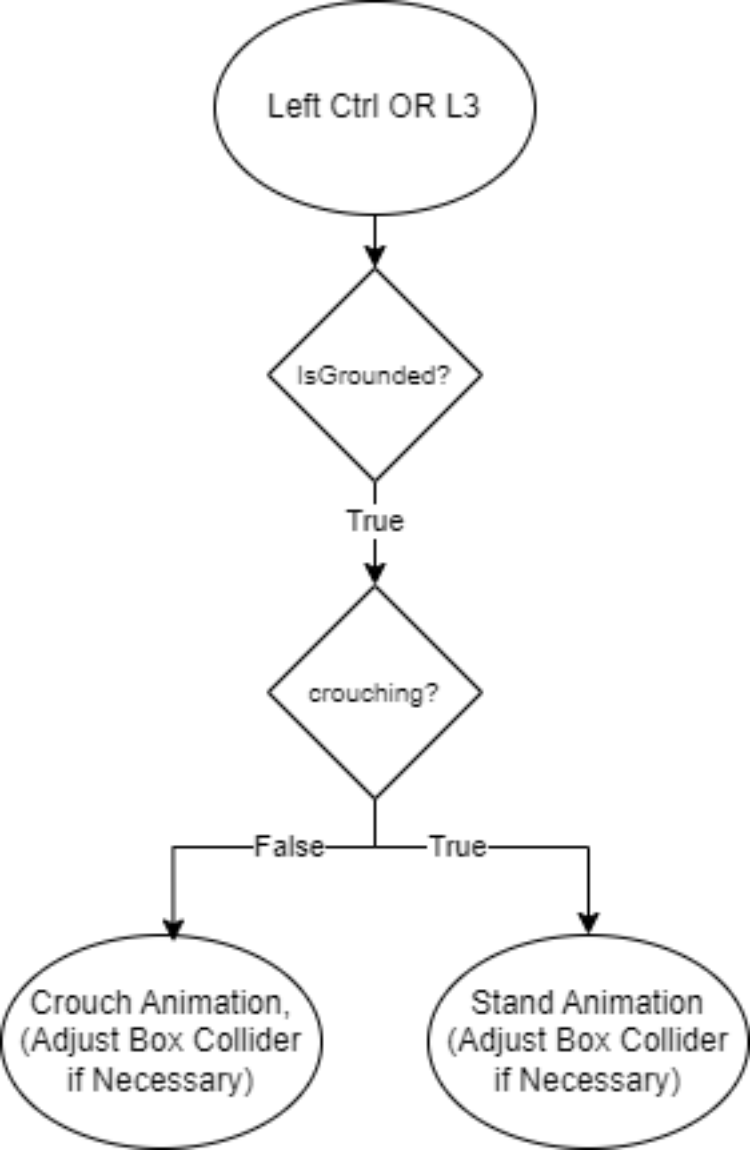


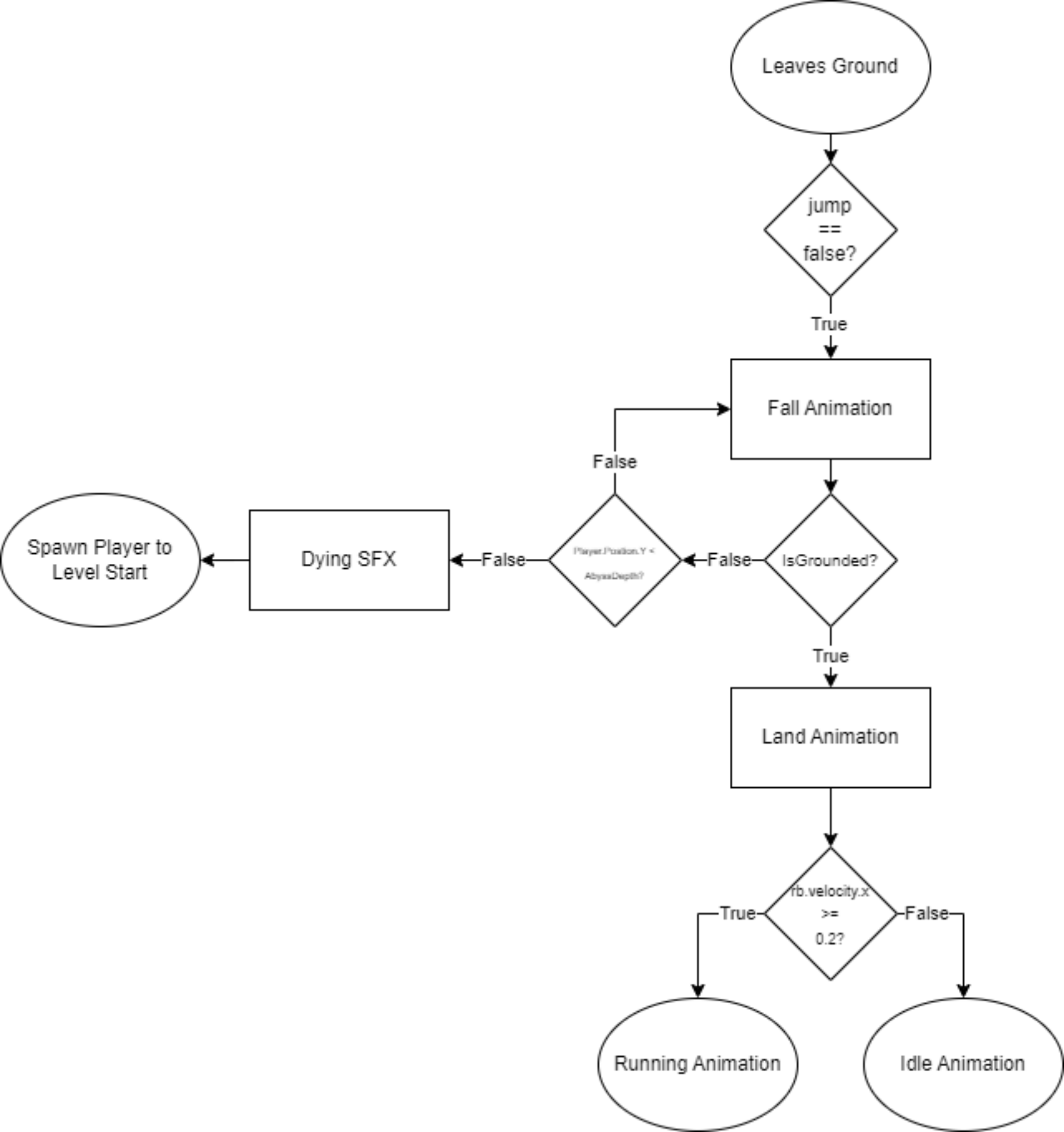
Player Collides with  
