Some original ideas of mirror world

1. The basic idea of this game is to treat the mirror mechanic as a level mechanic or a usable item (like a piece of mirror) in a Mario-like level. Player can move, defeat enemies, solve puzzles by using the mirror item that is **fixed** in the level.
2. I have two original ideas of this game’s extension.

The first one is to make some more simple levels as I have done, but of course, design more mechanics. The mechanics I have designed in the prototype include simple key-door puzzle, unmovable items or platforms and jump puzzles. Maybe we could make more mechanics like enemies, triggers, traps or other interesting mechanics that we can see in other platformer games.

The second one is to extend the original levels into a bigger one. The level could be as big as Super Mario, or it could be a medium-size level like Braid (one of my favorite 2D platform games). The challenge here is to make the logic of flipping working right in a much bigger level.

1. The whole idea of mirror comes from *Through the Looking-Glass, and What Alice Found There (*or *simply Through the Looking-Glass)*. I was thinking of Alice traveling between real world and mirror world to solve puzzles and defeat enemies. Maybe the idea of traveling between two worlds (real world, where all items and enemies act normally, and mirror world, where all items and enemies act in the opposite way) could be used.
2. Another thing I would like to explore is to design several bigger levels (or chapters) that contain totally different mechanics, but all these mechanics have a related topic. This is the idea I learned from Braid (again, my favorite 2D platform game). This game is about time, and it has six chapters. In each chapter, there is a very unique bonus mechanic related to the character’s ability of time. For example, in the first level, there is no bonus mechanic; in the second level, there are some items in the level not affected by time; in the fourth level, there some items in the level that goes in the opposite direction of time. Maybe we could explore the idea of ‘mirror’ and build some levels like that?
3. The idea of TriForce (the game where player makes three balls together) comes from this game. The original idea of TriForce is that: in mirror world, the character can ‘flip’ the world to solve puzzle, so what about ‘rotating’ the world? Maybe rotation could be one of the mechanic we can explore in this game.