Development Diary:

Destruction zones need to be added around the areas not meant to be accessible

Bug where ball was randomly destroyed \*FIXED\*

Light as mood, setter, make it emit dynamically rather than statically

Add variation to height and form of levels, make the changes in height obvious

Elements of mystery and exploration should have gentle guides to new areas

Exploration through the creation of more light, checkpoints of emissive objects you have touched prior transform the landscape

Dim waypoints should be guiding steps to areas that progress the game

Visibility (camera distance and lighting) should scale with speed

Velocity should be reset upon destruction

Map should be either one big level that you traverse and illuminate through different zones, or a series of connected scenes, though one large level seems the best option.