

**General Goals:**

- Teach Player how to play (important/core mechanics)
- Introduce Raydia (known world)
- Hook player on core loop (keep engagement, win player over for rest of game)
- Have some gimmick to keep it standing out from islands in other game
- Introduce at least one new mechanic for this fangame
- Gameplay is explained through a simple story (progression of level)

Level Gimmick (islands known for exotic flowers)

**Teaching the player:**

The level should (similar to de Blob 2's first level) be split up into a few key areas teaching one or a few mechanics each through gameplay. These gameplay 'islands' should be separated by progression ensuring the player uses the learned mechanics to move on to the next section. For any mechanic requiring a unique input there should be text clearly describing that input to the player. Hand holding should be slightly reduced from de Blob 2.

**Mechanics to teach (in order):**

- Camera Movement (Mouse/Right Stick)
- Center Camera (Right Stick Click)
- Walking
- Color Pools
- Painting
- Jumping
- Score Pickups
- Targeting/Slam
- Graydians
- Transform Engines
- Mission Markers
- Water
- Z-Platforms
- Braking
- Ink Pools
- Hydrants
- Wall Slide
- Wall Jump
- Switches
- Switching Platforms (on beat)

### Level Sections (for mechanics):

- 1a - Camera Movement, Center Camera, Walking, Painting
- 1b - Jumping, Targeting/Slam, Graydians, Transform Engines, Mission Markers
- 1->2 - Water, Z-Platforms
- 2 - Braking, Ink Pools (introduced easy to avoid), Hydrants
- 3 - Wall Slide, Wall Jump, Ink Pools (Punishment for platforming)
- 4 - Switches, Switching Platforms

### **Level Sections (elaborated):**

#### General:

Each level section will be gated off from one another until the player progresses and completes its challenges.

#### Section 1a:

A flat plane surrounded by water, with a color pool to the side and a few buildings. Buoys indicate the out of bounds area. You are given a mission automatically to paint the buildings red.

#### Section 1b:

First, from 1a, it's a raised platform, with buildings along the sides. At The opposite end a short cliff and some rocks block the next area. There's a platform you can jump up to from the buildings. Once they are painted graydians are released and are required to be painted. Once that is completed a Transform Engine Will Appear and the mission ends once you hit it. Transforming the environment will sprout some flower platforms to let you scale the cliff. Popup text guides you to the next mission marker and lets you know you can use the compass.

#### In Between 1 and 2:

There are Z-Platforms you Must Target and Jump between with water below, although you must pass a small stream first (big enough not to jump over) so you will always know what water does.

#### Section 2:

This area is more polluted than the last, with INKT crates and some ink pools still remaining. Near the entrance first has a small jumpable stream of ink with a hydrant The terrain behind it sort of staircases up. At the top is a bridge leading to a flat platform with the mission marker. Both the ink and a cliff block the terrain at the end until you finish the platforming challenge. Perhaps near the bottom of the cliff. After you start the challenge text below informs the player how to brake to better stop on platforms. At the top of the cliff is the location objective and in between are a series of platforms to jump between to get there getting progressively more difficult. At the end there is a transform engine.

### Section 3:

Introduce the wall slide first in a low stakes situation, to cross a gap between some buildings that can't be normally (in the form of a mission). Then over a pool of ink make the player jump between the walls of buildings. The area following wraps around the sides of the section and from there you paint the remaining buildings mixing colors with paint bots. Finally you can activate a transform, some cliffs will fall, and you can enter the next area by crossing the water or doing some extra platforming

### Section 4:

Pinky informs the player that to progress they must first liberate a threshold of raydians so that they can open the gate blocking off the next area. In the accessible section there are various blocks of buildings between paths that can be painted to release graydians. Once enough are freed a cinematic will play letting you know the gate has been unlocked. You then will hit a switch to open it. Behind the gate are two platforms above the water with flower platforms that open/close on the beat. At the end is a greenhouse that's been taken over by INKT and must be transformed with a Transform Engine. After which the level end becomes available. Pinky will ask you if you're sure you want to end the level but will suggest there's more secrets. If you end the level a cinematic will play and after you'll see your results.