Puzzle #1

stage 2

moving platforms

The player needs to get from stage 1 to stage 2

stage 1

stage 2

moving platforms

stage 1
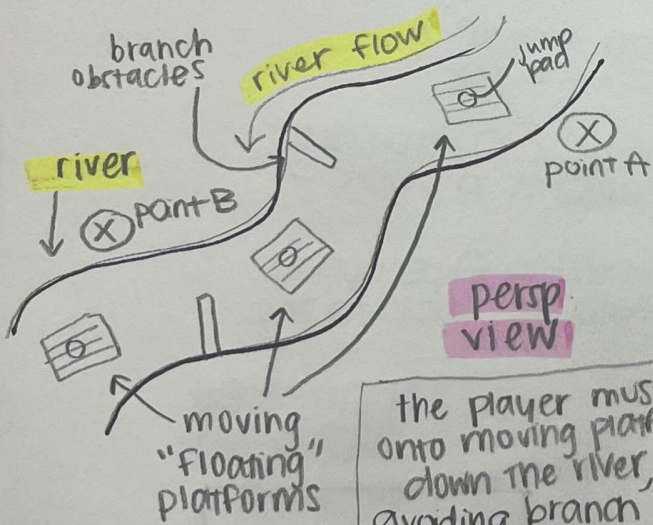
pressure pads

pressure pads

cube
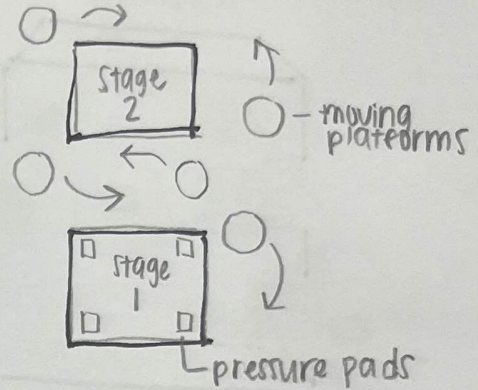
persp. view

Player must use heavy assets to activate the right pressure pads to make the path possible

ortho. view top-down

Puzzle #2

branch obstacles

river flow

jump pad

river

point B

X point A

moving platform

river flow

X point A

jump pad

branch obstacles

ortho. view top-down

point B

moving "floating" platforms

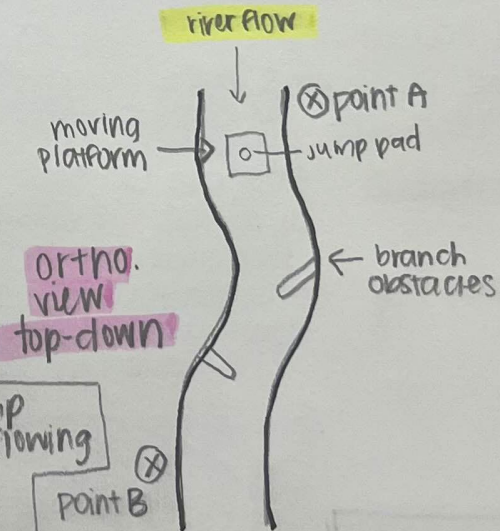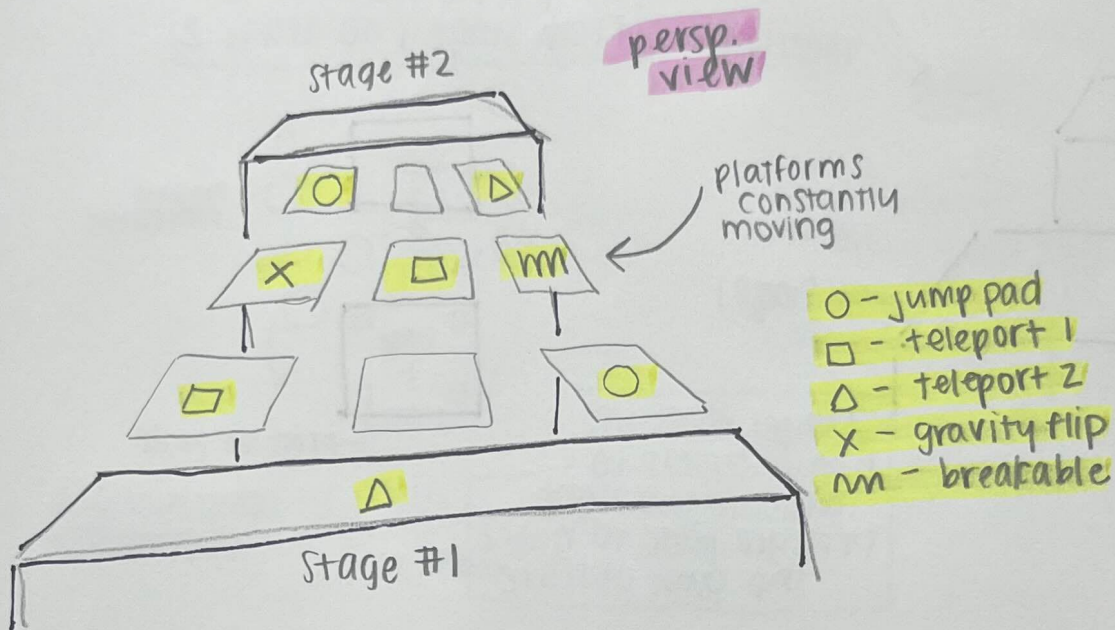**persp. view**

the player must jump onto moving platforms flowing down the river, avoiding branch obstacles by using a small jump pad on each platform to get past them

Puzzle #3

I took inspiration for this puzzle from the legend of zelda + skyrim

stage #2

platforms constantly moving

O		△
X	□	m
□		O

△

Stage #1

O – jump pad
□ – teleport 1
△ – teleport 2
X – gravity flip
m – breakable

Player must get from stage #1 to stage #2.
There are constant moving platforms that have a determined "cycle".

However, some platforms are "rigged" with either a Jumppad, teleport, or other mechanics such as:

- breakable : Stepping on this platform [x] number of times causes the platform to break + fall away

- gravity flip : at certain times, this platform flips upside down with the player, who can stick to the platform

ortho. view top-down

stage #1

△

O		△
	□	
□	W	O

stage #2