

LDD – Level 16

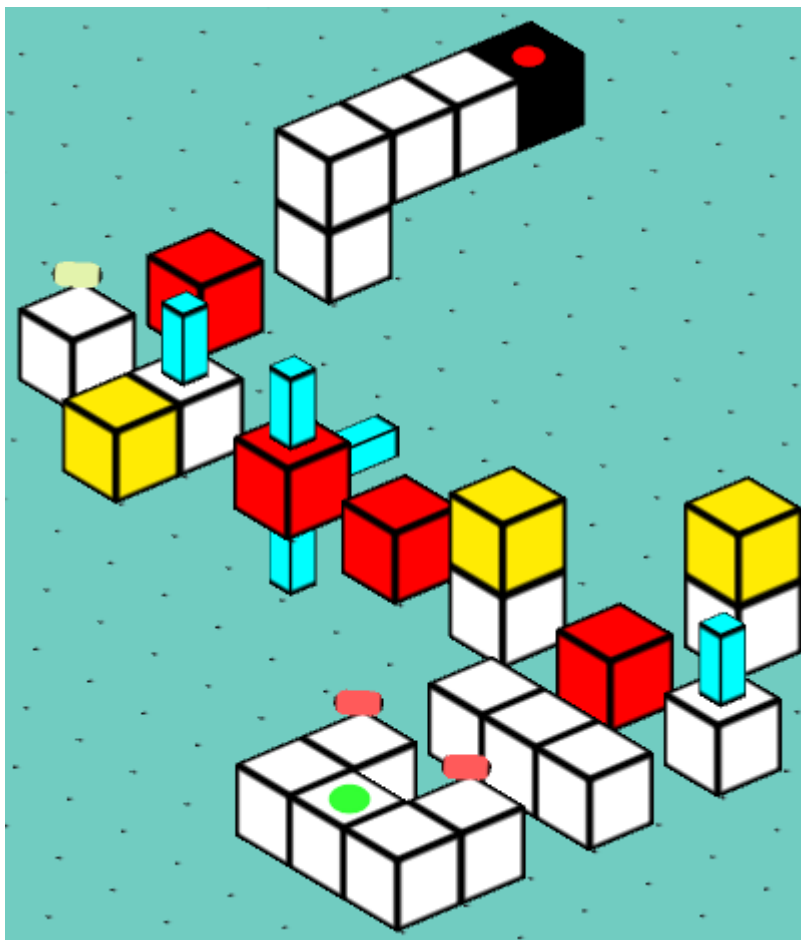
Brief: The level is full of thruster traps and bounce blocks, forcing the player to consider their jumps before committing. The player will be forced to collect a Speed Capsule to lessen the total time they have to finish the level. The end of the level encourages the player to collect a Slow Capsule to mitigate the Speed Capsule they are forced to collect early on. From this position the player will be able to see the particles rising from the Exit Hatch. A cunningly-placed Bounce Block right near the end encourages them to take the direct route, which leads into a solid wall. The player should feel under a moderate amount of pressure for the first time in this set of levels. All thrusters in the level are always-on.

Required assets:

- Regular Block
- Bounce Block
- Button
- Bonus
- Exit
- Thruster
- Speed Capsule
- Slow Capsule

