Utilizing the mechanic to create Puzzles

using 1-2 bounces and/or 1-2 teleports

P ——————————————→ T ——————————————→ T   Soluable only
                                              with 2 teleports

Almost every situation I can think of that requires bounces can easily be traversed with just teleports.

The bounce on its own does not add anything to the traversing capabilities.

maybe having dedicated surfaces to bounce off of. that still leads to the same problem.

6:16 pm

Searching for the toy

Cities: Skylines is a game I am intimately familiar with and is a really good candidate for this assignment.
Any sandbox experience at the core wants to be capable of immense possibilities, flow and replayability.
I will keep my focus limited to the dynamics of some core gameplay systems and their corresponding as well as the overall aesthetics of the game.

Meeting 8

Level design needs a more structured approach

Boomerang acceleration and deceleration

visualising bounce limitations.

making levels that do not need spatial expansion

There are several ways to do this, mainly the interactions with environmental / level elements will add possibilities to expand the puzzling capabilities of the levels.

One of the most important Scopes for me would be to maintain the overaching narrative and levels and character progression.

with Tung and chris being more than capable of handling development of the game, the production reveals itself to be the best candidate for me while still being within my current capacities.