# Roll The Ball Levels

## Gameplay Elements

1. Gravity
2. Switches
3. Saws.
4. Moving Platforms (in tracks)
5. Rotating Platforms
6. Moving Planets (maybe only circular planets)
7. Rotating Planets (maybe only circular planets)
8. Crushing
9. Force Fields
10. Goo Rectangle
11. Laser
12. Magnetic Lasso

## Levels

1. Big Planet: A big planet with saws to dodge.
2. Maze: A maze (series of rectangular rooms) that contains saws to dodge. When you enter one room, you can’t go back because a door closes (and the gravity may change).
3. Tower: You change the gravity of a big vertical room one or more times until you reach the top and hit a switch that grants you success.
4. Moving threat: The player runs in a corridor where saws move in difficult patterns and the player must dodge the saws.
5. Free fall: The player fall and must dodge the saws and sometimes invert the gravity back and forth (the player moves slowly).
6. Elevator: A platform that goes always down. The player must dodge the saws.
7. Rotating Cubes: some cubes and their associated gravity changes from time.
8. The threat from bellow: a wall of saws goes up while the player must climb a tall structure.
9. Crushing walls: a wall of saws goes back and forth while the player climbs or goes down in a tall structure.
10. Pursuer: a wall of saws pursues the player and the player must not stop going forward.
11. Rotation: some planets rotate so the player must take that rotation into account. Some structures stays fixed and others rotates (and so their gravities). The player may traverse a lot of those rotating planet.
12. The traveler: A small planet travels and the player must dodge saws.
13. Fancy creator: The level is created as the player goes forward.
14. The lasso: The player must travel and dodge some saws as he goes from lasso to lasso.
15. The collapsing tower: The player must traverse a collapsed tower as he goes from lasso to lasso (the lassos goes down while the rest of the level is static).
16. The travelling point: A lasso travels and the player must follow it. Sometimes in it, sometimes out of it.
17. Twins: A lot of lassos travels side by side and the player is required to go from one lasso to the other (the lassos follows in various fashions).
18. The force: The player must use the aid of the magnetic forces to travel and avoid danger.
19. The opposing forces: The player keeps bouncing from one force to the next and the player must avoid danger.
20. The power jumper: The player must use the forces once and only once to go from one place to another.
21. The lasers: The player must avoid the lasers that switch on and off.
22. Barricade: The player must avoid the lasers by looking for barricades to protect themselves.
23. The elastic surface: Introduces the goo balls that you can use to jump.
24. Moving Jumper: The elastic surface moves and the player must follow it.
25. Planetary Jumps: Planets made of goo.