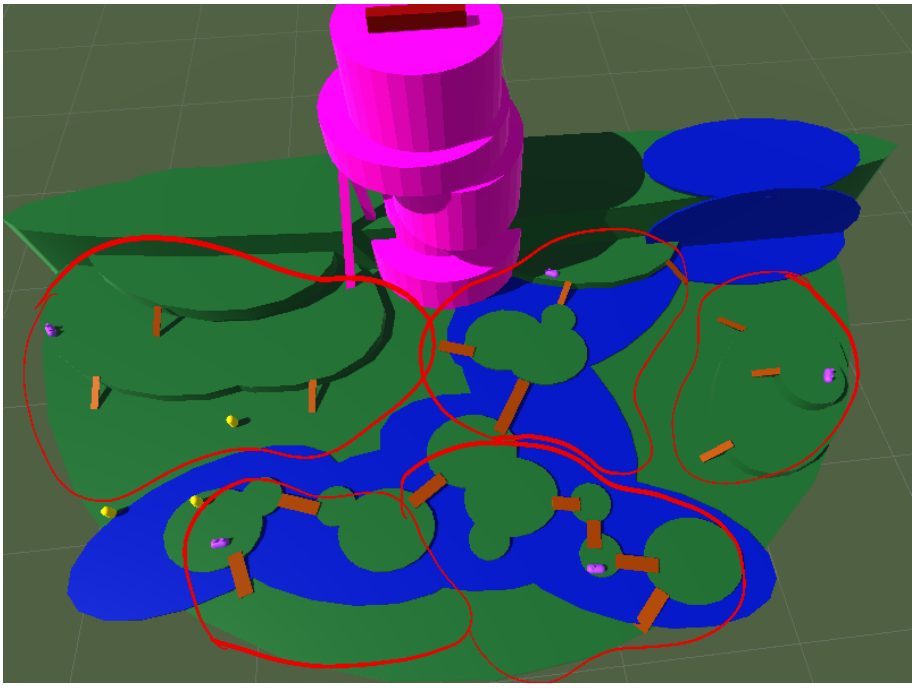
Core Intention:

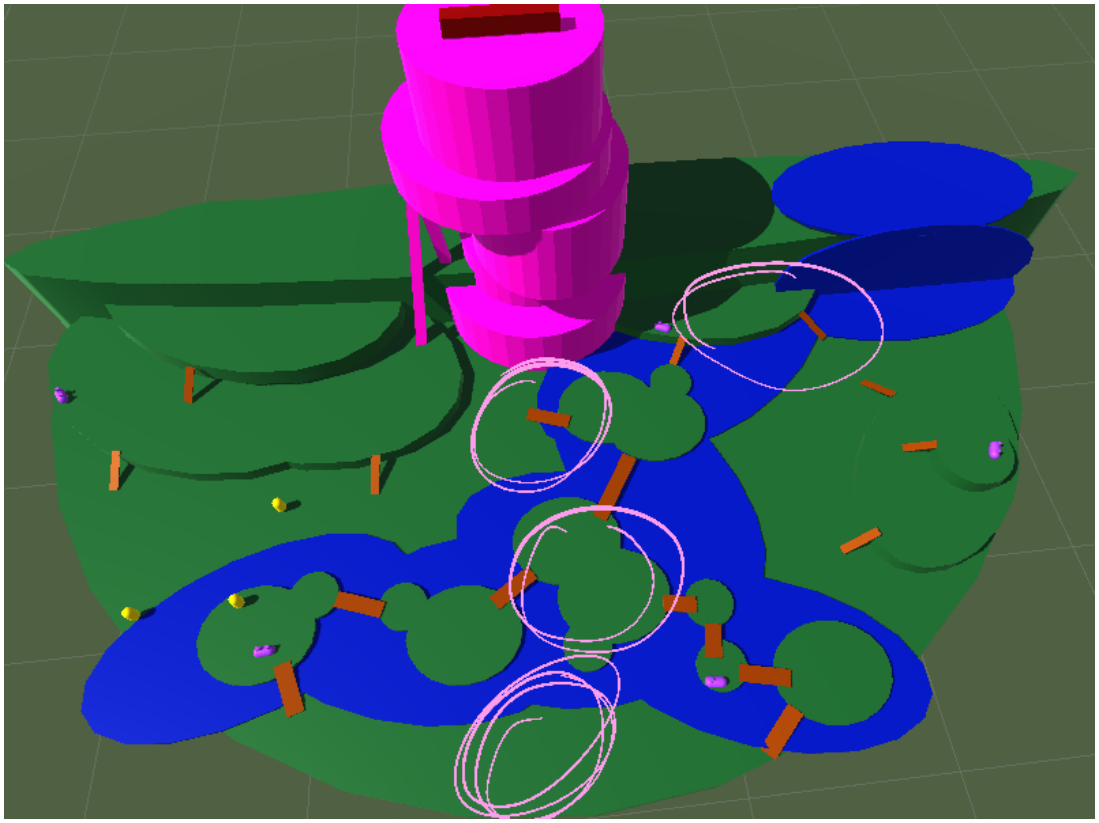
The main focus of this level is the many small and interconnected islands that the Gruttles must travel between. It is a windy level with many interactable elements that must be properly managed in order to ensure that Gruttels can reach where they must go without blocking their fellow Gruttels or getting lost in the many small islands.

