Obstacle situations for the character

Descending slope – shield down sliding down a grassy hill between prison buildings and being chased by guard dogs.

Snipers nest - A button through a tiny hole that a regular projectile won’t fit through. The player will have a moment between each sniper shot to reposition as each of the 3 snipers lines up a shot.

Watchtower - Ascending a room by shield hopping on multiple projectiles in a row. Multiple turrets built into either side of a very slim vertical room causing you to time your jumps and shield hopping (pressing jump as your shield connects with a projectile below you) to reach the top

Simultaneous Buttons - A room with three platforms each with a guard on purely for the player to beat. A turret built into the eft and right wall which the player needs to jump from the middle platform causing the projectiles to bounce off each other and hit the two buttons in the ceiling simultaneously

Automated doors - A corridor that has several doors (3) that only open for projectiles to pass through. You must initially redirect a rebound projectile and then pass through the door in the small space of time while it is open, overcoming harder traversal challenges such as spike pits and shield hopping on drones to arrive at each door as the projectile does. You may also need to redirect the projectile a few more times during the run

A room with faulty lasers causing the screen to fill with a red death laser apart from one small square of safe space. The lasers will charge for a moment showing the player where the safe space will be and give them a moment to get into position. Initially the safe space will be on a platform, then you may need to shield hop on a projectile to be in the space when the lasers fire. Finally, the player would need to rebound off of several projectiles in one jump to reach the safe zone before the lasers fire. Death in a puzzle like this could cause irritation so immediate respawning if they select retry will be key to the player’s experience. They must be able to immediately be able to build on what they learned from their last attempt.