

Spring Escape: Deep Down Demo QnA

- **What was your favourite aspect of development?**

As the game has gotten more serious in its development I can safely say my favourite parts have been both level design and writing, the levels of the game say a lot in their design alone which makes the two fields really go hand-in-hand.

- **Does the game plan to have or already have Easter eggs?**

Random stuff is definitely lurking around, but they'll always be very separated from the events of the game or, at most, give a tiny peek into an even smaller keyhole.

- **Will levels feature unique abilities for Patchy and Tulip (ala Mario powerups or Wario Land transformations)?**

Generally level gimmicks tend to play around the existing moveset, but there will be a couple of transformation

Thank you for the questions! Look forward to the demo release on

July 9!