# Biomes:

* Each new biome brings in a new ability for the player to explore
* All Biomes are open from the start and can be entered in the order the player decides to
  + - Each biome contains levels that must be completed by the player, in order
* When completing all levels a biome, the player gets the biome’s signature ability as a permanent ability, letting the player use that ability in biomes and levels where its pickup is absent.
  + - This way, the player can access new areas in already played levels
    - All levels must have synergy with all abilities, if possible
* When completing all levels a biome, the player also unlocks a “dark side”, containing a more challenging version of each level in the biome
  + - Darker levels will be unlocked after completing the given biome and will take advantage of the newly acquired ability
    - “Darker levels” contain a different/rarer collectable and no coins

# Levels:

* Each level has pickups: 10 Gold, 3 Collectables, 3 StepMaxUp, 1 Goal and different Abilities to activate
  + - Once a Pickup is taken, it never respawns in THAT level
    - StepMaxUp adds to the maximum steps the player can take in THAT level
    - Abilities are permanently activated for THAT level

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# List of effect blocks:

* + - Basic (ex. grass and wood)
      * Normal Blocks without any unique concept
    - Water
      * Must be able to swim to move into
    - Ice
      * Glides and prevents the player from stopping before the end of the block chain
    - Lava
      * Must be able to swim to move into
    - Falling
      * Are removed after a short time after the player steps on them
    - Sand
      * Costs 0 steps to walk on
    - Teleporter
      * Teleports the player to another part of the map
    - Steps Refill
      * Refill the player’s steps to its max amount
    - Stone/Moveable:
      * Can be moved to open paths or fill holes in the ground ex.
      * Stones may hide Refill blocks, Teleporters and other blocks under themselves
    - Fence:
      * Blocks the player from moving into an adjacent tile
      * Fence function:

Fences that can be lowered, so that the player can traverse them after pulling a lever (can just be moved through after getting the ability)

* + - Ladder:
      * Let the player move straight upwards
    - Stairs:
      * Moves the player up/down one height level
    - Slopes
      * The player can only move down, not up slopes
    - Weak Blocks
      * Contain a visual crack for the player to see
      * Can be crushed by using a Hammer, opening new areas on the map
      * Weak Blocks may hide Refill blocks, Teleporters and other blocks under themselves
    - Rotators
      * Blocks that “glides” the player into a certain direction (like ice)
      * Its direction can be changed by pressing a switch
    - Pushers
      * As long as the player moves in the same direction after stepping on this, it doesn’t pay any step cost for its movements
    - Elevator
      * Block that can move up/down/forwards/backwards, making the player enter and be transported
    - Step-on Elevator
      * Block that can move up/down/forwards/backwards, making the player enter and be transported
      * Only moves when stepped on
    - Roadblocks:
      * Block that can be moved up/down/forwards/backwards with a switch, resulting in the player being blocked if the block is in the way
      * Its height level can be changed by pressing a switch

# List of abilities:

* + - Swimming
      * Let the player move on water blocks
    - Fast Swimming (Flippers)
      * Let the player spend -1 less movement on water blocks
    - Swift Swimming
      * Let the player swim up waterfalls
      * Use the Q and E, the same as Ascending/Descending, so that the player cannot use them while inside a Waterfall
    - Lava Swimming
      * Let the player move on lava blocks
    - Ice Spikes
      * Let the player stop gliding on ice blocks upon button press
    - Fence Sneak
      * Let the player move through Fences
    - Grappling Hook
      * Make the player move up to 5 tiles in any 2D direction with the cost of the number of blocks traversed
      * Can move over the void (ex. from island to island or from one high point to another)
    - Hammer
      * Make the player able to crush weak tiles, to open new areas of a map
      * Weak tiles may hide Refill blocks, Teleporters and other blocks under themselves
    - Hikers Tools
      * Makes the player able to move up Slopes
    - Climbing Gear
      * Makes the player able to move up 1 block without having a ladder
      * Move to the top of the block in front, if the block can be moved onto when standing on a height-level above

Move straight UP to the top of the block, and then move into the center of the block, in the same movement “animation”

* + - Dash
      * Let the player move “through” a block, *sideways*, moving 2 spaces
    - Ascend
      * Let the player move “through” a block, *upwards*, up to 3 blocks
    - Descend
      * Let the player move “through” a block, *downwards*, up to 3 blocks
    - Control stick
      * Make rotators not work, so the player can walk over them like basic blocks