

Player possible interactions:

















- walking
- jumping
- double jumping
- sloshing enemies
- taking damage
- using potions

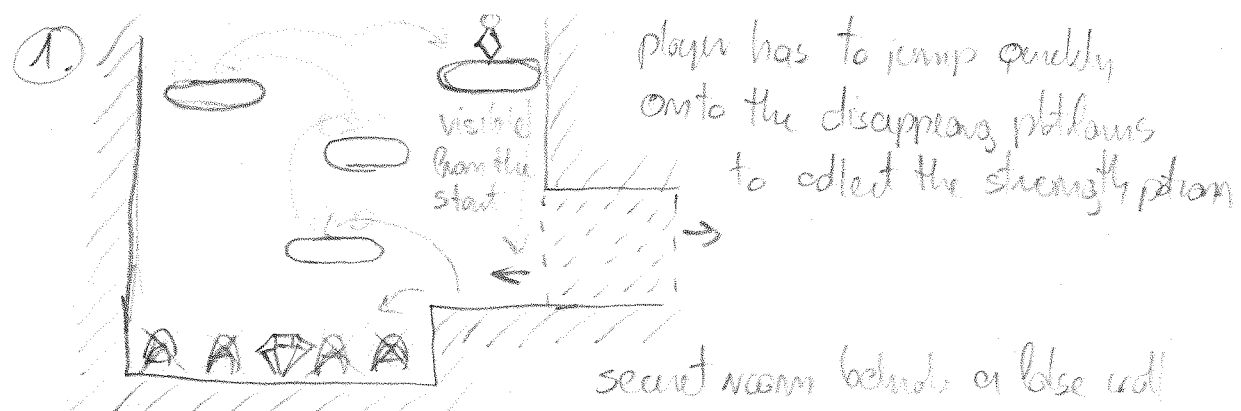
Player possible interactions:

- walking
- (double) jumping
- melee enemies
- taking/dealing dmg
- using potions

Detailed Level Design

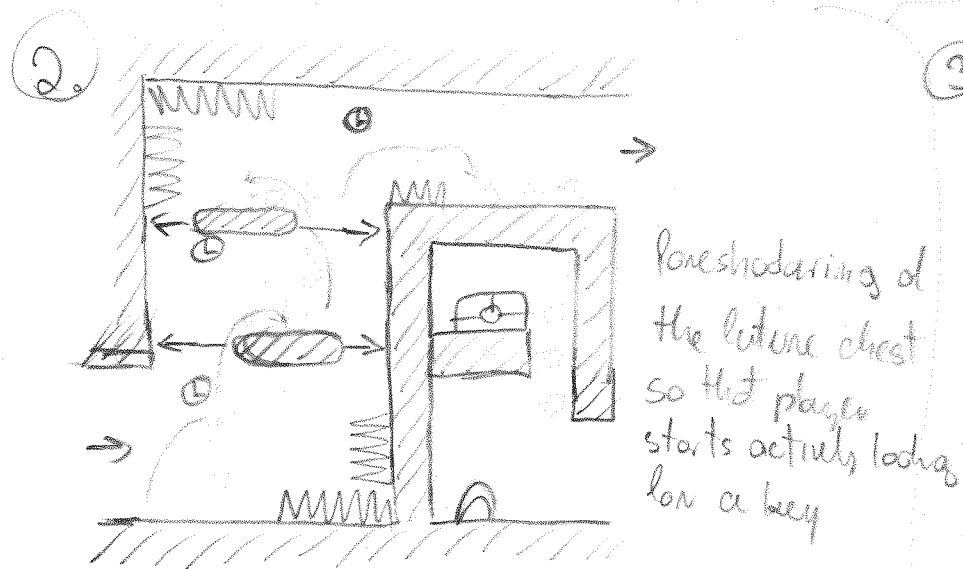
Legend Challenges Details

-  - Hard collision object
-  - False collision object
-  - Disappearing platform
-  - Moving platform
-  - Spikes
-  - Strength potion
-  - Healing potion
-  - Gold coin
-  - Silver coin
-  - Enemy
-  - Chest
-  - Key for chests
-  - Diamond
-  - Jump route / sequence
-  - Double jump sequence
-  - Timing sequence