Localisation assets: None

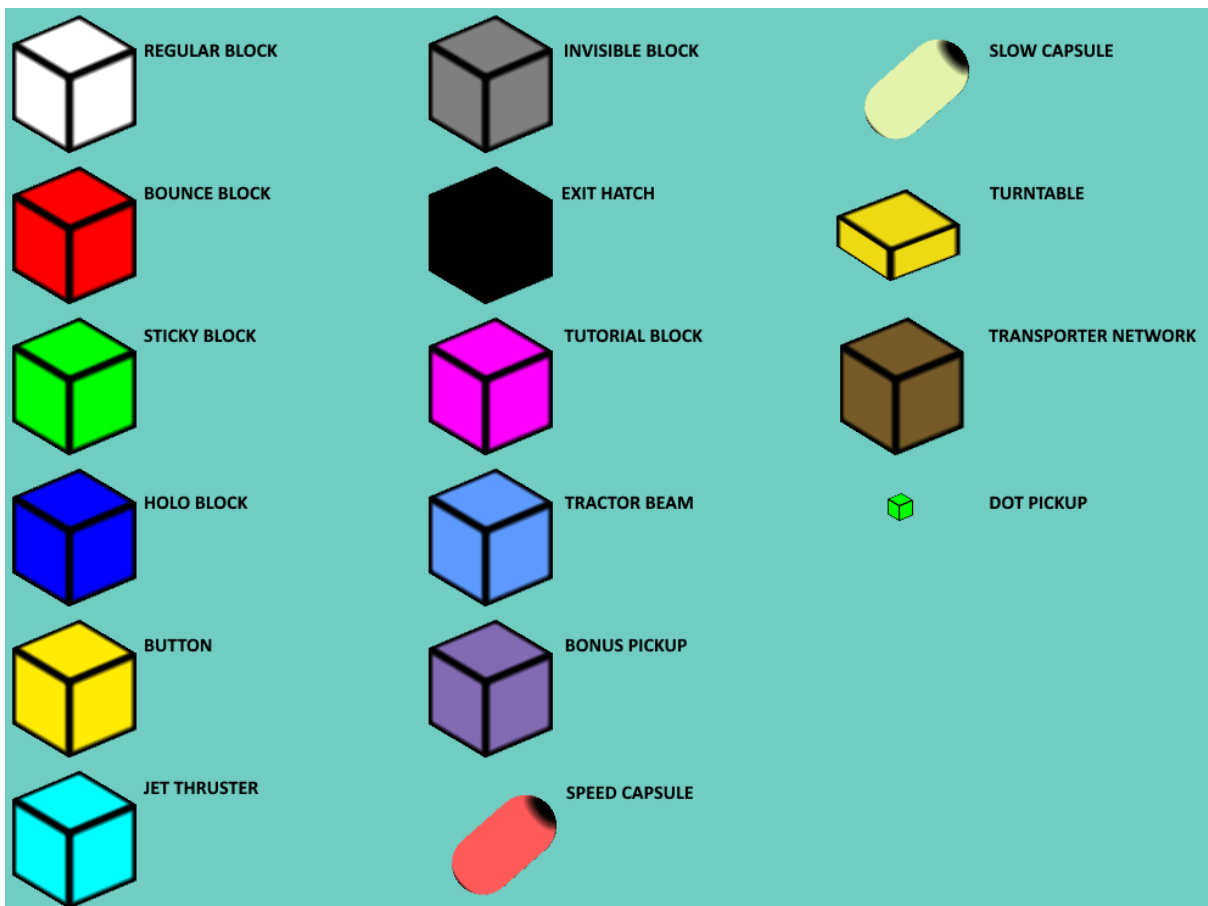
Tutorial text strings: None



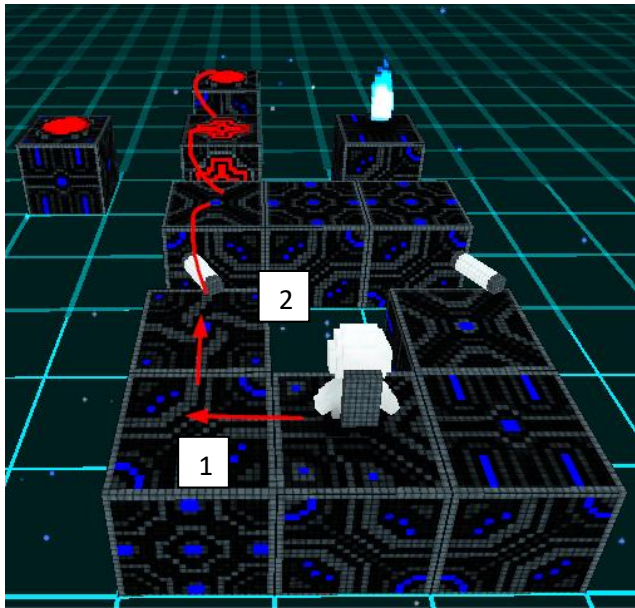
● Exit (top side)

● Start

Key

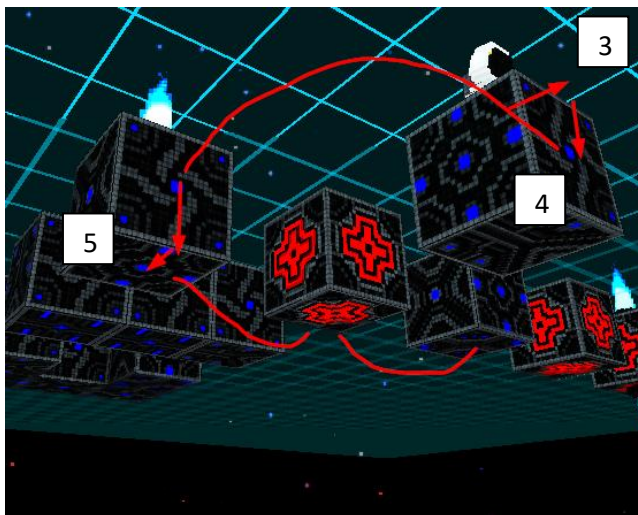


Route:



1. The player moves forward to the edge of the platform, collecting a Speed Capsule. The level timer is set to 1.5x the usual rate (unavoidable feature of the level).

