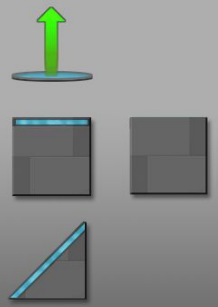
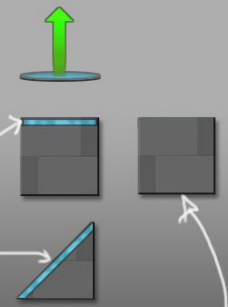
4 primitives

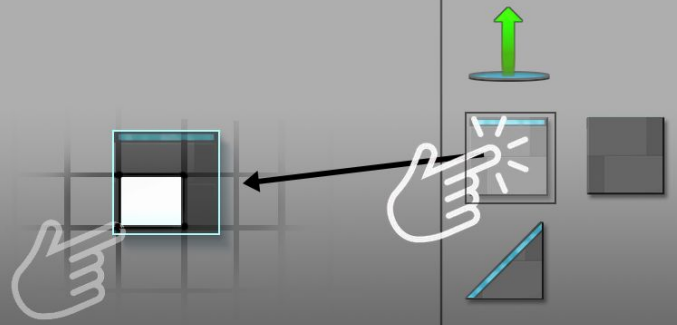




This mean the surface is more slippery.

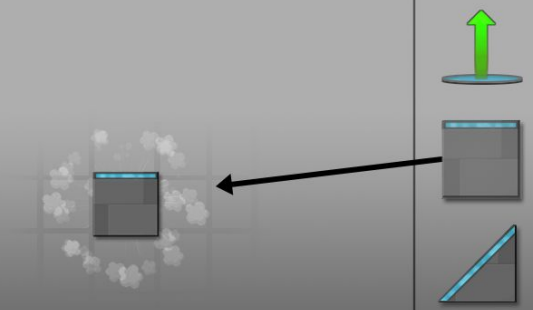
This means the surface is normal traction

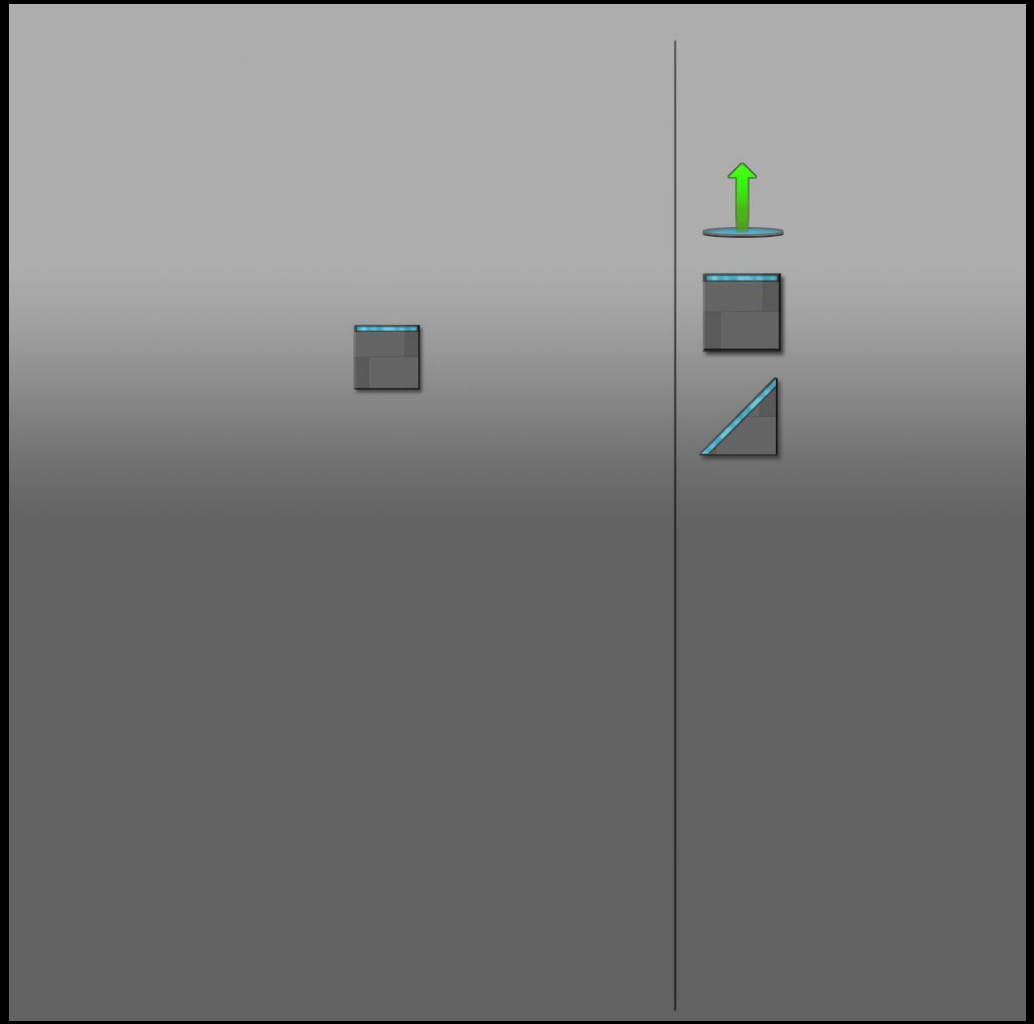
The object is clicked/drag becoming transparent revealing proximity grid to snap to underneath, and a bright square is displayed where it's likely to snap to if the user release the controls



