The main mechanic in Gris is running and jumping. In addition to these, Gris also can ground pound, double jump, swim and emit light. My side scroller game focuses mainly on running and jumping but has also incorporated the ground pound mechanic. The reason for picking ground pound from the secondary mechanics is because it fits best with the level design. When talking about the character control, I deliberately left the character jumps to feel floaty to increase players' difficulty to jump across the platforms and avoid obstacles. Also, there are two places in the level where the head bumps are deliberate to make the jumps harder. The entire level is designed in a way to prevent backtracking.

Another feature that I've directly borrowed from Gris is Gris's inability to kill enemies. I've designed the level and placed the enemies and bombs so that even though the player is unable to destroy the enemies, the player can easily avoid them by jumping over them. The first part of the level allows the player to get used to the controls, physics involved in collecting collectibles, and how the jump can be manipulated. This part also features two monsters which can be avoided entirely if the player only uses the floating platforms and crates. Hence the monsters are introduced in a non-overwhelming way. To ascend to the next part of the level, the player must use the ground pound mechanic. This mechanic is critical to allow progress to the next parts of the level. The second part also introduces bombs. The first bomb is placed so that if the player doesn't understand the physics involved in collecting collectibles, the player will fall on the bomb and fail.

The third part of the level is relatively easy and makes sure that the player is aware of manipulating the jumps to jump on the narrow ledges. If the player is not skilled enough with the hops, the player will fall into the water and fail the level. The fourth part of the level tests the player's skills as the bombs and collectibles are placed near each other. The player has to carefully maneuver to get the collectibles without touching the bombs. By this time, the player should have reasonable control of the jump movement and should be able to avoid the bombs with ease. Once the player completes this part, the player can now easily reach the end of the level.

In the figure below, the blue lines represents the platforms, the brown boxes represents the crates, the red lines indicates the spots where ground pound can be used, the black circles represents the bombs, the red hexagons represents the enemies and the light blue parts are water.
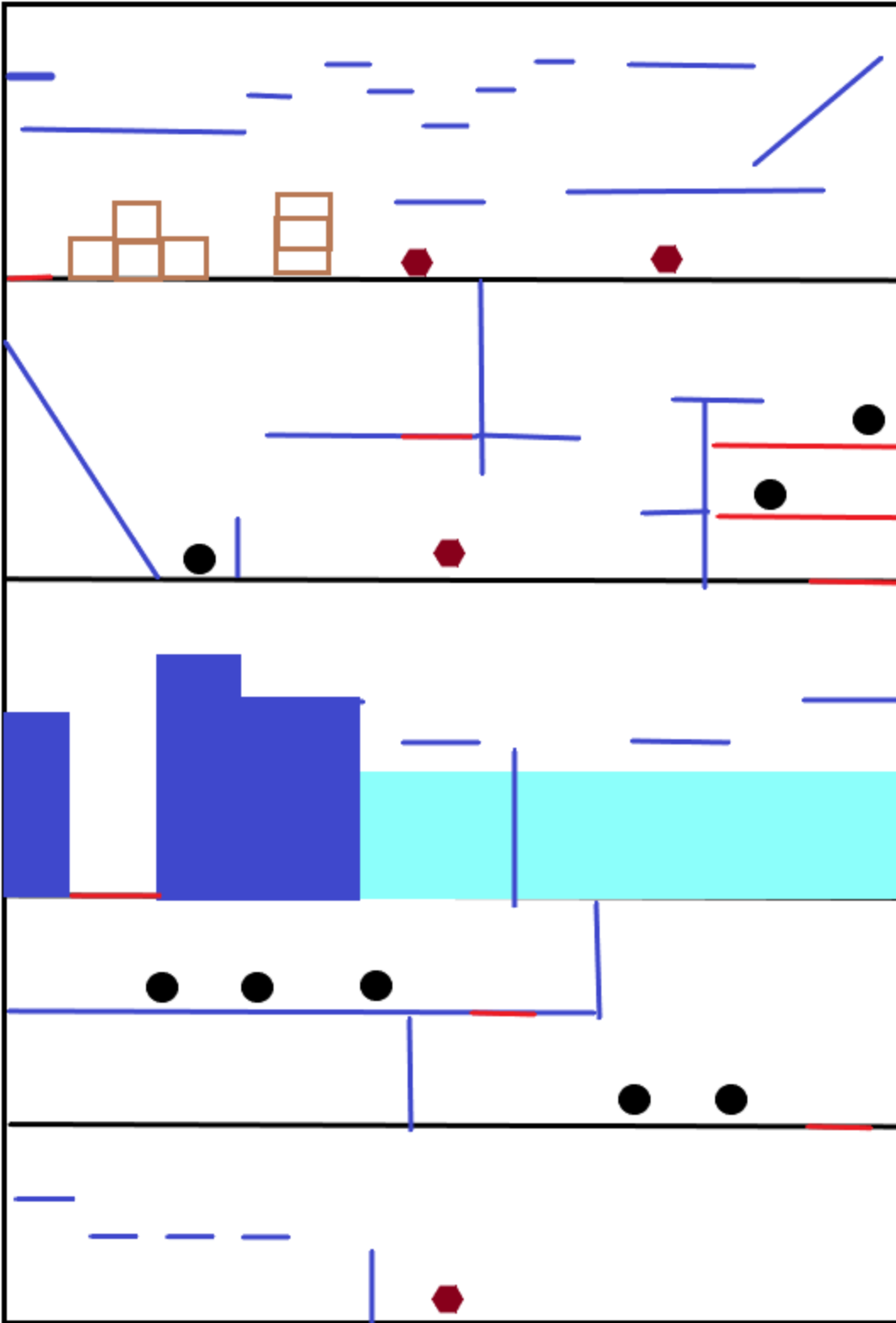
Fig 1: Side Scroller 2d map