Contaminated Water

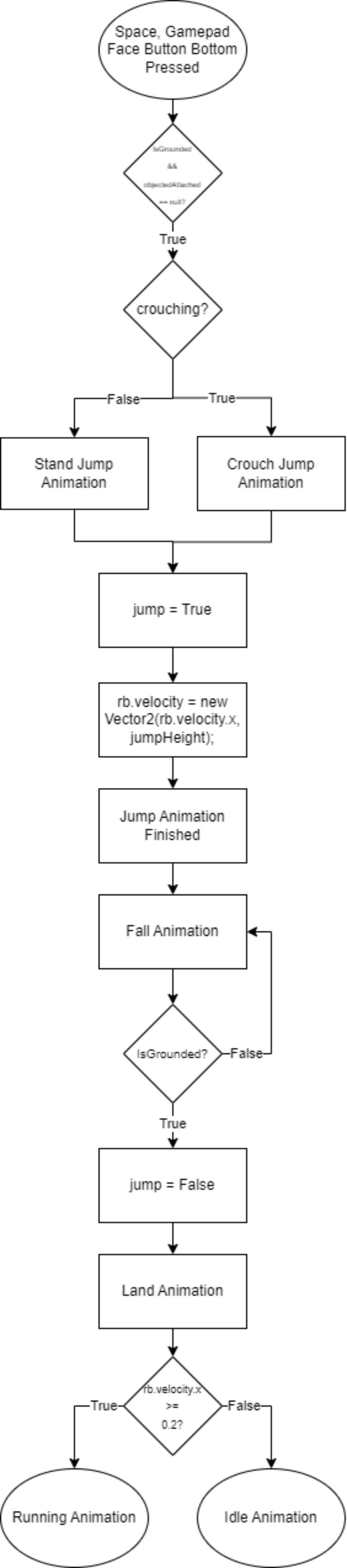
```
graph TD; A([Player Collides with Contaminated