AS soon as the object crosses that line it sizes up

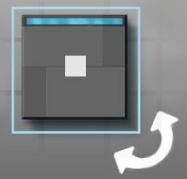
when release it plops on the chosen grid square disolving the grid and making the right sided corresponding object in the right menu fully opaque once again. when release the object in the gameplay space is default to what ever size we choose, I prefer smaller. and the object in the menu on the right larger for easy visualization of what they are.



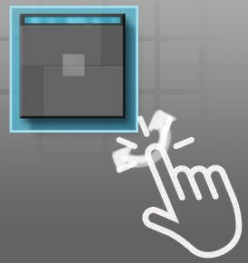


if you click on a piece directly it highlights and sizes up to receal some options

this is the default menu, if you click in the middle you click-hold-drag to move showing the grid again underneath with the snap helper, this would also dim out the rotation arrow at the same time.
If you click on the rotation arrow, the center square is dimmed. Click-hold-rotate will rotate the piece to what ever axis we choose from its center, in this test, I only rotate by 90 degree

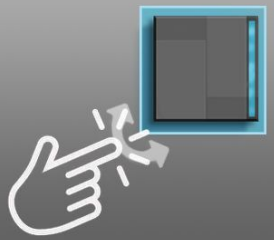


clicked the "helper tool" the arrow become active.and object become highlighted



If we want. this could be for in-between rotation state, if released or visualized quickly as to tell the creator that this piece will be auto re-snapped to its neared degree, or left as is for the creator to fix.
or we snap the pieces completely, which would never show this.

