Puzzles/Enemies

Puzzles:

Moveable or intractable blocks that can be used to unlock different areas in the level and create new paths and hidden areas.

Enemies - killing a certain enemy or a certain amount of enemies in different ways e.g. dropping blocks on them, or using the environment to enable the ability to kill them for them to drop the synapses.

Environment - Basic to complex platforming puzzles that could test the skills of that player with no “enemies” just jumping puzzles through the level with environmental obstacles.

Themes:

The idea of the mind is to obscure reality into exaggerated memories and thoughts, so the themes can be weird and crazy.

Mysterious forest - You navigate through a forest filled with weird creatures and caves. You will have to use platforming and various attacks(maybe).

Castle/Medieval - Fighting various knights and obstacles using sconces to unlock doors and get through various areas.

Underwater - Swimming through reefs, fighting crabs and shark etc.