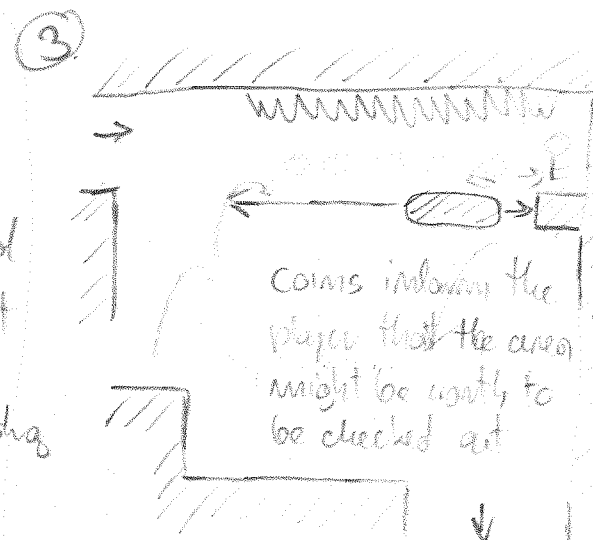


The ditch ensures that the enemies will remain in area with the diamond.

player uses the strength boost to quickly get rid of the enemy and collect the diamond

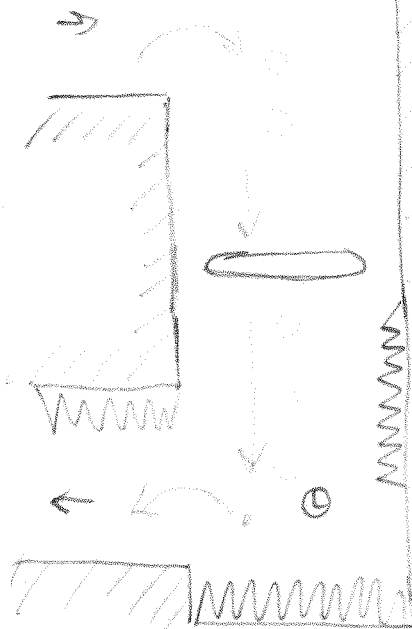


player has to time jumping onto the moving platforms to avoid the spikes



player has to jump on the moving bottom and patiently wait to be moved to the key

④

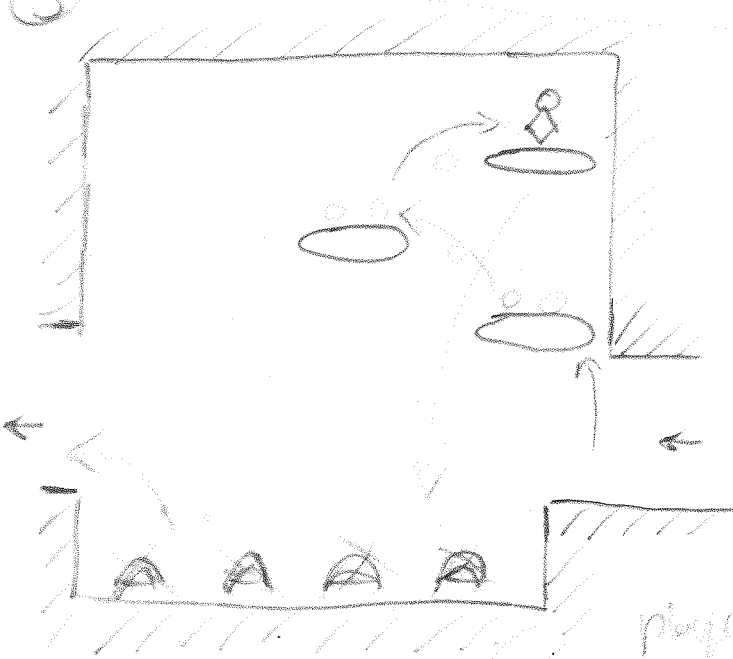


player is guided with
carts to fall into the pit

they fall onto a dissonant
platform and see the imminent
danger of spikes below

player is forced to skillfully
dodge the spiked pit using
a jump just before touching them

⑤

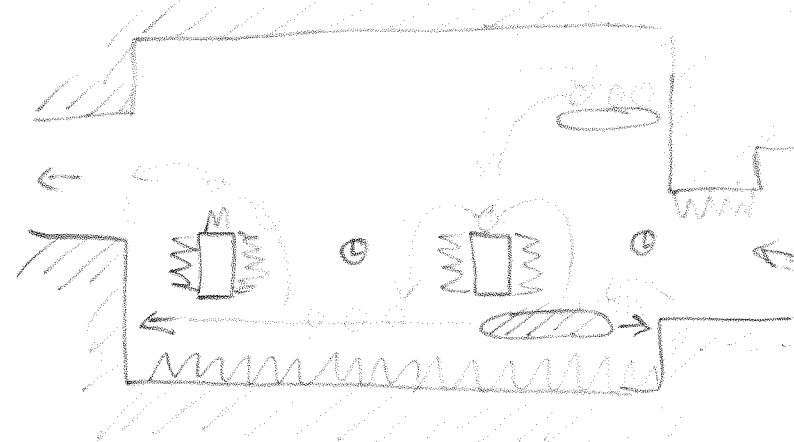


player is pursued with a pit
full of enemies and a dissonant platform

hoping that they might avoid enemies
they make the platform route but are
then awarded with a straight path