Water]) --> B[Dying SFX]; B --> C([Spawn Player to Level Start]);
```

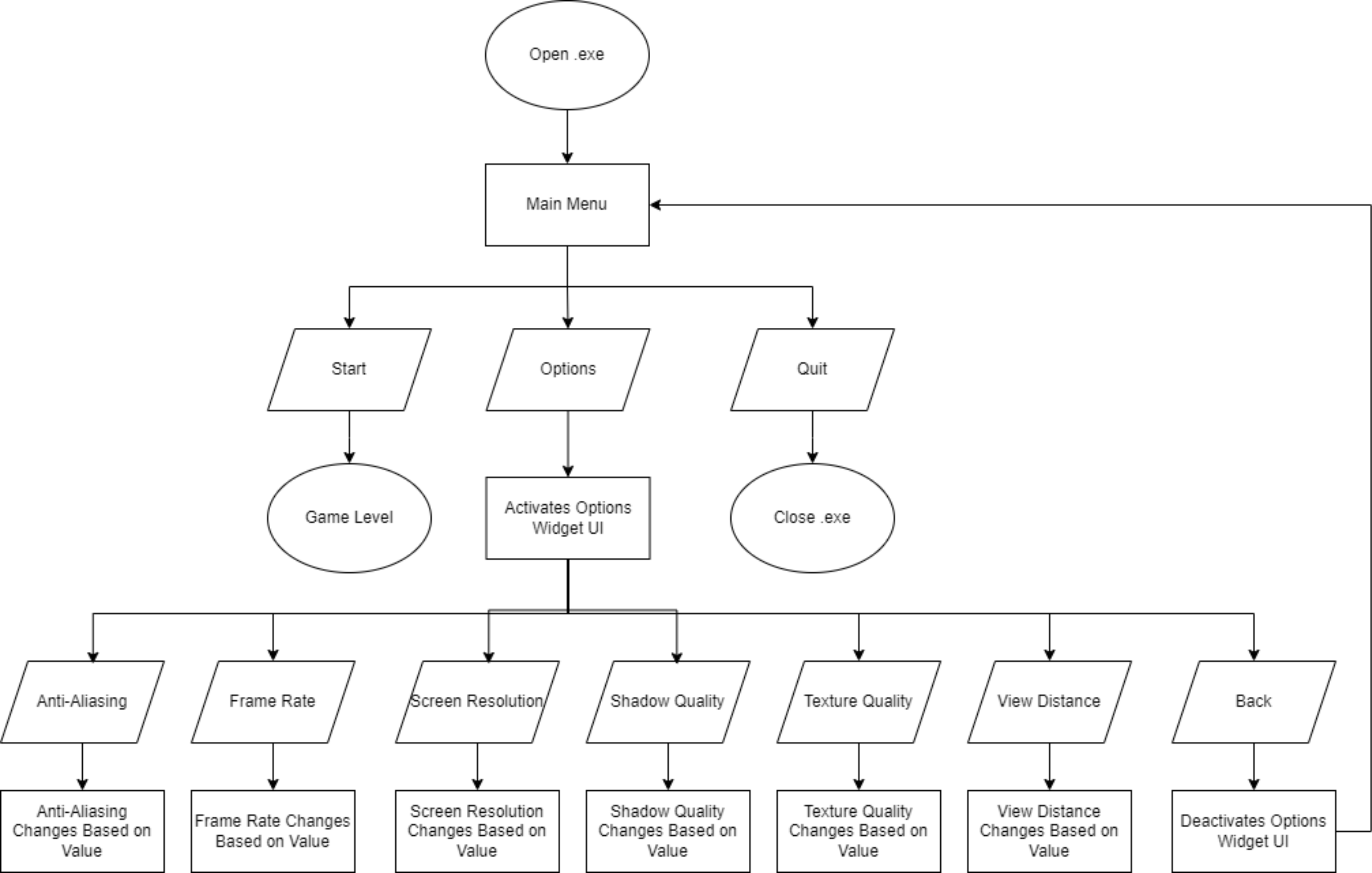
