**The Difficulties of Different Level**

In my game, I have designed 30 levels for the main character to pass.

From stage 1 to stage 10, it’s easy to pass, only one or two barriers that you have to jump over, but from stage 11 to stage 20, there are 3-4 barriers in each stage, you have to be cautions about your surroundings, otherwise you will be dead and restart the current stage.

After stage 20, it’s much hard to you to pass every stage, the number of barriers may bigger than 5, you have to notice the surroundings at any time.