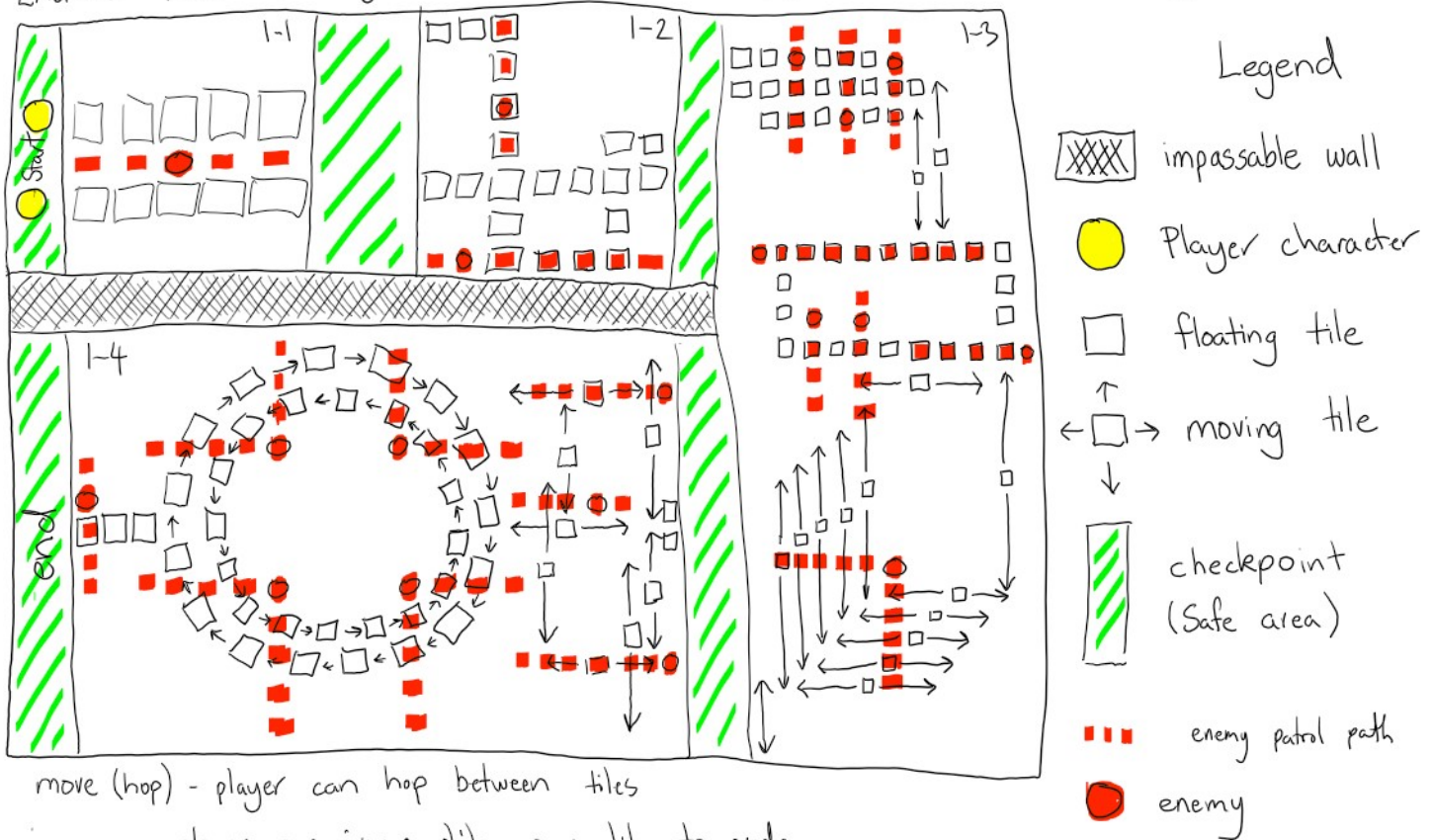


Player must cross the chasm. Both characters must reach the end. Tiles can only be stepped on once as tiles fall once the tile is empty again. Enemies float and guard the chasm, will explode on contact with player and break the tile.



move (hop) - player can hop between tiles

jump - player can jump while on a tile to evade patrolling enemies

move & jump - player can jump over an adjacent character to leapfrog to the next tile

Design Decisions

1-1 - Introduce the movement and tile falling mechanic. The player will see the preceding tiles fall as they cross. Cannot fail unless they send the first character back to the start after crossing. Introduce harmless enemy

1-2 Force player to have to jump and evade an enemy. Force player to discover dynamic on intersecting tile. Will fail without using move & jump.

1-3 introduce moving tiles to increase challenge. Enemies patrol more strategically important locations

1-4 Challenge level. Test timing and dynamic mastery.