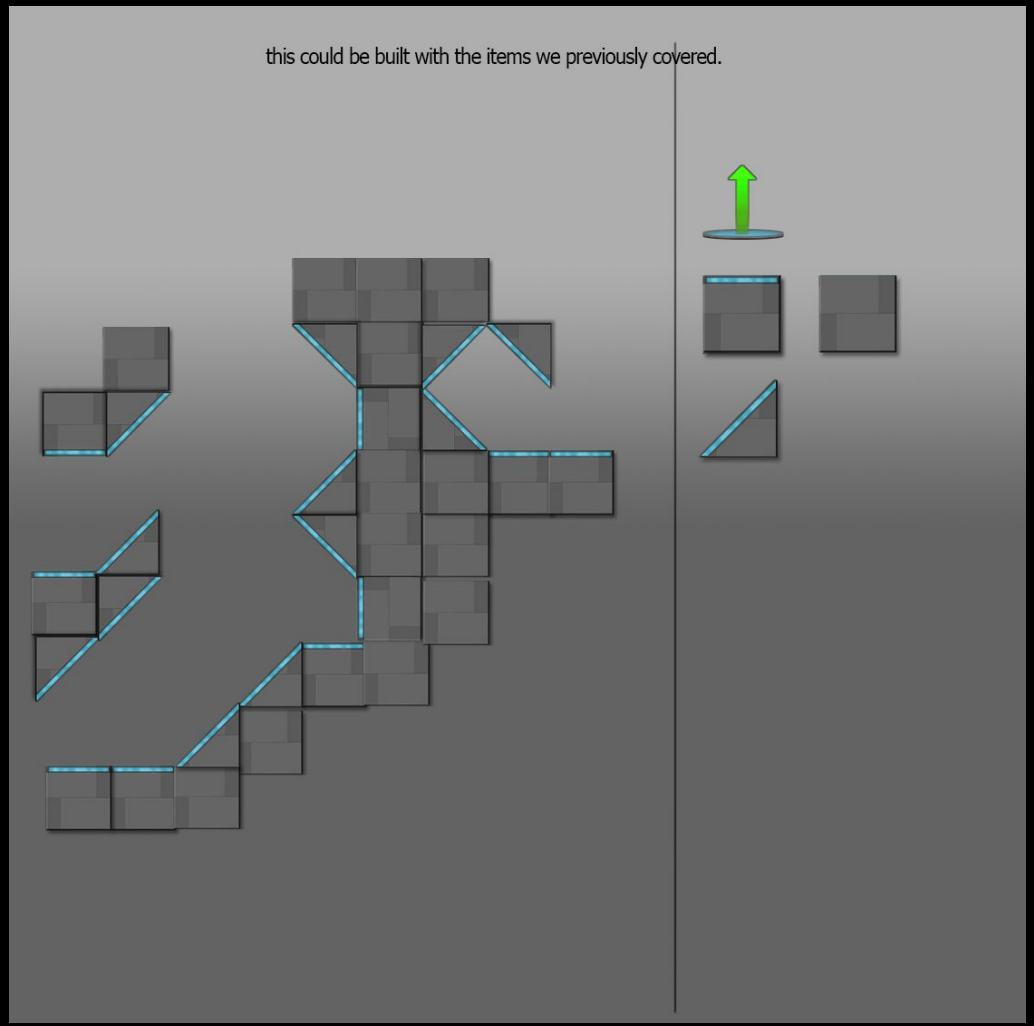
once a snap it detected as correct, it stays positive.



when release, with its new