Story Ideas for Levels:

Overarching scenario:

A feeble being must navigate a series of challenges, only possessing the ability to jump and to push blocks.

Images:

Action sequences:

1. The exit door is located on top of a cliff thing that the player needs to jump up to
2. The exit door is located across a ravine that the player can’t reach, and is too steep to jump from the bottom of. The player pushes a block into the ravine. The player will then jump from the block and be able to jump over the cliff/wall blocking that the exit door is located atop.
3. The exit door is located on the other side of a block. The player pushes the block into a pit, ridding themselves of any other obstacle to the goal.
4. The door seeks the player to sacrifice a block into a pit of fire. After sacrificing the block, a bridge forms that the player crosses to the door
5. The player must ride a block over a conveyor belt to access a door.
6. The player must jump over a series of blocks being pushed by a conveyor belt to access the exit door