Level Design

As a 2D side-scroller the game will be made of platforms and special obstacles.
The bottom border of the map will generally be a death-zone.

The general design has to be balanced on the flow but it will consist of a few fundamental features that will especially come into play when the game reaches later development stages.

Since the game has a combat system, the game world has to be created with this in mind. Jumping-Puzzles and other typical side-scroller elements will have to be aligned in a way so the player can still fight, or even use combat mechanics to overcome jumping puzzles (higher difficulty)

There will have to be space made ready for fighting focused sections, where a player can move freely and use the environment to their advantage, while areas that focus on jumping puzzles will be rather free of enemies or the player will only encounter reduced numbers of enemies, unless the section is meant to be at a higher difficulty level.