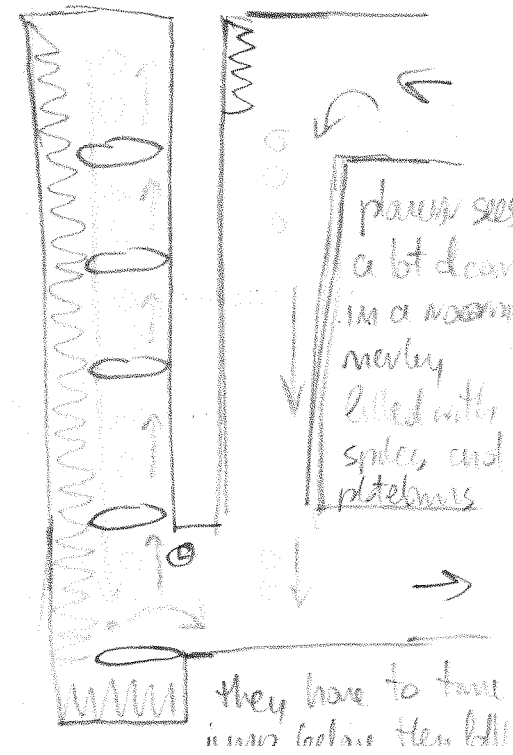
player slays all the enemies to proceed

⑥

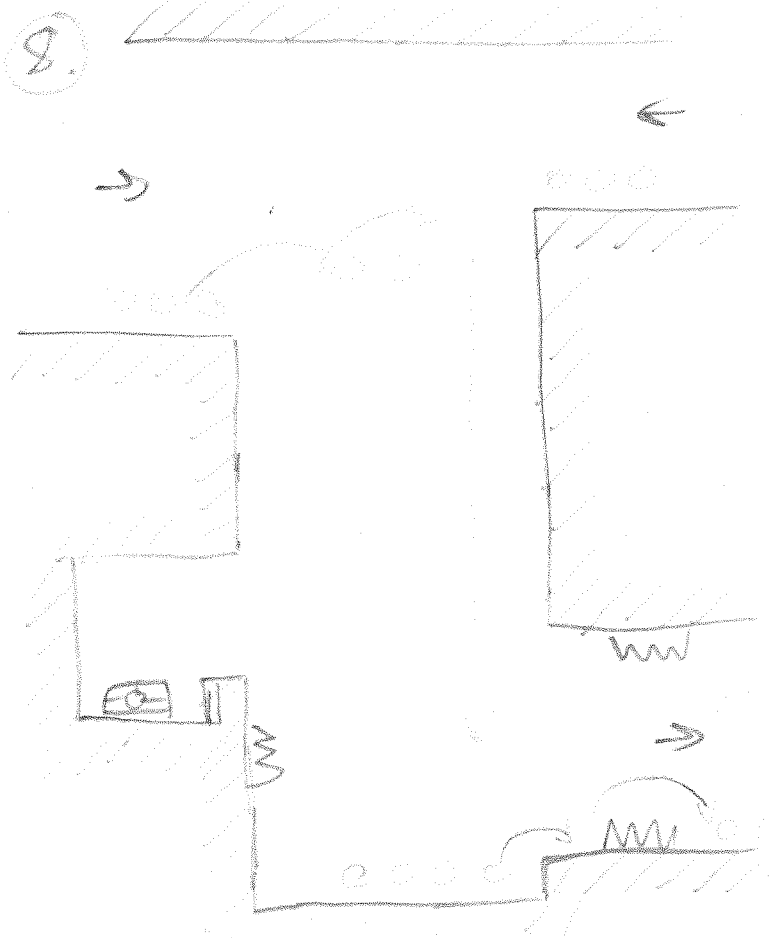


player has to correctly time
jumping on a moving platform
to avoid spikes on the way

