A1		0				Difficulty meaning
A2		0			0	Literally no thought required
A3		1		For people who dont play sokoban games this may actually be tougl	1	Simplest possible puzzle
A4		1			2	Easy puzzle
A5		1			3	Requires some thought, still pretty simple
A6		2		could be tougher if people dont realize they can push the crate over	4	between 3 and 5 idk
A7		2		I do not recall having to disassemble the pieces for a T-spin	5	Normal level, had to think about it, but solved it given a little time
A8		3		good, introduces pushing lasers, might take a while for players to rea	6	Hard level, had to think it all through for a while
A9		3			7	I can barely beat it given a lot of time
A10	Doesnt exist				8	I gave up, but I could've realistically beat it with more time
A11	Doesnt exist			Yes, I am dumb.	9	I wouldn'tve beat it even given a lot of time
					10	I would never be able to solve it in a million billion years
B1		0	mirrors			
B2		1	mirrors			
B3		1	mirrors			
B4		2	receivers	introduces receiver		
B5		2	mirrors, receivers			
B6		3	mirrors, receivers	I think this is the first level where you have to move the laser into the mirrors rather than vice versa		
B7		2	mirrors, receivers	after b6, should be pretty easy?		
B8		3	mirrors, receivers			
B9		3	mirrors			
B10		3	mirrors			
B11	doesnt exist					
B12	doesnt exist					
C1		2	mirrors, receivers			
C2		3	mirrors, receivers			
C3		3	mirrors, receivers			
C4		5	mirrors, receivers (Advanced Mirrors)	I recall this one initially giving me a lot of trouble the first time so i rated it higher, but I actually didnt have much trouble with this one		
C5		9	mirrors, receivers (Advanced Mirrors)	Considering ive already seen the solution before and I still cant beat it, Im rating it very high		
C6		5	mirrors, receivers			
C7		4	mirrors, receivers			
C8		5	mirrors, receivers, (Advanced Mirrors)	rated it higher because I already knew the solution		
C9		7	mirrors, (Advanced Mirrors)	rated it higher because I already knew the solution		
C10		6	mirrors, receivers, enclosed space	rated it higher because I already knew the solution		
C11		7	mirrors, receivers, enclosed space	rated it higher because I already knew the solution		
	C4, C5, C7, and C9 feel aimless to me, so I don't like them much					
	Difficulty (0-10)		Mechanics (optional)	Notes		
D1		3	Colors, receivers			
D2		3	Colors, receivers			
D3		4	Colors, Receivers			
D4		5	Colors, mirrors, receivers	I like this level, but its not too difficult		
D5		4	Colors, mirrors, receivers (Advanced Mirrors)	good		
D6		3	Colors, receivers			
D7		5	Colors, Receivers	Goes behind D6 which is meant to be misleading		
D8		3	Colors, receivers			
D9		8	Colors, receivers	Very similar to D8		
D10		6	receiver, mirror (uses new pattern which could be used in future)	Am i dumb? How is this possible?		
D11	8+		colors, receivers, mirrors	Goes behind D10, uses the same mechanic, tbh I dont even want to think about this one		
E1		1	colored glass			
E2		2	colored glass	I don't understand the colors		
E3		2	colored glass			
E4		3	colored glass			
E5		3	colored glass			
E6		4	colored glass			
E7		4	mirrors, tunnel	You can take the tunnel backwards if you push the crate all the way left		
E8		6	mirrors, tunnel	Yeah the tunnel is really not one way at all but it is interesting		
E9		4	glass, crates, sokoban	I forgot you could push glass, maybe make glass pushing a little more relevant in some earlier levels so other players dont forget/figure out it's possible		
E10		3	glass, crates, sokoban	I think this should go before E9, so players know pushing glass is a thing		
E11		7	glass, sokoban, colored glass	technically color mixing involved, but not really very relevant imo		
E12	No					
				Maybe when playtesting the E levels, we should have them pull up the color chart		
				I do not enjoy the colored mirrors		
F1		3	colored mirror, receiver			
F2		4	colored mirror, receiver	I do not enjoy the colored mirrors		
F3		4	colored mirror, receiver			
F4	8+		colored mirror, receiver	Probably not actually that hard, but it is very very difficult when colored mirrors are unintuitive for me.		
F5		5	colored mirror, receiver			
F6		5	colored mirror, receiver	feels like i did it wrong. I got an H and just shuffled the right side of it over		
F7		4	colored mirror, receiver			
F8		5	colored mirror, receiver			
F9		4	colored mirror, receiver	I do not enjoy the colored mirrors		
F10		5	Mirrors, receivers, Enclosed space(heavy sokoban element)	Good level		
F11	6+ (unfinished)			Hard level		
Spiral Horns		4	Enclosed spaces, receivers			
Another Detour		3	Receivers, advanced mirrors,	Good		
				I got much better intuition of the prisms as I went later on. It was less of that I knew which colors combined into what, but I knew what would be impossible with normal mirrors and just guessed and checked. Im not sure if these were intentionally easy, but it usually was incredibly apparent, or there were only really like 2 possible places the prism could be, making it not much of a factor in the levels since I already knew where the prism w		
G1		2	prisms, receivers			
G2		2	prisms, receivers, colored glass			
G3		4	prisms, receivers, colored glass			
G4		3	prisms, receivers, mirrors			
G5		3	prisms, mirrors, receivers			
G6		3	prisms, mirrors, receivers			
G7		5	prisms, mirrors, receivers			
G8		5	prisms, mirrors, receivers			
G9		3	prisms, mirrors, receivers			
G10		4	prisms, mirrors, receivers			
G11		6	prisms, mirrors, receivers			
G12		6	prisms, receivers, advanced mirrors/prism			
G13		3	prisms, receivers, colored mirrors			
G14		4	prisms, receivers, colored mirrors			
G15		4	prisms, receivers, colored mirros	I had no idea how to solve this butbrute forced it quite easily		
				I dont think the portals should implods upon contact. I feel like it takes away from a puzzle more than it adds to it. Additionally, it's kind of against our overally game design, which so far has no destructible blocks.		
H1		0	portals			
H2		3	portals			
H3		2	portals, mirrors, receivers			
H4		3	portals, mirrors, receivers			
H5		1	portals, mirrors, receivers			
H6		2	portals, mirrors, receivers			
H7		4	portals, mirrors, receivers (very little mirror involvement)			
H8		1	portals	The title was actually exactly what I was thinking while completing the level. though actually I was thinking more "nom"		
H9		1	portals	teaches to eat lasers. yum.		
H10		2	portals, receivers			
H11		4	portals, receivers	brute forced		
H12		5	portals, receivers	as I said at the top, this feels like an unnecessary and unintuitive mechanic		
H13		5	portals	Not hard, but extremely tedious. Im not completely certain, but i feel this level could be 2x smaller, and even then its kind of a pain and gives me carpal tunnel. This level made me learn new movement tech because of how annoying it was		
H14		7	portals, receivers, mirrors			
H15		4	multi portals, receiver	these two are a pain		
H16		5	multi portals, receivers			
H17		2	multi portals, receievers			
H18		3	multi portals, receievers	The fact the block goes through no issue but the player doesnt make very little sense		
	G-H ~ 2 hours					