Zones:



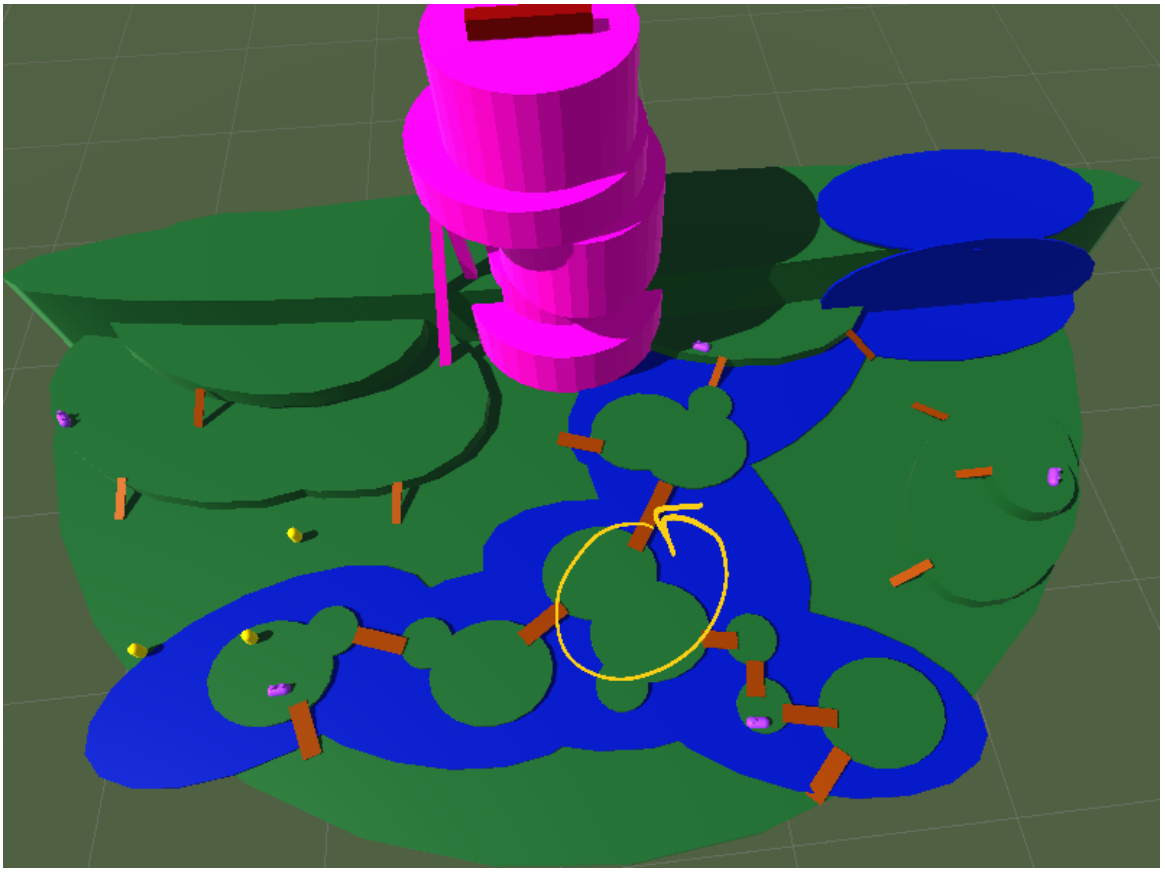
Demonstrated here are the zones that players are most likely to split the level into. Each zone has 1 trash machine and aside from a few exceptions, a similar area squared where the trash will fall. This level has been set out in a purposely asymmetric pattern in order to disguise the similar floor space of the zones without making the zones too totally lost and unclear.

