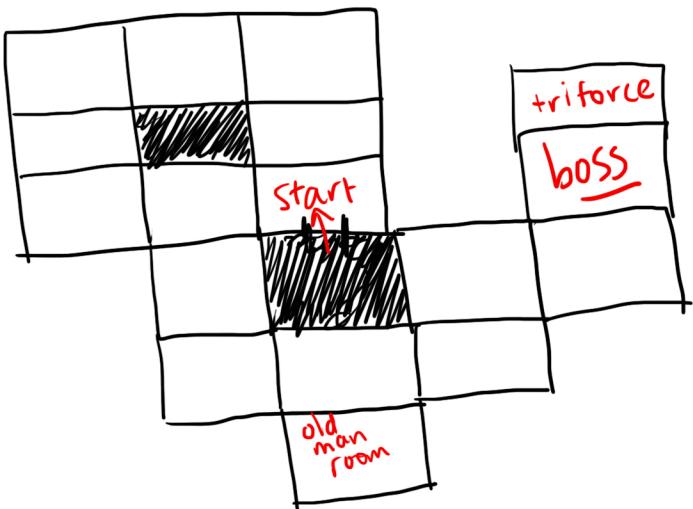


Map Sketch:

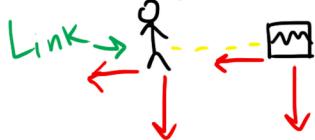


New Link functionality:

→ New weapon ("Helper")



Follows Link's position, but w/ a translation.

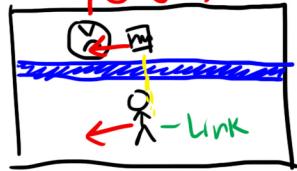


When Link moves, the helper moves with him but at some offset

→ weapon can be chosen as B weapon, when B button is pressed, the direction at which the helper is translated rotates 90°:



→ Thus Link can attack a space he cannot physically be, like:



Or he can push unreachable blocks to open locked doors or something

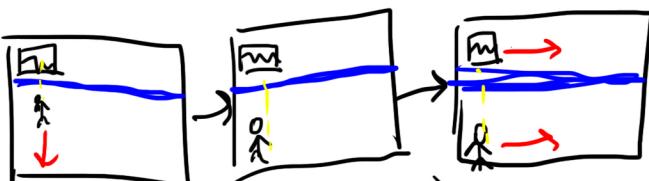
Hopefully new weapon allows for greater control in Link's attacks and sets up for more strategized moves

We can introduce the new weapon somewhere in the middle of the customized level, like at $\frac{1}{3}$ - $\frac{1}{2}$ - way point.

First it will be used in all-floor settings to get user used to new function, but then we will have rooms where we MUST have the helper to get through/ kill all the enemies (like in the example room given earlier)

Want to use Helper in Boss battle somehow?

We know that w/ this new functionality we need to craft some more puzzle-like rooms so that will be an interesting challenge.



(bad drawing)
Sorry

another maybe cool thing is to extend the reach of Helper by getting it stuck on an island, walking away (while Helper has to stay in place) and then walking parallel