

I started designing this level with the two big squares in the middle. I have been inspired by your level design but I made a couple of tweaks. I wanted difficult jumps involved so the player can always be on edge. I did this by adding a full row of spikes below. I also plan on adding a reward at the bottom platform that's surrounded by spikes for any player that manages to make the jump. I also experimented with boxes at an angle. I just want to see how the player climbs up these boxes.