Dying SFX

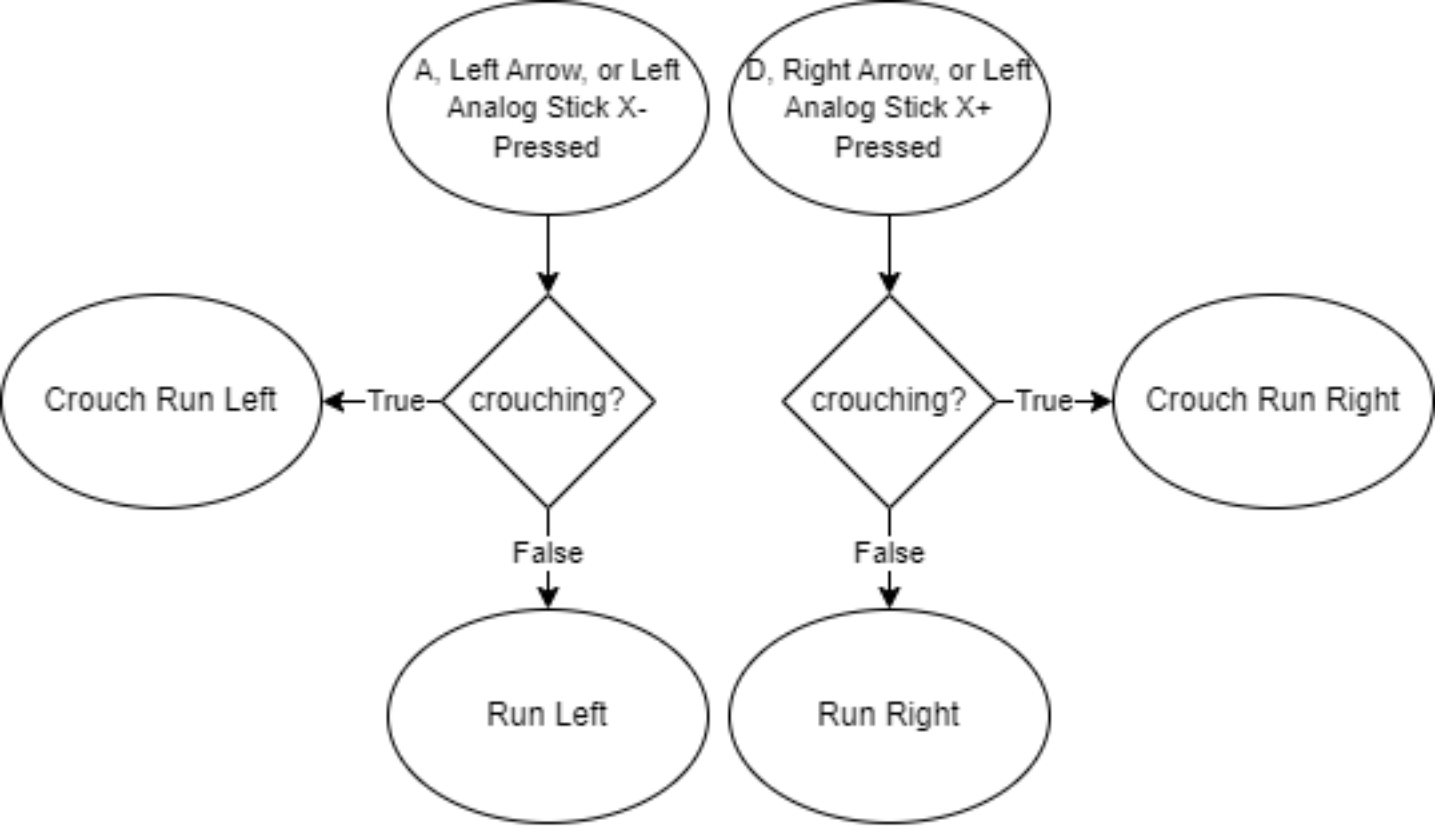
Spawn Player to  
Level Start

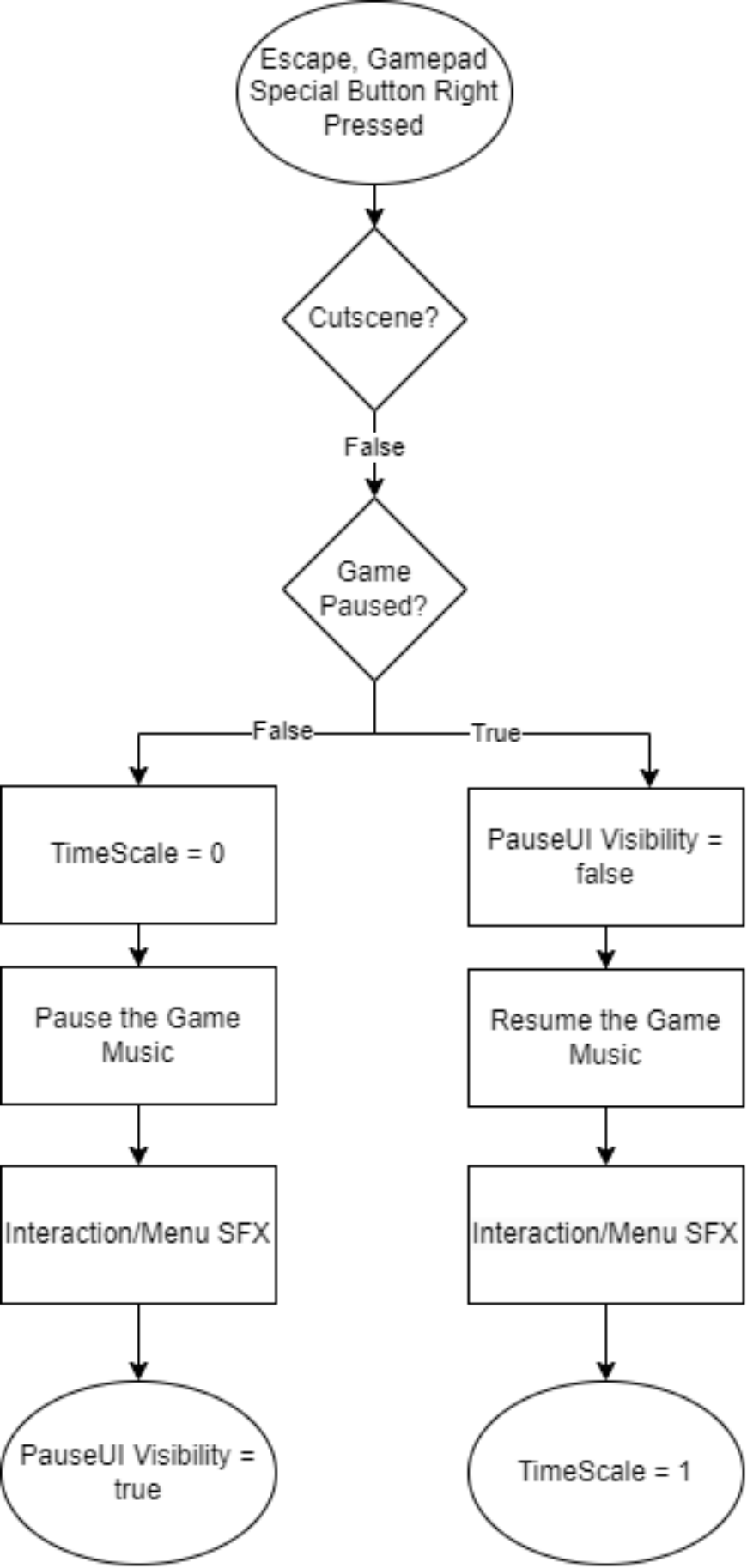


