Hazards:



Drip Hazard

Drips lava downward

It hurts Player

Pits - players die when they fall in





Platforms:

Regular - platforms that the player will land on

Side - Sideways platforms that activate when dashed into

Ground Pound - These activate only on a ground pound

“Trampoline” space - when the player ground pounds this, it launches the player upwards

Enemy Spawn points