Feature doc: Level Gimmick

# Executive Summary –

## Goals:

* + The levels gimmick is made to encourage even more micro-movement from the player

## High Level Summary:

* + The level gimmick is moving pillars which move between two points.
  + Some of these pillars are made of crystal, so it can be shot through by the crystal gun (for reference, see the Crystal gun Feature document).

# Feature breakdown –

## Controls:

* + None

## Mechanics:

* + The pillars have to move upward to a certain point, and then downward to another point.
  + If a player is stuck under a pillar while it descends, he will get crushed (instant kill).
  + Accordingly, a player stuck on a pillar that is going up and slamming against the roof is crushed as well.

## Visuals:

* + The pillar are made of the same elements as the environment.
  + The pillar containing crystal are made of the same element… as crystal.

## Sound Effects:

* + None.

## Challenge & Connections:

* + All the pillars must be somehow linked together to move in unison, or at different pace.

## Backstory:

## The incredible underground pressure of the volcano forces huge chunk of it’s rock and crystal to move around.

Flags: