I’ve nearly finished the base of what I want the new level to be like. It is a fire-pit scenario with no borders. It’s a little bigger than the test level I made for this game and I feel as though I’m doing well to play with the slightly higher amount of space. High quality particle effects are used to emulate the pit towards the bottom. Originally, I wanted to make a “lava” level, but I couldn’t find lava animations or even water effects that would be close enough in shape to simply recolor.

I plan to make moving platforms for this level as well. I’m unsure of how their movements should be implemented, however. It seems like a task that should only take an estimate of 30mins – 1hr of coding for me, provided whatever initial design I come up with is thought out well enough. Should I apply forces to the platforms to make them move, or should I constantly change their positions slightly, yielding a linear rate of (rigid) movement? By the time the next report is written this should be all hashed out.