Gates

* Very basic, closing/opening when switch is activated
* Switch off = closed
* Switch on = open

Piston

* A platform moving up/down when switch is activated
* Switch on = platform moves up
* Switch off = platform moves down

Ramp

* 2 box colliders
  + one is a simple cube, blocking the cart from moving on
  + one is a cube rotated 45° in the x or y axis, to let the cart move up
  + look at the picture I drew

Lasers

* same mechanic as doors, however if player tries to go through, he dies and the level resets

Water

* Water works as a puzzle
* Think of it like a timer, the player activates the switch to open a pipe, then water pours into the level
  + If the player leaves the water on for too long, the water will rise and hit the open lying electric cables, causing a fuse.

Glass case

* A glass case is above another switch/item required for further progress, it is attached to a piston coming from the ceiling
* Switch on = glass case is removed and switch/item is exposed
* Switch off = glass case is encompassing switch/item

Fan

* The fan blows the player back, hindering his progress
* Switch on = fan off
* Switch off = fan on

Moving platforms

* Platforms move from left to right along a gap, it will connect the two tracks for a brief time before moving on if the switch is turned on, else they will just move along the gap without stopping briefly
* Switch on = platforms stop briefly
* Switch off = platforms do not stop

Turning thing

* 4 platforms will spin around a pivot, similar to the moving platform if the switch is turned on they will briefly stop so the player can move
* The whole structure is 3x3 units
* Refer to the drawings
* It should be constructed in such a way that the platform that the other platforms pivot around is a pressure plate, turning off the mechanism of the turning thing

Security camera

* A camera watches the slimes escaping
* Switch on = cameras are turned off
* Switch off = cameras are turned on

Pressure plates

* Pressure plates, if stepped upon, turn off a switch
* The switches turned off by these pressure plates is indicated by a line leading to the switch