Level 2 stuff

\\ Note: add a simple tutorial level. A room with various instructions.

Fall damage should take effect at three times the ball’s height if a number for that is needed. I think the damage should increase exponentially though I’m not sure yet.

Jumping is fine.

At start (I’m thinking of changing this), player jumps down to multiple platforms until they reach the bottom of the platforming thing. Then they must change the main floor (which is on fire to start) to normal, then to ice to make jump.

Land on regular platform. See a fire enemy on the platform adjacent to current platform. Turn both enemy and platform to ice to be able to slide the enemy off and make the next jump.

Change the next platform to rubber to jump over tower and land on the other side. The entire tower and adjacent platforms turn to rubber.

Jump onto next platform which is ice. The following platform has another ice enemy with a normal platform underneath. Use fire to defeat him.

Jump onto that platform and turn to ice to make the next jump. (feel like this is repeating too much. It might be fine, though).

The next platform is on fire and there’s a fire enemy there. You actually have to turn him to ice to push him onto a button nearby.

If the player kills the enemy without pushing it onto the switch, it’s ok. This enemy respawns after 3 seconds. (Might make it so that there are a lot of enemies. Might make it like a survival game to see who can get the high score, but I’m not sure yet).

After switch is activated a door opens (camera shows it with a dadadada sound.

Actually, two doors open. One is for the level above their head since this is a short level. I made the level a bit longer.

Go through the first door to turn on light. There’s a bit more platforming to get there.

If the player accidentally goes too far, they accidentally access a secret room (“Easter Egg room”).

Upon returning, they see that a new platform has appeared/has been made accessible near the tower so they can now access the rest of the level.

The rest I haven’t figured out.

The rest I won’t make too long.

I think it would be fun to add a score thing.

I think there should be a heart counter. Maybe 5 hearts or a 100% productivity scale.

Fall damage can start at half heart or at 5%.

I don’t think there should be a life counter, but that could make the game a little more interesting.