Meeting Points:



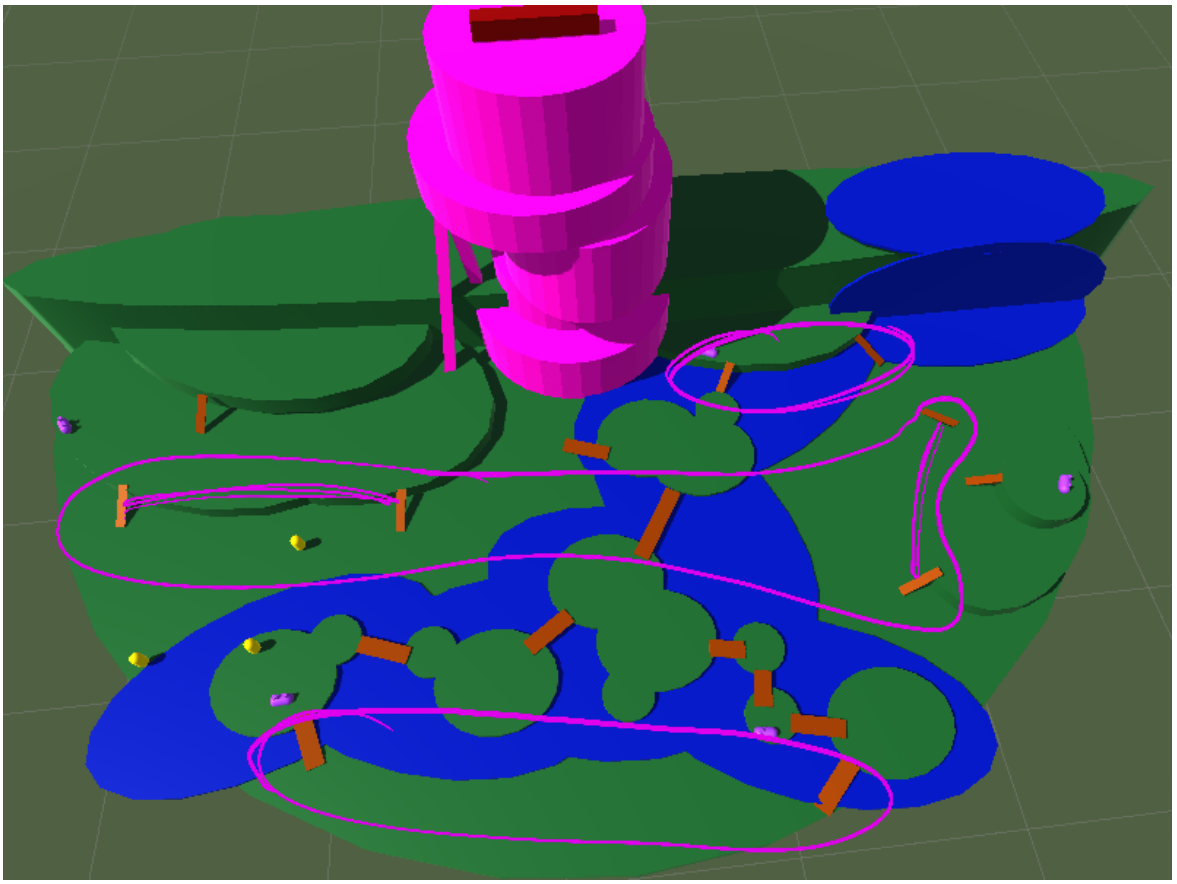
Here are the key “meeting points”, the borders at which the zones meet and Gruttles may move between zones. If particular zones become too unmanageable or congested, having these places where Gruttels can crossover and move zones allows the player the freedom to transverse their Gruttels if need be but without making the travel too east as aside from the bottom two zones, most require long and paths to be taken to reach the next zone.