⑦



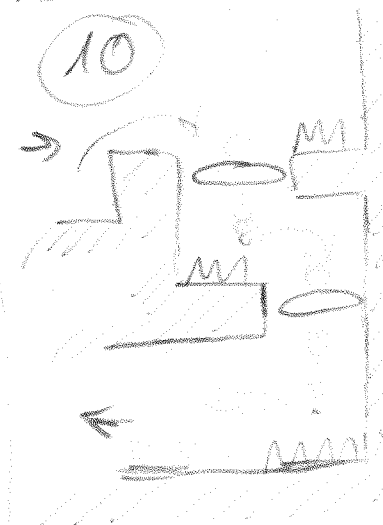
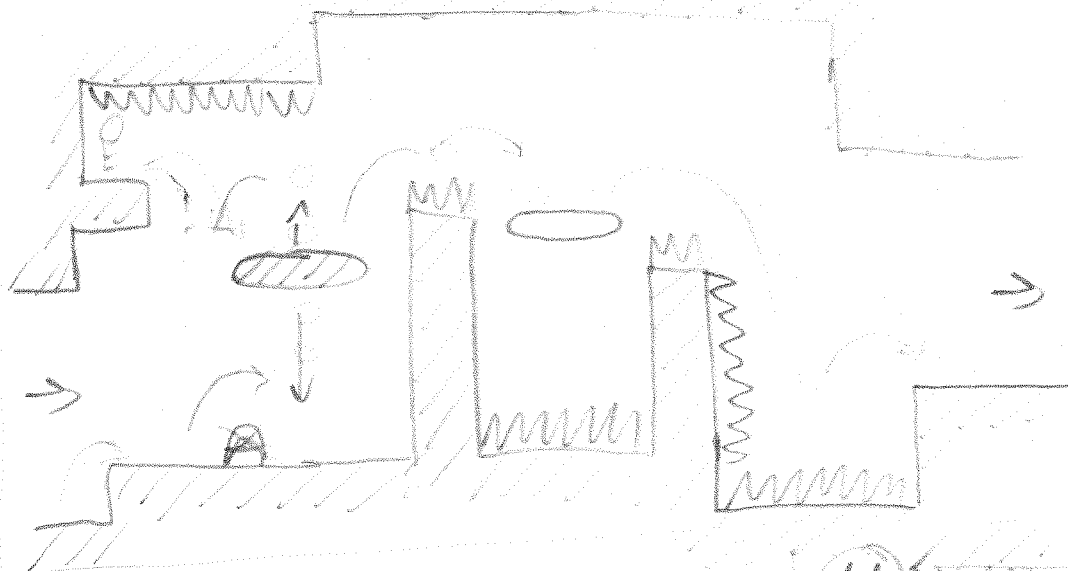
player sees
a lot of danger
in a narrow
narrowly
filled with
spikes and
platforms
they have to time
jumps before they fall



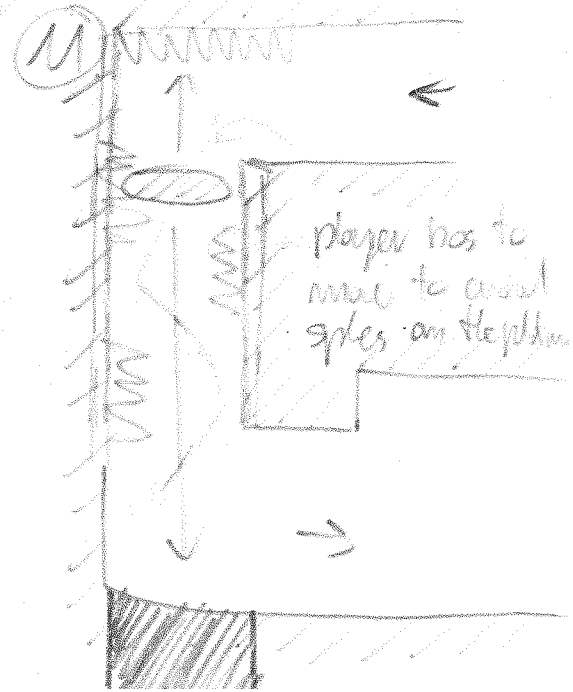
player is presented with a huge gap and is encouraged to jump only to fail and land on the bottom

but then see a chest along the way launching some sort of reward

9
player has to jump from a proper height to get the key and avoid hitting the spikes at the same time

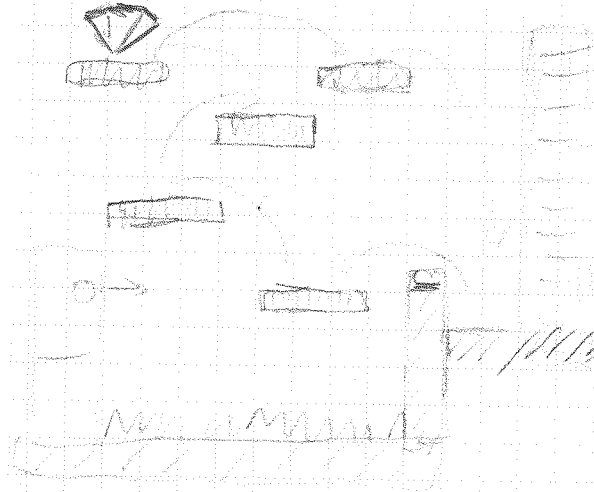


player has to fall from platform and jump in the air to avoid the spikes



player has to move to avoid spikes on the platform

Rough sketches & ideas



IDEAS