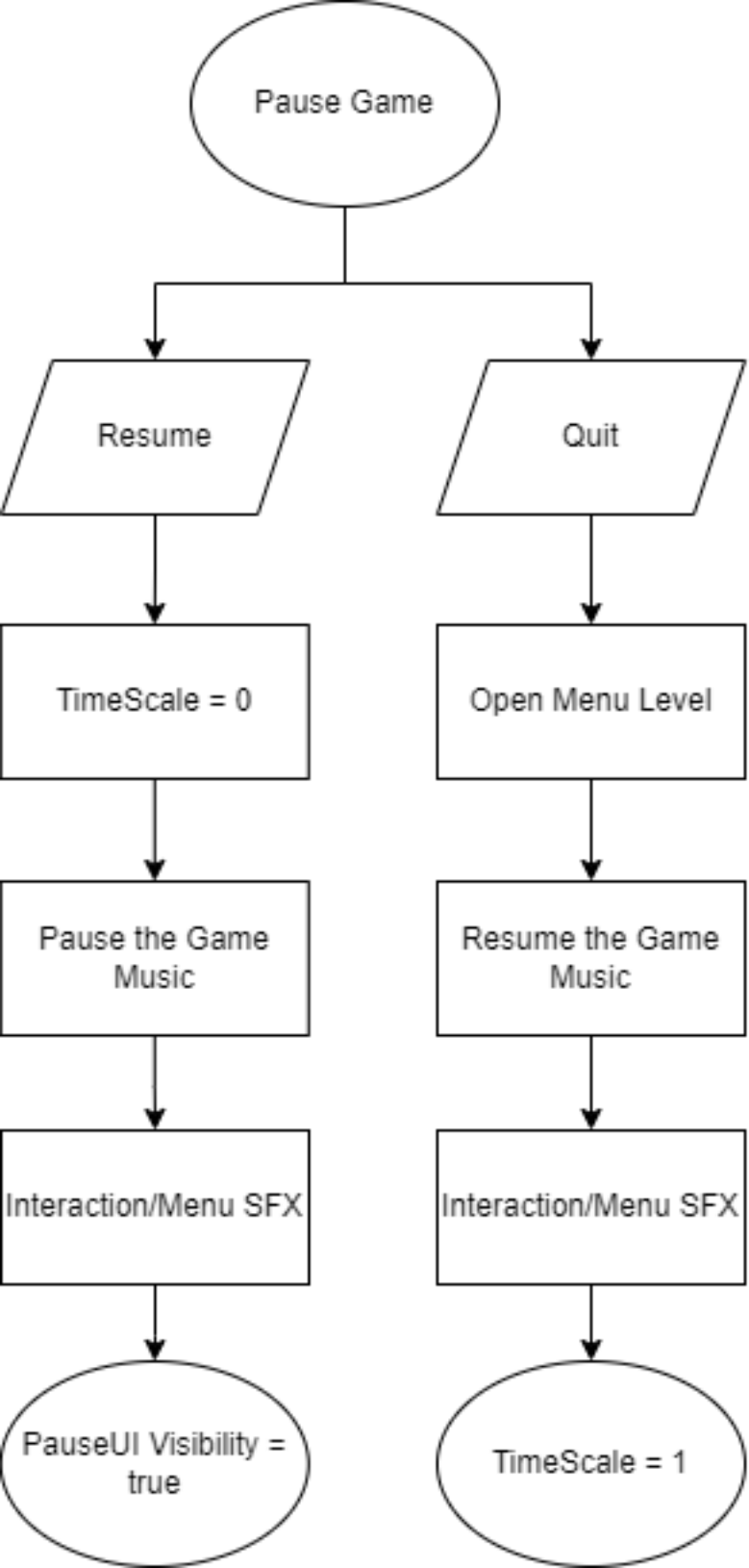




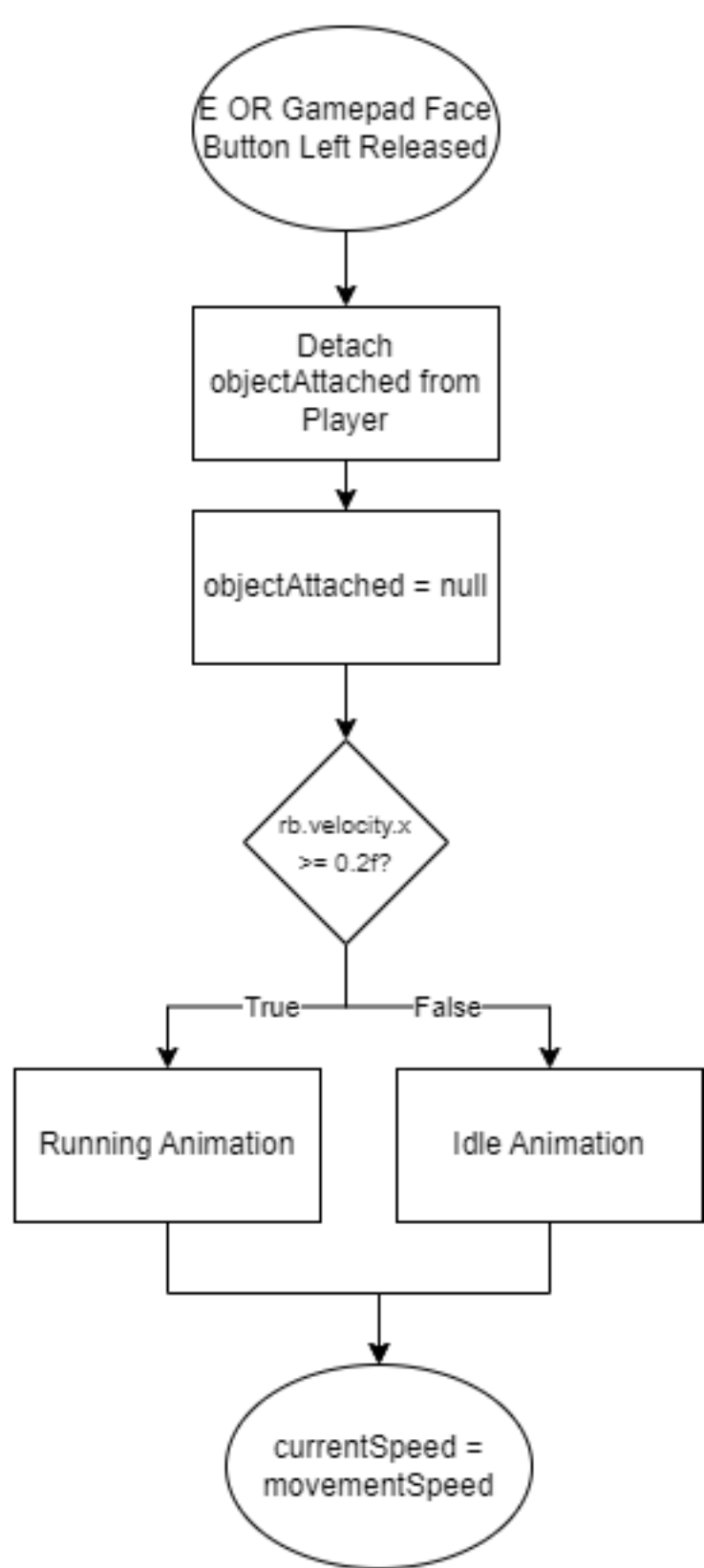
