**Level design**

**3 puzzle mechanics:**

**1 – Buttons**

**2 – Elevating platforms**

**3 – Hazards/Traps**

**How we could use them:**

**1**

- Pressure plates

- Timed buttons

- Activating elevators

- Stopping elevators

- Stopping waterflow

- Extending bridge or platforms

- Shortening bridge or platforms

- Opening doors / pipes

- Closing doors / pipes

- Opening windows or sections in wall (to make water flow through them)

- Closing windows or sections in the wall (to make water flow stop)

- Levers or switches

**2**

- Move players / objects

- Constantly moving

- Stopping on different floors

**3**

**Design ideas**