Create a level for us to play! Your level must be playable in a major browser (Firefox, Safari, Chrome, Internet Explorer), and must include:

A Goal: An enemy to defeat, hazard or overcome, and/or puzzle to complete/navigate.

An Obstacle: A platform or block to jump on, over, around, or above in order to progress. Not just an empty floor.

An Item: Something we can collect (weapon, key, coin, points, etc).

Completion Factor: "Find all the items," "defeat the enemy," "reach the finish line," etc. It must be finite.

Take at least 30 seconds to play.

I really recommend using one of the level generators listed on the website.

Please respond to the following:

Add an original discussion about your level, including a working link and quick hook/grabber to get our attention. Please title your post with the title of your level!

Example: Diabolical Doors - "Explore the area and locate the key to open the door to the next realm!"

Please respond to a classmate. Play another student's level, and comment on your experience... What worked well? What could be improved?