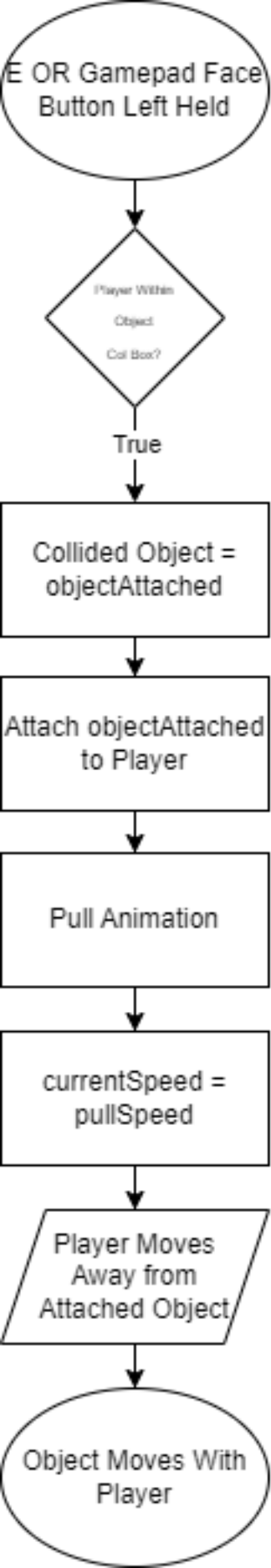












```
graph TD; A([Move into Object]) --> B[Push Animation]; B --> C([Move Object Based on Object Mass]);
```

Move into Object

Push Animation

Move Object Based  
on Object Mass

