The player must wall jump to reach the upper level

The player must use his new aptitude

The player must use the rock to climb on the platform

START OF THE LEVEL

The platforms start moving when the player steps on the first one.

END OF LEVEL

LEVEL INFOS (Width: 8000 pixels, Height: 2400 pixels)

Character Properties

Playable Character
Width: 70 pixels
Height: 115 pixels

Jump:
Width: 230 pixels
Height: 230 pixels

Surface Properties

Solid Ground

Moving Platform
Moves continuously between 2 positions

Fragile Floor
Breaks a few seconds after the character touches it

Spike
Hurts the character when he touches it

Interactive Elements

Rock
The character can grab it and throw it at a distance of 230 pixels.

Branch
The character can use it to swing across gaps.

Enemies

Ape
Moves forward and only changes direction when he comes near an edge, or hits an object or a wall

Mole
Comes out of the floor every 2 seconds. If the character touches it, he's hurt. The number indicates how much seconds he stays out.

Misc

Bonus

New Aptitude
A — Gives the player the ability to catch branches and swing across gaps.

Checkpoint
C — When the player gets to a checkpoint, he recovers all his life.
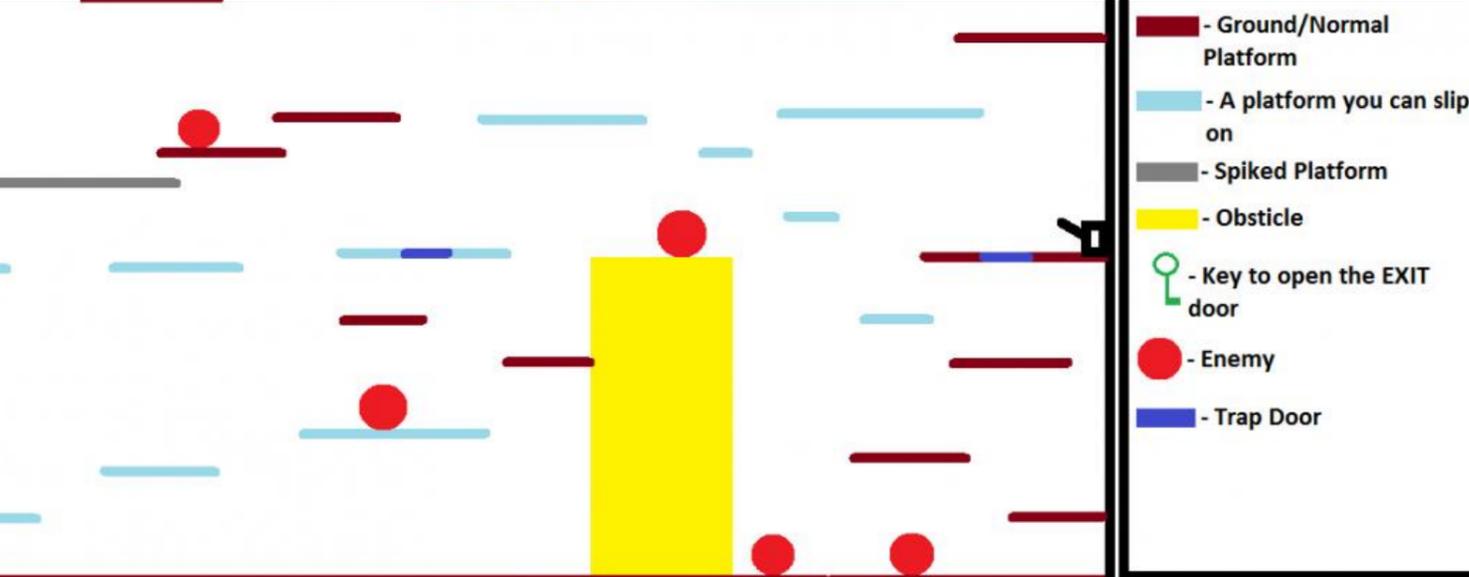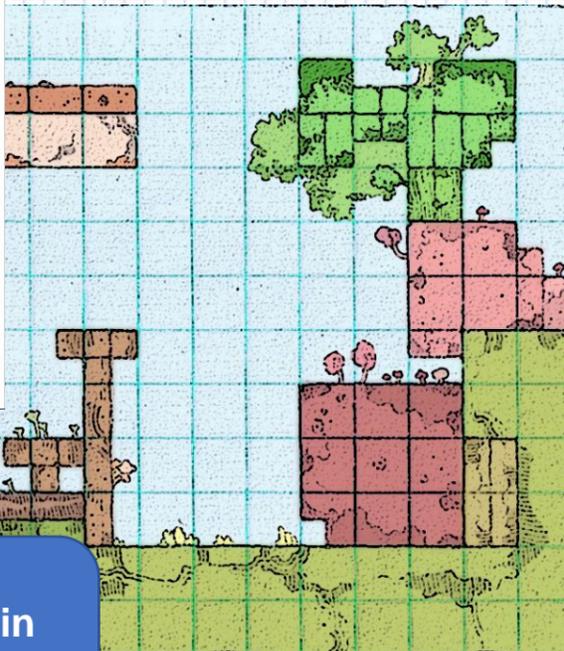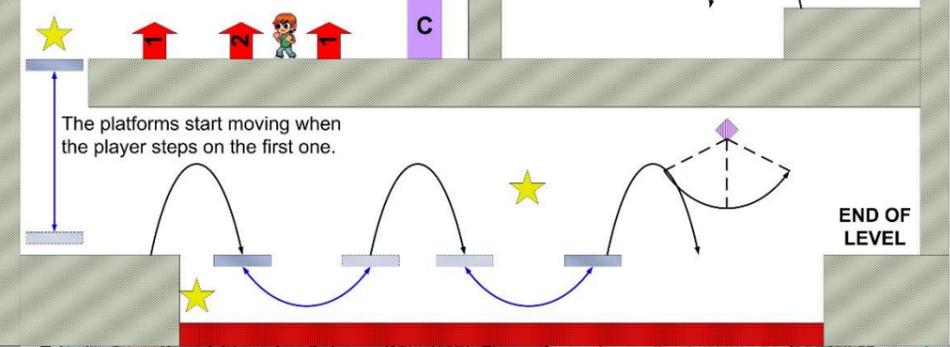
- Ground/Normal Platform

- A platform you can slip on

- Spiked Platform

- Obsticle

- Key to open the EXIT door

- Enemy

- Trap Door

Barrel will fall

Crumble

Barrel will fall

trap door

Trigger

player gets to use barrel for combat.

Reverse traversal

Another option is to have 3 pressure plates and a mover to cover water

place collectable as hint?

hint barrel at start

geometry to prevent corkscrew exploit

Water Kill zone