***Elements to work with in lvl design***

**Mechanics:**

Player can change center of gravity- This affects player only (?)

Switches/Knappar

Stick on walls (?)

Consumable items (?)

Breakable walls

Constructing (?)

Magnetism (?)

**Types of objects:**

***Platforms*** - Player can use these to walk upon. Platforms do not move depending on center of gravity.

- Platforms can break

- Platforms can be activated/created

***Interactable objects*** - Player can move/grab/push/use these objects in a level

-Objects move depending on center of gravity

-Objects move upon being interacted with by player

***Damaging objects*** - Player will take damage upon contact with these objects

- Objects can appear/move/disappear

- Objects can be avoided

**Interactable objects pt 2**:

Buttons

Levers

Objects (in level furniture etc)

Controls:

Space- Interact with interactable objects

Player can walk left and right

Player can jump

Puzzle ideas:

FURNITURE ON WALLS YAS

General:

Size of room “changes”, size of character changes or stays constant?

Why change?

To represent a bigger room ev fit more puzzle