**Mechanics/Challenges for players**

**Platforms**

* Moving platforms
* Platforms that change state when stepped on e.g. will disappear, fall down
* Stationary platforms
* Platforms that are controlled by other objects .e.g. a switch
* Platforms that gradually disappear and reappear

**Puzzles**

* Jumping puzzles – jumping from platform to platform to get to another area.
* Gravity puzzles
* Matching puzzles – match colours/symbols etc
* Logic puzzles/riddles
* Collecting object segments and piecing them together
* Interacting with objects in a specific order
* Hidden object puzzles
* Interacting with all objects in an area. E.g. player has to light all candles in an area to unlock the next
* Moving specific objects to specific areas
* Switch puzzles – flick specific switches to unlock doors and make it to the end
* Rotate objects (e.g.) mirrors to get a laser to bounce off and reach a specific area

**Other**

* Wall jumping
* Falling objects
* Avoiding gaps in floor/lava etc
* Time trials?
* Have to stay ahead of a moving object and get to end of level
* Repeating pattern – platforms will flash in a specific order and player must copy that order
* Objects that cannot be touched otherwise they will kill the player
* Moving objects that will kill the player e.g. saws
* Avoiding patrolling enemies
* Teleporters – player must use correct teleporters to get to specific area of the map
* Use projectiles to knock objects down to create a path
* Jumping puzzle with another mechanic involved e.g. objects that knocks apart platforms so players must get through It quickly
* Weight puzzles
* Underwater puzzles – must turn valves to let water out
* Player must interact with platform and make it move while avoiding objects that fall from above