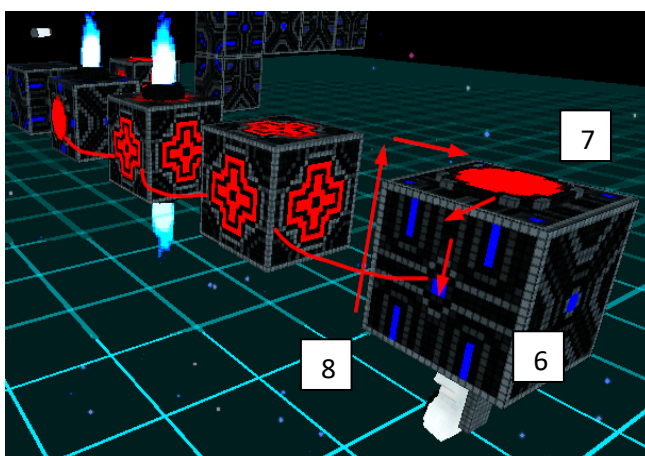
2. The player jumps forward onto the central 3x1 platform. They jump forward again onto the Bounce Block and are bounced forward onto the first Button.



3. The player walks over the edge of the block they are stood on. They turn to the right.

4. The player jumps to the block with a jet thruster on the top side. Once they've landed, they walk over the edge to stand on the underside of the block with a thruster.

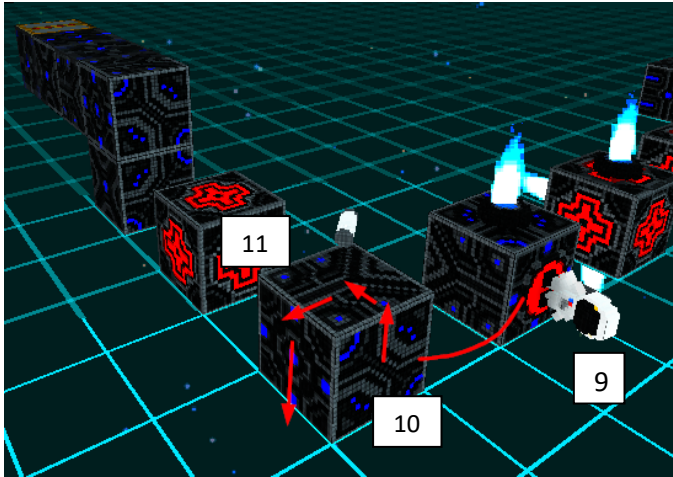
5. The player jumps toward the Bounce Block, bounces forward to land on the underside of the block containing the second Button.



6. The player walks over the edges of the block they are stood on to orient themselves with the top of the Regular Block and press the second button.

7. The player turns and walks over the edge of the block to reorient with the side of the block.

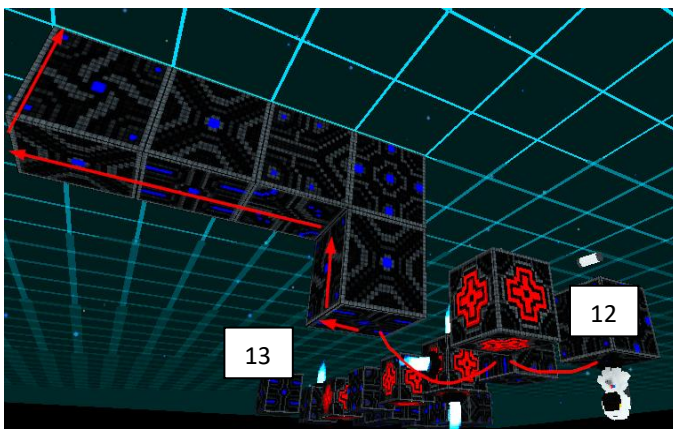
8. The player jumps across and rebounds off 2x Bounce Blocks, coming to a stop on the third Button. The Exit Hatch unlocks.



9. The player jumps forward to land on the Regular Block beneath the Slow Capsule.

10. The player walks over the edge of the Regular Block to collect the Slow Capsule. Time flow is set to 0.5x the usual speed.

11. The player walks over the edge to orient themselves on the underside of the Regular Block



12. The player jumps forward onto the Bounce Block; they are bounced forward onto the underside of the L-shaped platform.

13. The player follows the underside of the platform around, walking around the edges as required to emerge on the topside of the platform, enter the Exit Hatch and complete the level with a "Perfect" rating.

Playthrough: https://youtu.be/K_E08Od1IRA