The game starts the player on a small island with no threats and some coins leading them to another larger island. However, these islands are separated by a small chasm which can be jumped over. There's a prompt by this chasm which teaches player's the keys needed to jump and move around. Once the player overcomes this they need to move on to the next island which requires players to understand the flying ability. This area also has a text prompt teaching players how to fly and some coins leading them to the next island. However, the distance between both islands is just large enough that if players don't time the fly and jump properly their ability to fly will end and they will fall and have to restart. I made it this way so players learn early on about the flying timer and the need to time things properly. The next area requires players to combine both the grappling and flying mechanic to reach an island that is further away above them. This island contains a lot of healthpack and a single bomber enemy which will rush most players immediately after setting foot on the island. I made it this way to teach players to watch out for threats and also properly convey the idea that health packs heal them. After this island the next island contains the patroling enemies and the bomber enemies which builds upon what the player already knows. This is a decently sized island to give players enough room to move around and figure out that they can kill the patrolling enemies by jumping on their heads. The next area after this introduces the 2 range enemies: the flyer and the mortar. Both of these troops synergise very well so I wanted to put them together. This area also has much smaller islands as it expects players to be more familiar with the grappling and flying mechanics. The last area of the game puts all of these threats together in a large island with the end goal across.

The character in my game is able to move, jump, fly and grapple terrain nearby. Because of this I decided to limit the player's character ability to fly to make it more difficult for players to abuse this mechanic. The grapple also has a set range so players have to use all their abilities

to move around. Additionally, the level was also designed around the idea that the player has a lot of movement tools. There's a lot of verticality and the islands are far apart from each other so players have to fly and grapple to get around. Apart from the enemies we had to implement I also wanted the custom enemy to be one that could move quickly and pose a larger threat to slow players, this is why the bomber moves faster than the player's regular movement speed and can only be avoided or outran.