**Notes for level designs to work well with code:**

* **Any block which moves and is intended for the player to be able to attach to should be around 30x30 pixels in size**, the sprite can be whatever you like obviously (maybe make the intended attach side the same size as the sprite to make it look fine when plunger sticks to), but if the objects get too small the recognition code that moves the plunger with the object wont work properly.
* **Try stick to the grid pattern for placing walls in levels**, this is because the retraction distance for the plunger uses is set to work well with this format.