Level Design

With this being a platformer the levels will be a simple left to right map with various different obstacles and hazards in between for the user to progress past. There will be multiple levels and in order to keep the flow each level will have a different theme as well as different hazards and jumping puzzles.

As the level progresses the user will have more difficult challenges to face. Each level will become hard to complete which will give the user the sense of achievement when completing the levels.

Each level will be separated by theme and difficulty starting with a simple level with a friendly environment and progressing into harder levels with more hostile looking environments