rotation, same thing here, clicking on it would reveal its helper option once more.

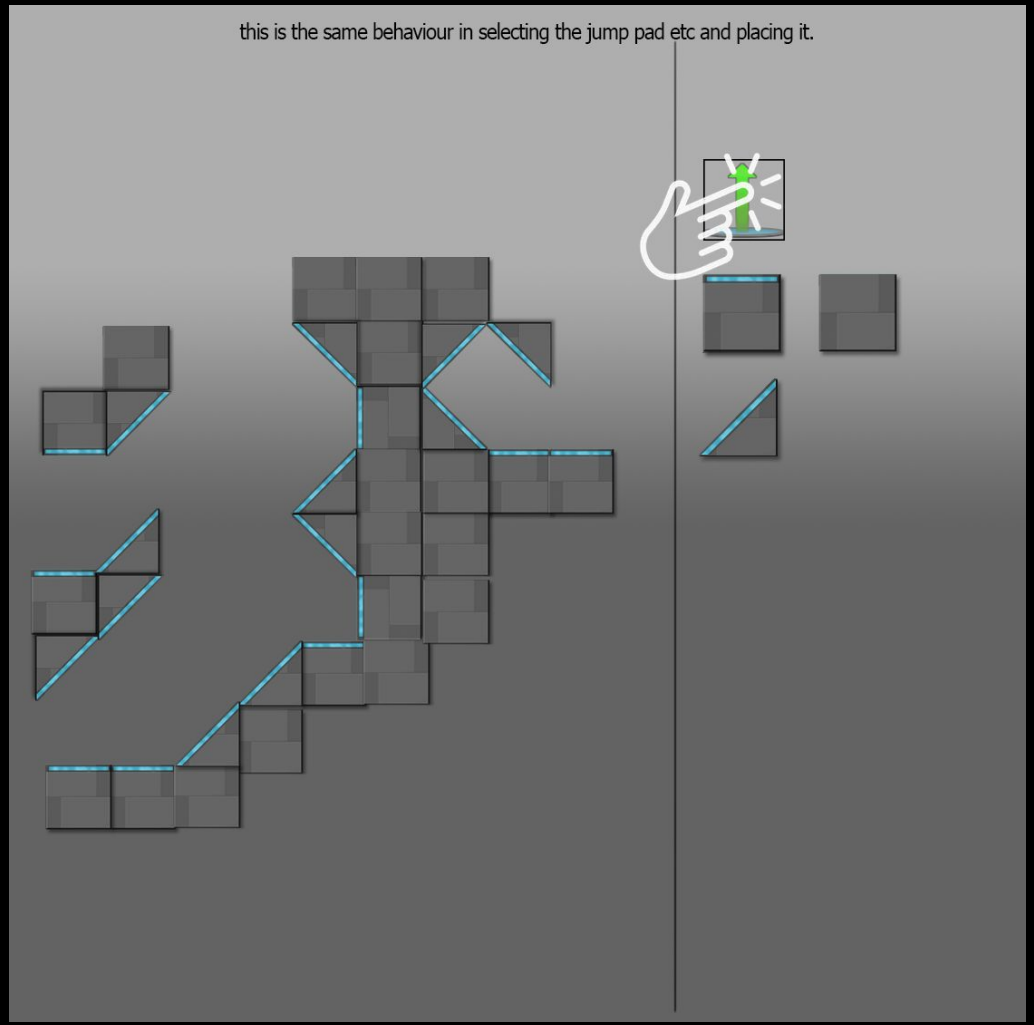
this is done.

