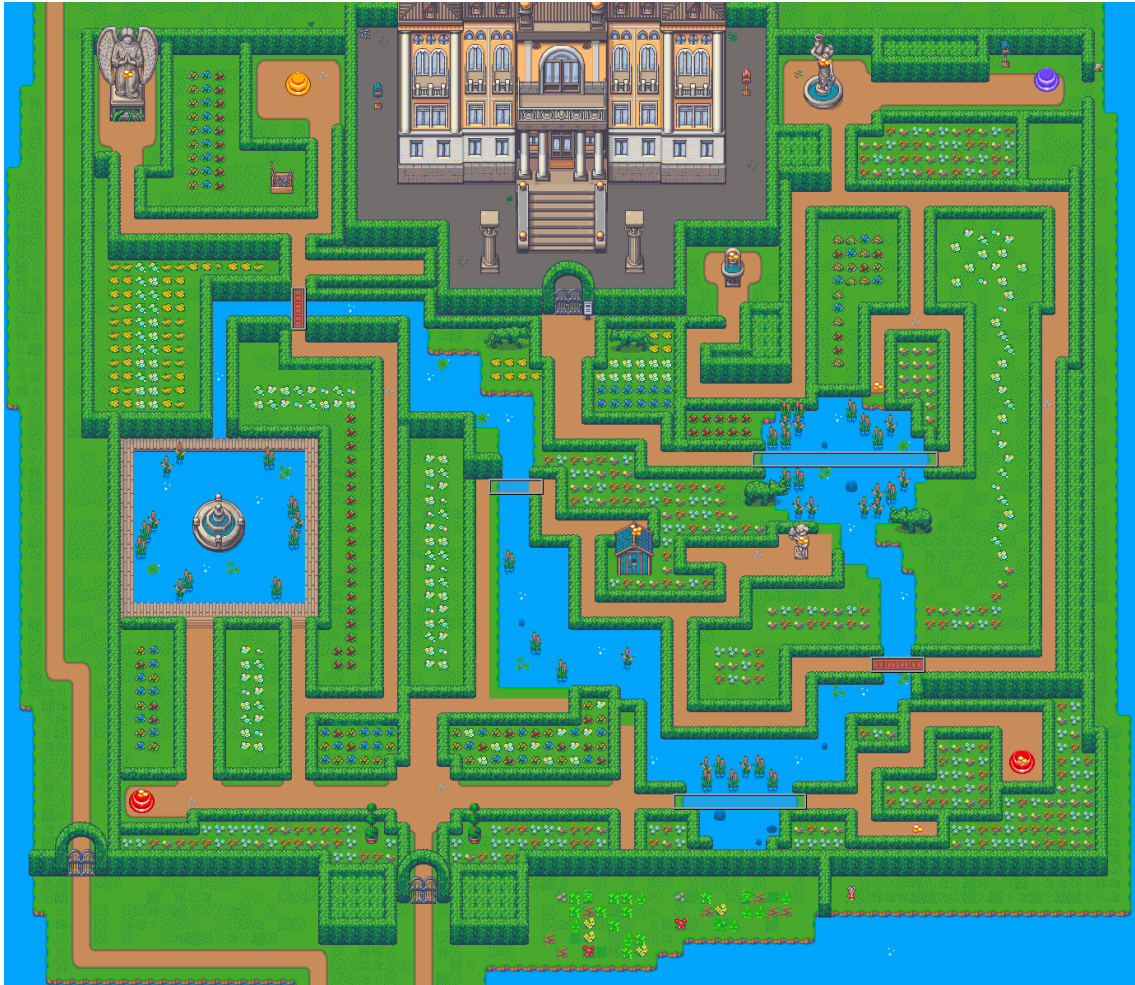


Focus:

1. Large sliding train puzzle
2. Lots of hidden money requiring use of the train switches to move trains
3. Big trains to wish with lots of little wash details
4. First implementation of litter feature (objects that disappear when washed vs washing static objects)



Mansion Front



Focus:

1. Large late stage maze-like map
2. Switch-based puzzles
3. Small clustered satisfying things to wash
4. Lots of hidden money / rewards



Mansion Back



Focus:

1. Large late stage exploration map
2. Bring together a mix of themes and mechanics from many previous level types (fish, birds, conveyor belts, card matching, tar dirt, arcades, concerts, etc.)



Spooky Carnival



Focus:

1. Halloween theme
2. Lots of interactive pieces such
 - Wack-A-Lantern
 - Cauldron Carousel
 - Dirt zombies
3. Rows of tiny satisfying washable objects in a row

