Our idea for the custom level is to enable the stage to come alive. Certain tiles on the map will act like mimic monsters and come alive when Link approaches them. They will chase after and stalk link slowly until he goes to the next room. They are invulnerable until Link receives his new item, the pickaxe! The pickaxe enables link to break any block tiles within the room, this includes the mimic tiles! The drawback to this item however is on every use, it takes half a heart away. Link must balance finding the shortest path through the level, and evaluate his own risk if he wants to use the item or not. The player will navigate mazes and try to break through or circumvent the obstacles to be victorious!

This mechanic will be introduced by showing a single room with no path leading to the room above, as link approaches this center block, it will come alive (with visual cues both surrounding the tile to show its different, and the tile itself as it comes alive) and start to move to link, link must lead the block out of its hiding and go around it to proceed to the next room. The player will try and fight the block but it will be to no avail, the player will learn that they cannot defeat the blocks.

The next room has some hearts for link to recover if the player has taken damage in the previous room learning. It will be in a narrow block corridor, with no mimics, causing some tension

In the next room is where the pickaxe will be introduced, it will be guarded by two mimic blocks. When the pickaxe it's picked up, it will automatically equip itself to link. Link can use this item to destroy the blocks. The door will not open until the enemies are dead in the room. There will be hearts in the corners of the room for the player to gain life if they hesitate

There will be proceeding rooms with mazes allowing link to cut through and skip enemies along the path, or where skipping might not be the most wise idea.
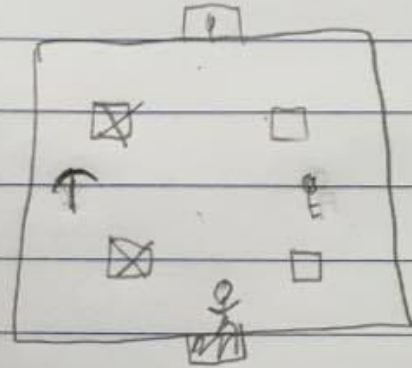
The last boss fight will consist of Link traversing through walls of blocks, some with enemies and others without. There will be a boss at the other end shooting projectiles for link to dodge as he breaks blocks to make it to the boss at the end of the room.
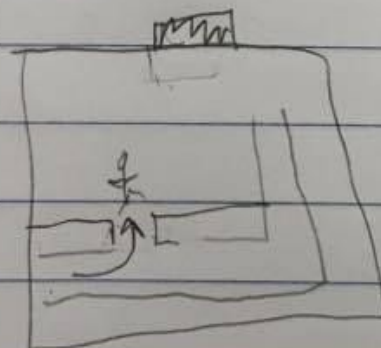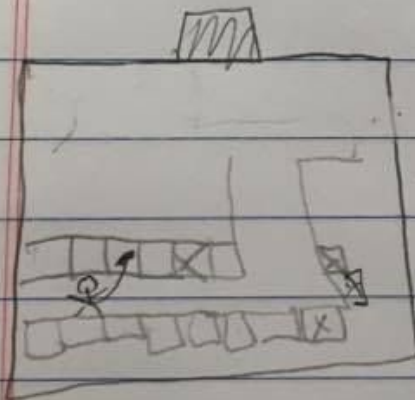
Below is a Sketch of the first few rooms.

Room 1
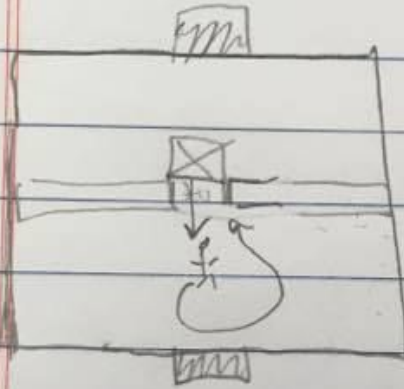
Room 2

Upgrade allows Player to Remove Block Tiles! Hammer ? or

Room 3