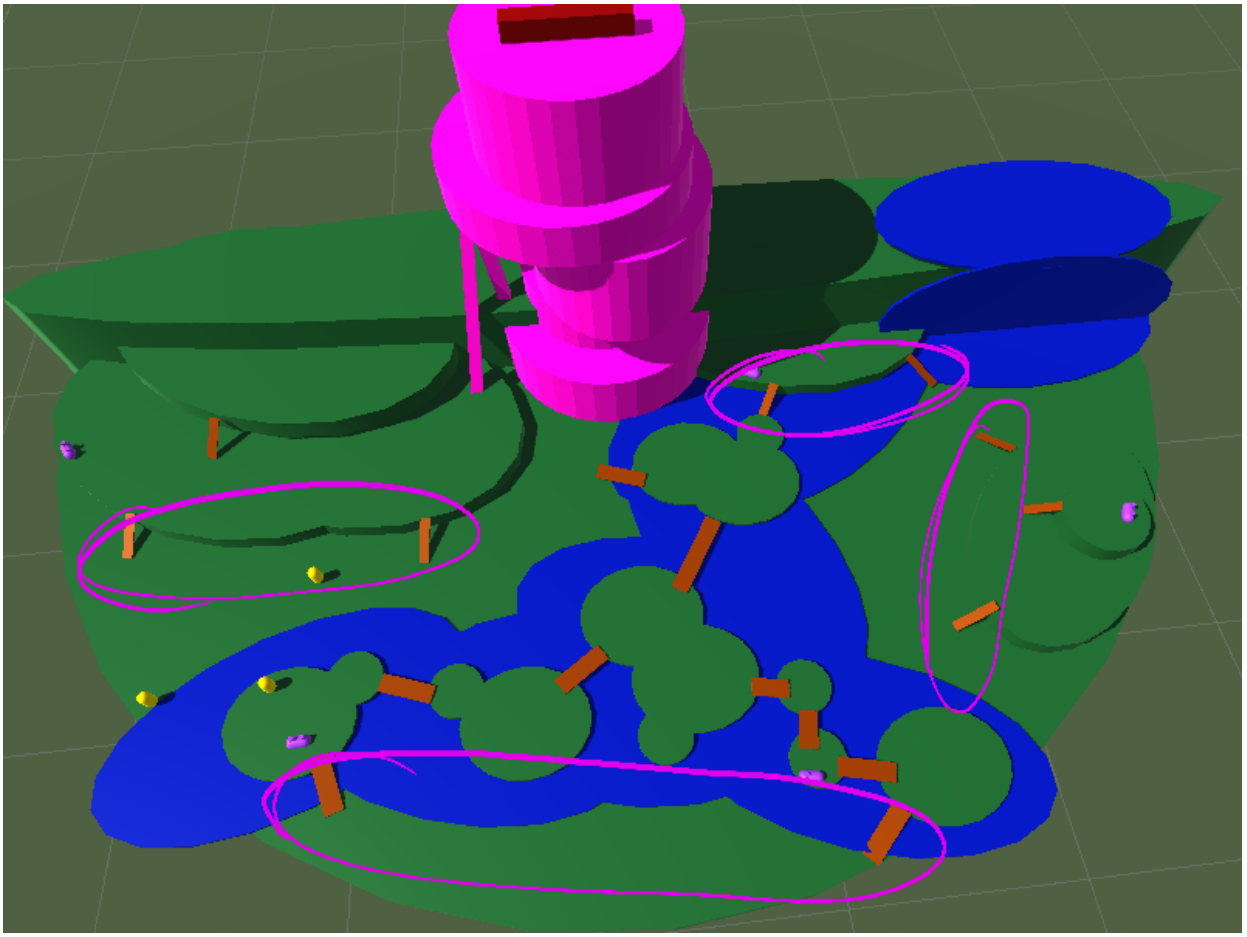
Central Spinning Island (Unique Feature):



As proposed by Cassy, this level is intended to include a large spinning island that can disrupt the borders between the zones. This will work by removing bridges from the island, leaving only two or one as to be decided. The player has to spin the island to move the bridge to where you need in order to traverse. This means it adds an extra frantic element as this will require the player to really keep on top of the island rotation to ensure Gruttels don’t get stranded and also trash doesn’t build up too much on that island.

Bridge Patterns:



Another possible interactable is to have the bridges act as partnered draw bridges, which is seen above circled. So when one bridge is lifted, the other bridge it is partnered with lowers and vice versa. This again helps to solve some of the crossovers of the bottom two zones and at the hill zones add some more elements to make up for the plainness of the hills vs the islands.

There is an alternative partnered pattern as shown below which would add significant difficulty to this level as allowing access to one hill would completely restrict access to one meaning that quick management would be key to stopping the hills from building up.