Puzzle - Part 1 - Bucket Puzzle

Problem

Bukit needs a bucket from a mess of buckets strung about above his tree. Cynthia needs to help him untangle the mess in order to get him the specific bucket he needs.

Solution

The player must untangle 10 sets of bucket strings, which take place in the form of 10 levels of an "untangle the string" mini-game.

Art

- Bucked and String themed UI
- Nodes
- String (two colors)
- Reset button

Functionality

- Total of 10 mini-game levels
- On a given level
  - Place a number of nodes
  - Line that attaches one node to another node
    - Lines that do not cross other lines are represented in one color/texture
    - Lines that cross other lines are represented in another color/texture
  - Moving a node around adjusts the line position associated with it, stretching, contracting, and angling as appropriate
  - Line can rotate around the node
  - Set the "start state" of a mini-game level
  - Player ability to reset or "return to default"
  - Success "call out" for each level
- Keep track of
  - Which level of the mini game precedes and which follows the others
  - Ability to trigger dialogue off at least 1 of those levels (7)
  - How many moves the player has made
  - Which level out of max level the player is on (e.g. 1 of 10, 2 of 10)
  - Save state of the mini game
    - If the player leaves or stops, they can pick up where they left off
- 10-level conclusion event (e.g. reaction from Tippo and Bukit)