**Level design**

**3 puzzle mechanics:**

**1 – Buttons**

**2 – Elevating platforms**

**3 – Hazards/Traps**

**How we could use them:**

**1**

- Pressure plates

- Activating elevators

- Stopping elevators

- Stopping waterflow

- Extending bridge or platforms

- Shortening bridge or platforms

- Opening doors / pipes

- Closing doors / pipes

- Levers or switches

- unlock a door for the player to open with the mouse

- Trapping enemies?

**2**

- Move players / objects

- Constantly moving

- Stopping on different floors

**3**

- Wrecking ball

- Pits

- Spikes

- patrolling enemies?

**Puzzle design ideas**

Level 1 – Buttons.

Level 2 – Buttons that extend a bridge or platforms.