World Idea:

* Zones containing Levels are selected by the player from an Overworld Map
  + - In each zone, levels can be completed in order
    - The ability in focus will be permanently unlocked when all levels in the zone are completed
    - A “dark side” will be unlocked after completing all levels, containing a more challenging version of each level

Levels:

* Each level builds on the previous, so that new elements are discovered and built upon, going forward in the overworld zone
* Each level has 3 collectables that need to be gathered to complete the whole level
  + - The first collectable can always be reached when first playing the level
    - The next will be available when the zone has been completed
    - The last needs more than 1 ability to be reached
* Each level contains 10 coins, some more hidden than others
  + - Coins don’t respawn when gathered
* Some levels are secret and can only be accessed through finding their gateway from another level
  + - Secret levels will grant +1 steps to the player’s total, making the player reach longer when walking
* “Dark Levels” are copies of levels already played that features a more difficult challenge
  + - These levels will be unlocked after completing the given zone and will take advantage of the newly acquired ability
    - “Dark Levels” contain a different/more rare collectable and no coins
* When the player is in a “cave”, certain blocks must be removed, so that the player can see inside
  + - Make “cave” List<bool> that determine the state of the block, so that the given blocks can be hidden/visible based on the player's position

Overworld Zones:

* Each new zone brings in a new element (block or way to complete)
* Earlier levels may include later game’s elements, but only as a backtrack solution for reaching collectables
* In a level, you may unlock a new gateway, leading into a secret level on the overworld map, granting +1 step to the player’s total
* Overworld Zones can be unlocked by spending coins and having X collectibles given in each level.
  + - This way, the game designer can have some control over the player’s progression

Abilities:

* Abilities will permanently become unlocked when the player completes its Overworld Zone
  + - Until then, the ability can only be acquired within a level, as a part of completing it
      * Ex: Swimming must be unlocked while playing a level to be able to swim in water. After completing the Water Zone, the player can just start swimming without unlocking it in the level.
* In levels, Abilities must be presented in a way so that the player knows what they are, so that the player easier can plan for a route to move

Concepts:

* List of unique 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
    - 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
    - Roadblocks:
      * Block that can be moved up/down/forwards/backwards with a switch, resulting in the player of 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
    - 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
    - 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