Abilities

* Run.
* Jump, about 2 grids, can only jump 1 time before touching the floor.
* Dash, about 2 grids, 8 directions, can only dash 1 time before touching the floor.
* Wall climbing on vertical walls, after climbing about 3 grids player’s physical will run out and fall down.

Mechanism

* Wall. Nothing, just stand and climb.
* Thorn. When player hits the thorn he dies, then rebirth in the beginning.
* Jelly. Player can only dash into the jelly then keeps the direction and come out in the other way. Also the Jelly has all the other features of wall. After dashing out of the jelly, player’s dash and jump times will refresh.
* Conveyor belt. Once it is touched by the player, it begins to move along its track back and forth. Also the conveyor belt has all the other features of wall.
* Hidden space. Hidden space can’t be seen in the beginning, and it has nothing there just space. Once someone get into it, they will always be visible.
* Lock and key. Once the player touches the key, it will automatically suspend around him, and automatically unlock the lock when the player comes close to the lock.

About the level

Overview

* *Celest* the game has a principle that, there are no 2 theme elements existing in 1 level, I decided to follow it. So you can see I only use 2 theme elements, Conveyor belt and Jelly, which ‘only’ exist in first two theme levels in *Celest.*
* In the beginning I decided to make my Level half-linear and kind of ‘sandplay’, no long it came to me to design a Double labyrinth, which has an outside way and an inside way.
* Soon I decided to design a level made up of 4 small levels, and in the first 3 the player experiencing the outside road and when he got into the fourth, he would found there was no way out, then he found the inside road and pass the level. Here comes the 4 levels.

Level 1.1

* A big jelly but needs to be used so many times is a good idea, and the mechanism of ‘dash has only 8 directions’ makes it possible. The way is just in front of the player, but he has to jump and dash round and round to get through.
* You may find a hidden entrance to the hidden space at the end of level 1.1, that’s true. It’s a shortcut and a reward for those who likes to exploring the surrounding environment.

Level 1.2

* After making a big jelly, I wanted to make some small jellies to make players feel the feeling of successive dashes between jellies.
* Also to help players get used to the motion platforms coming in next level, I make all the jellies here moving all the time in their preset track, including a jelly moving along a circle, which will help the player to enter level 1.3.

Level 1.3

* Actually this is the first level I designed. After finishing it I found players have 2 different ways to pass this level, but I still draw one way on the map, which was my original idea.
* When it comes to ‘conveyor belt’, most people must think about delivering them to a far place, but in my mind I was thinking ‘what about making a belt to stop player’s way’, and soon I made this. Players firstly need to touch the belt to make it move, then the way to left shows up. Next he moves left, and use the belt again to move to the left high platform.
* Also players can climb on the belt when he touches it first time, then stand on it, just jump and dash to the left when belt reaches the top.

Level 1.4

* When player come into the level 1.4, he will find a lock first, then he came back and found the hidden wall. He will see the key in the first room but find unable to get it, so he has to move down to the second room.
* Second room is very simple, just a classic use of jelly, just jump and dash, then he comes to the third room. If he accidently falls down through the gap, don’t worry he has a way back and needn’t go through level 1.1 - level 1.3 again.
* The third and fourth rooms are both very easy too, there are just two belts with classic use. I don’t want the player die here, cause it would be very frustrating to fall down just before success. The thorn here is just in case of the player not use the belt but climb over the wall, so I turn the short wall into short thorn. Come on no one will die here.
* In the right part of the first room, I decided to make the player review the use of jump and dash, so I made 4 levels of reverse stair.
* As you can see I almost set no death punishment in level 1.4, cause once died you will go back to the beginning. I tried to make my level simple.