

| Milestone | Description  |
|-----------|--|
| 1         | Player 1 presses the button that disables the laser beam, Player 2 enters the other part of the chamber.                                       |
| 2         | Player 1 acts as the button master, changes the directions of two energy fields as required by Player 2 to travel through it and get the cube. |
| 3         | Player 1 disables the laser beam to get the cube from Player 2, place the cube on the button and exit.   |

Table 1: Milestones in Map A

| Milestone | Description  |
|-----------|--|
| 1         | Player 1 stands on the button to disable the laser beam, which allows Player 2 to jump using the jumping pads and reach the other area. Player 2 pushes the timed button to create a path for Player 1 to reach other side of the chamber. |
| 2         | Player 1 pushes the timed button to create a timed light bridge to let Player 2 into the chamber.  |
| 3         | Player 1 stands on the button to enable the energy field, Player 2 places the ball into energy field, place the cube in the deposit and exit.  |

Table 2: Milestones in Map B

| Milestone | Description   |
|-----------|---|
| 1         | Player 1 and Player 2 work together using cubes and portals to get laser to the laser pointer.                            |
| 2         | Players split, Player 1 navigates Player 2 on the other side of the chamber to get the required cube to open barrier one. |
| 3         | Player 1 navigates Player 2 to solve puzzles and get the sphere required to open the barrier two and exit.                |

Table 3: Milestones in Map C

| Milestone | Description  |
|-----------|--|
| 1         | Player 1 and Player 2 enter into seperate rooms with timer buttons which have to pressed simltaneously to release a cube.                          |
| 2         | Player 1 goes to level 3 of the map, Player 2 stays on the level 2, Player 1 opens the barriers for Player 2, both solve the maze to get the cube. |
| 3         | Both players understand where to deposit the cube, open barrier and exit.  |

Table 4: Milestones in Map D