Okay just putting my ideas down. (Have to keep it with the theme)

**Level design:**

1st tutorial level is in cave and will become hub world.

BUT going by thread, the first level for each kingdom (world) should start in the cave… Here let me show you.

| Cave K. Environment | | K. Environment Castle Entrance | | Castle |

S 50% 50% E S 50% 50% mini B. E S BOSS E

**Power up:**

Since we haven’t talked about power ups, what if we try something different than just breaking bricks for shrooms.

The princess would have a group of small dragons who would help her travers and *deal* with enemies.

At the start of each king (the section that’s still in the cave) The (player? Princess? The Princess Player? Player Princess) the Player would get a chance to sort of practice with the new power, this section could be easier, until the player leaves, then it gets harder

Some ideas

Backpack (Green Dragon): If we are doing double jump, I like the idea of this power bring a triple jump with slow fall. Maybe more not sure yet

Red Dragon: (holding like this) Like a Dash forward, plus hitting knight with head protection.

A cartoon of a child holding a snowball

Description automatically generatedWhite Dragon: Do you want to build a snowman? Something like this,-> basically another way of dealing with head protection enemies, maybe make something to get an extra block to jump

Grey Dragon: Maybe like the snowball, but like balancing one top, maybe combing them idk

Nothing else is coming to me right now, for power levels.

Oh, don’t know bottom lay out, like move and jump are easy. But for powers, maybe have a sort of switch/rotate through powers? Just an idea

**Collectables:**

There are the 3 dragon eggs per level, But a more common collectable idea are the “Gold Coin” from Mario…. Hear me out, based on our name, we collect Small Scales. Don’t know how if we are going to use the for lives or maybe to charge the power, maybe collected a number to get hearts. Just some ideas.

**To Check points or not to check points:**

If we are doing check points, then doing the whole dragon cave thing. Check point can be clearing a cave entrance.

If not---

I think no check point could be an interesting platformer, if we use that gulag idea (reaching 0hp a mini game happens). Maybe a normal mode is every time you each 0 you play the game. Maybe a hard mode that gives the player one gulag per level

**Game Over:**

The princess in a cell and chains, it fits. Maybe with the Dragon power ups with her too.