Basics:

The basics or the first few levels should introduce the player to the basic mechanics pushing, pulling, jumping, walking and interaction culminating in a bit of a challenging “basics” level introducing the concept of pulling off or abandoning parts at the end to complete the level. For example this “culmination level” could be a level centered on pushing and pulling in a manner similar to the strength puzzles from pokemon games and the lever at the end is broken requiring the player to remove their arm in order to complete the level.

The next couple levels could remain simple exploring the various applications of the removal mechanic also giving some breathing room to slow down and explore the introduction to the story.

Culmination level:

Puzzle is similar to the strength puzzles seen in early pokemon games requiring GAR to push and pull boxes in a specific order to clear a path to the exit where a broken lever introduces the player to the concept of disassembly.

Example level exploring the no arms state:

Level opens, GARS bird flies to the top of a dark stage perching on a loose pipe next to what appears to be a barely closed trap door indicated by trace amounts of snow falling through. Hazard coloring indicates a lever behind a box, pushing the box reveals the broken lever, thus GAR must remove one or both of its arms to presumably open the trap door. Opening the trap door causing a large amount of snow to fall through as well as opening a door on the other side of the room\*. The snow blocks GARs path to the door but creates a ramp to climb up and possibly around depending on how arms work, players will quickly come to realise that GAR is too heavy to traverse the snow and eventually come to the conclusion that they may need to drop more body parts. From here the player could travel up the snow and out into a new section (or we could go through the door) connecting to new sections lengthening each stage allowing for more exploration into the story. In between some levels we could also provide the player with “spare parts” that it can replace parts left behind with such as new arms, legs or even bodies.

\*Could also reveal the door at the beginning leading the plate to disregard the trap door under the impression that the lever opens the door alone. Surprising the player and establishing a puzzle structure of cause and effect

Factory floors and moving parts could play a large part in the level design allowing the player to essentially set up the solution for puzzles, for example a level where the player stands before a large gap with a conveyor belt pushing items onto and off of a ramp. Around them are boxes with broken walls. The player putting themselves on the ramp would find that they are too heavy and fall short of the other side, even after dropping all their body parts and leaving only the head the player would be too light and have the head launched into the opposite wall. Pushing the wall would reveal a hole that the player can travel through as a head/head and torso. Travelling through to the other side would reveal a door with a broken lever and a body missing one arm. It is from here one can piece together the solution. The player first pushes the box out of the way then removes one arm setting it down onto the belt launching it safely across the gap then abandoning the body the player as a head travels through the small hole to the other side linking up with the abandoned body, picking up the arm and using it to repair and use the lever.