NGJ2018 (For the love of Slime)

# High Level Concept:

Two players move through co-op puzzle rooms using switches to get the mine cart through to the other slide.

# Level Design:

# Obstacles:

|  |  |
| --- | --- |
| Gates |  |
| Piston |  |
| Ramp |  |
| Lasers |  |
| Water |  |
| Glass case |  |
| Fan |  |
| Moving Platforms |  |