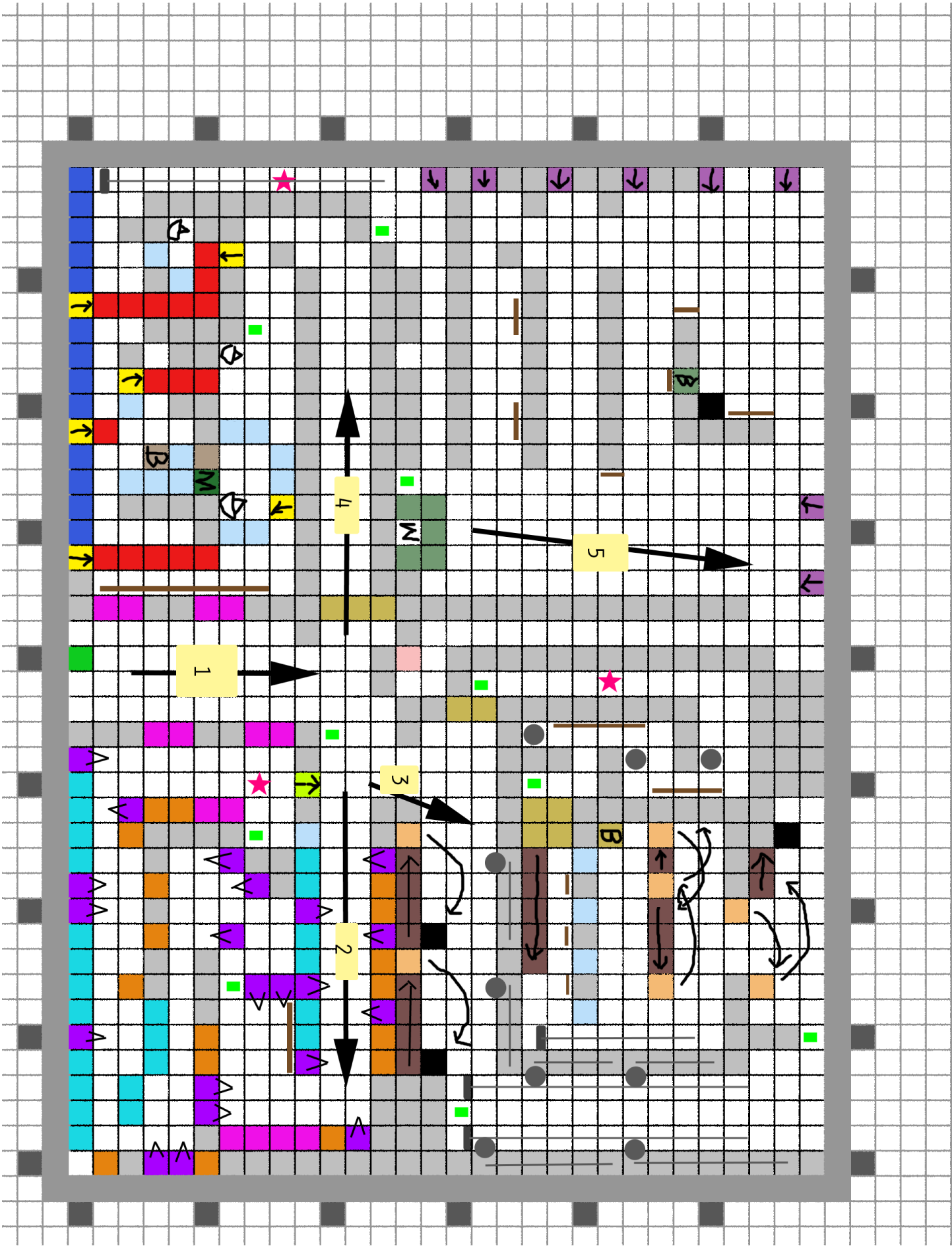
1
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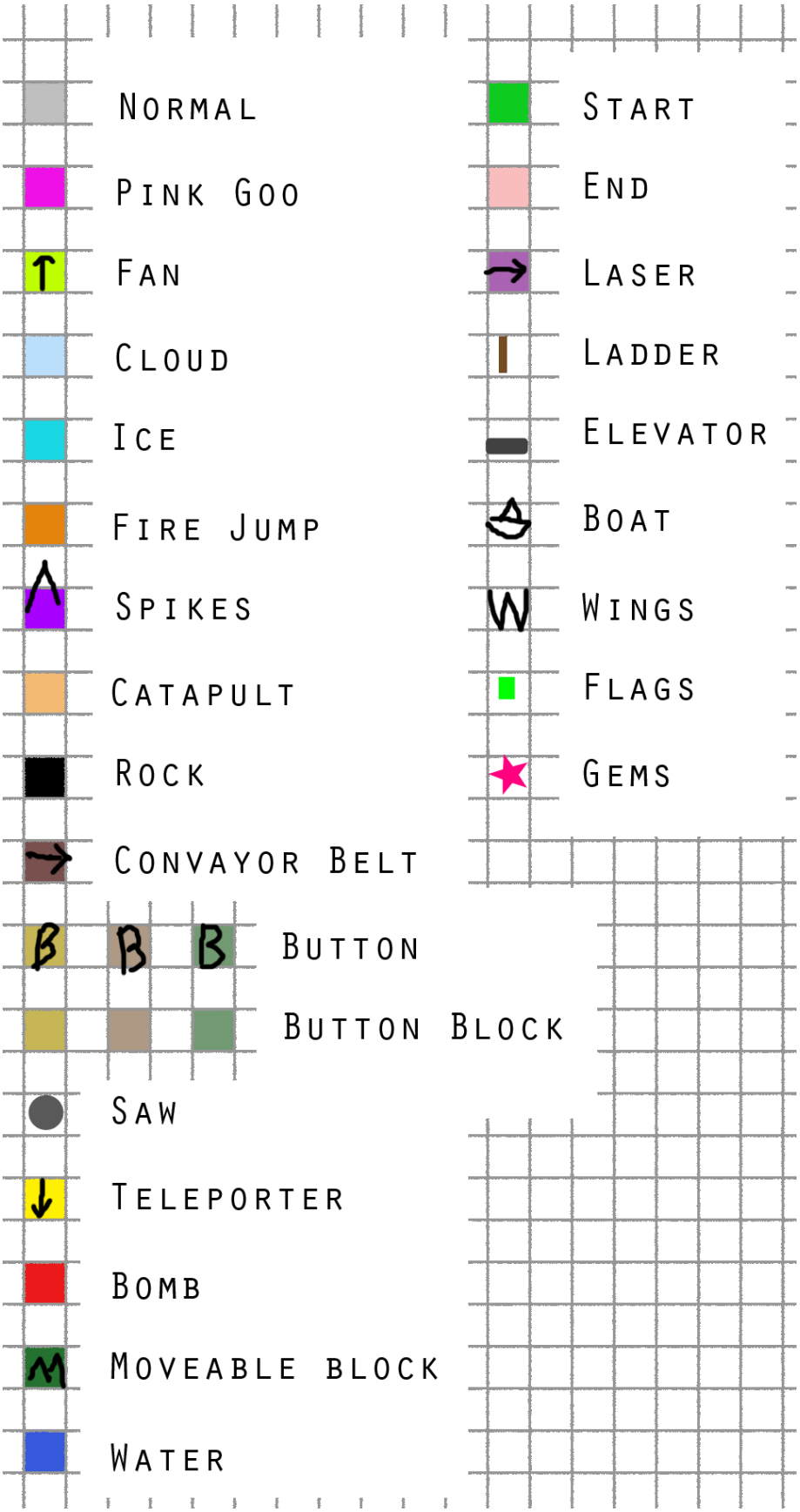
Normal
Pink Goo
Fan
Cloud
Ice
Fire Jump
Spikes
Catapult
Rock
Convayor Belt
Button
Button Block
Saw
Teleporter
Bomb
Moveable block
Water
Start
End
Laser
Ladder
Elevator
Boat
Wings
Flags
Gems

