GAME LEVEL 1

* First Task
  + One player climbs tree
    - Shakes Tree
  + One player catches leaves
    - When the leaves are caught it spawns a ramp to get over the log.
      * Takes 5 catches to full build the ramp?
  + One player walks over the ramp
    - Ramp destroys after someone walks over it
  + player who walks over the ramp then has to climb the tree on the other side and shake it
    - When the leaves are caught it spawns a ramp like the before.
* Second Task
  + One player must climb the tree while the other stands on the pulley platform
  + The player on the tree jumps on other platform moving the other play up
    - That player then jumps onto the higher ground
  + The player on the higher ground pushes down a vine
    - Option 1: the player can just simply climb up the vine
    - Option 2: Both players interact and work together to get the vine
      * Player on the higher platform pulls
      * Player on the bottom scales the hill
        + They could hit the same button to work together?
* Third Task
  + Players built a catapult by moving the wooden plank on the sideways long
  + Players then push and organize the logs to jump on the catapult to catapult a player over the lake
    - Player must jump from the highest log
  + The player who gets catapulted over the lake must then activate the bridge controlled to lower the bridge
* Forth Task
  + Both players must move the log together
    - Hitting same keys at the same time?
  + After the log is out the way one player must stand on a log which will trigger a rock path way that will come out of the hill for the other player to get down
    - They must select the correct log so the other player can get down without hitting the spikes
    - Only have 2 rock pathways present at once?
      * The current pathway the player is on and then the next one selected?
  + After the player gets down, they repeats the process for the other player
    - OR: just steps on a log that reveals the entire path way
* Fifth Task
  + Both players must work together to a beat, or some sort of rhythm to click the same button to saw down the big tree
    - The tree then falls, and a piece of the music box is revealed, as soon as they grab the box the bridge breaks then they transition into the underwater level.