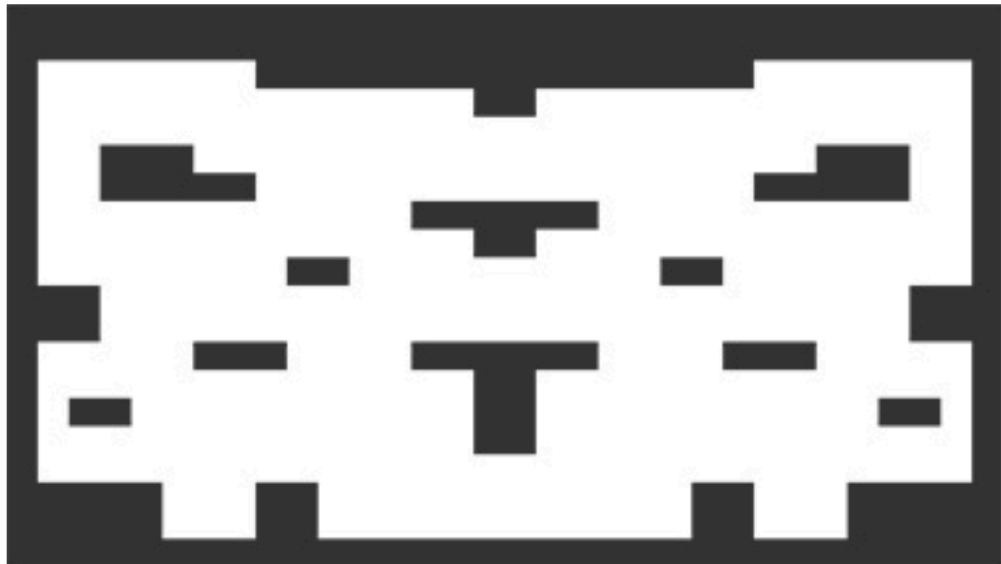


- = Player
- ★ = Stars  
(Collect all 10 to complete level)
- ▲ = Spike Trap

Thoughts and suggestions

1.) maybe the player cant jump and can walk left or right but has to use the gravity mechanic to get across from platforms?

Level  
Design #2



Level  
Design #3