Battle Block Theater is a platformer, puzzle game where the purpose is to get enough gems to access the end of the level while facing different and fun obstacles along the way. The players controls are running, jumping, hitting, grabbing, and throwing. I wanted to make a level that was challenging and that segmented the level into 4 quadrants, each focusing on different mechanics/theme in each section. I purposely made you see the center endpoint every time you beat a quadrant because I wanted to remind the player that they were making progress. I purposely did not include enemies because they add randomness to the game that causes frustration. I think they are unfun and just slow down the players progression. I'm targeting a more skilled player for my level who has a basic understanding of most of the mechanics in the game. I focused on making the player feel that they are progressing and completing objectives.

You start at the bottom center and jump up on the pink goo to reach the center where you see the endpoint. You then go through the bottom right quadrant(Fire/Ice/Spikes) to turn on the fan to get you to be able to jump and reach the top right quadrant(Saw/Catapult/Conveyor Belt). You put a rock on a button an that allows you to access the bottom left quadrant(Boat/Bombs/Teleport/Water). You must use the teleports to get the 3 boats into their respective water in order to allow you to cross. Boat: 1 you time the bomb blocks right, Boat 2: you block the top teleporter with a movable block, Boat 3 you stand and wait on the last bottom teleporter as bombs go off until you pop out the unblocked teleporter. You get on the elevator which allows you to reach the top left quadrant(Lasers/Wings) where you climb up and press the button to allow you to get the wings. You fly up and go down the shoot where the end of the level is. I made sure checkpoints were in good locations where you wouldn't be able to miss them or get them before you are supposed to. Minimum 3 Gems are unmissable so you don't

have to back track but I made it so the player can do so if they want to. I will probably add hidden gems in large normal wall areas when implementing in game.