this could be built with the items we previously covered.

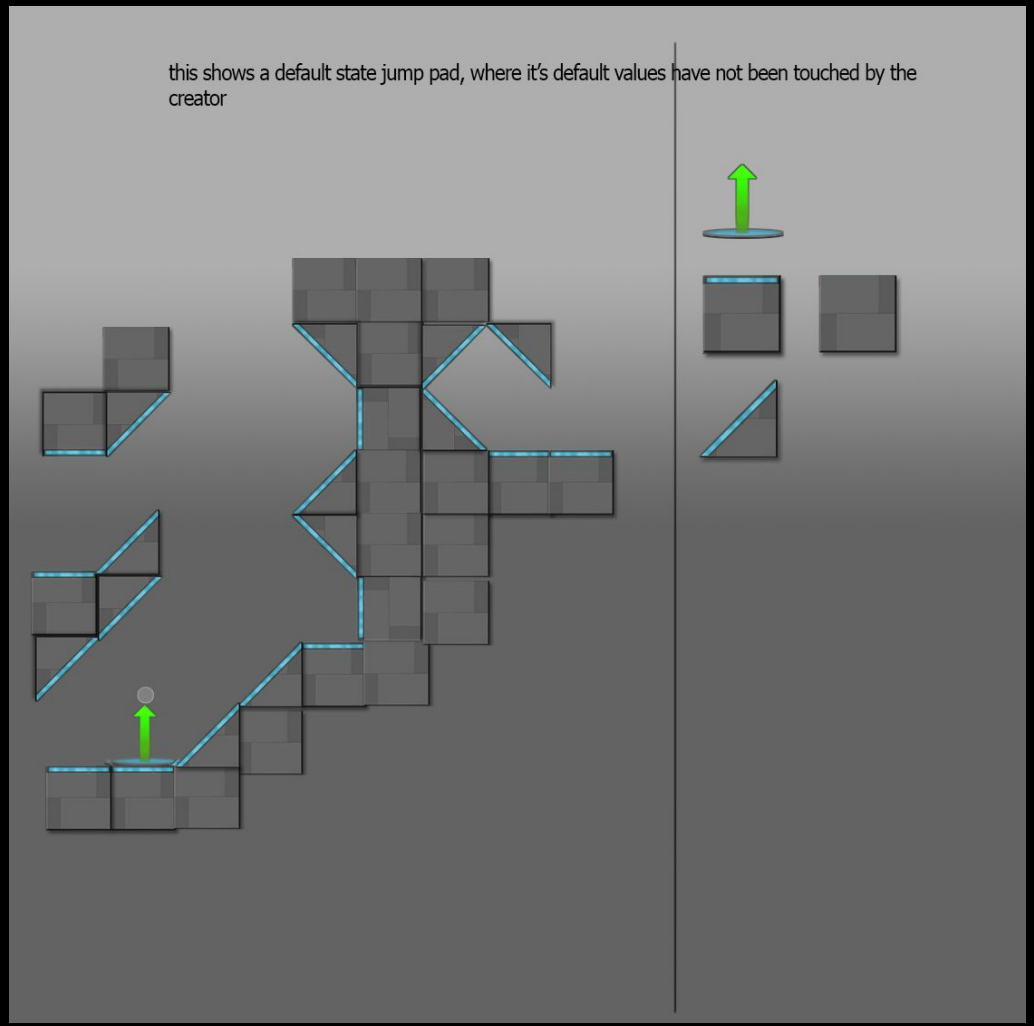


Jump Pad tool

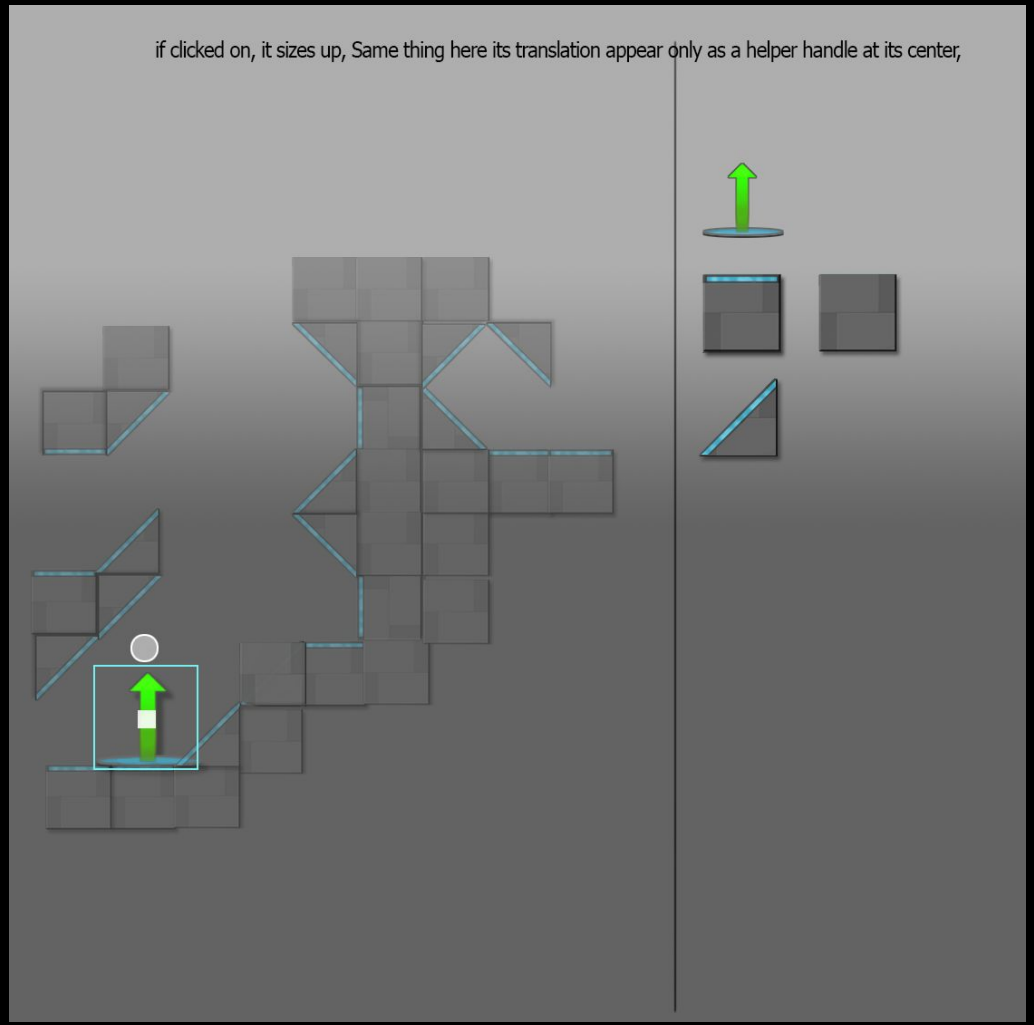
this is the same behaviour in selecting the jump pad etc and placing it.



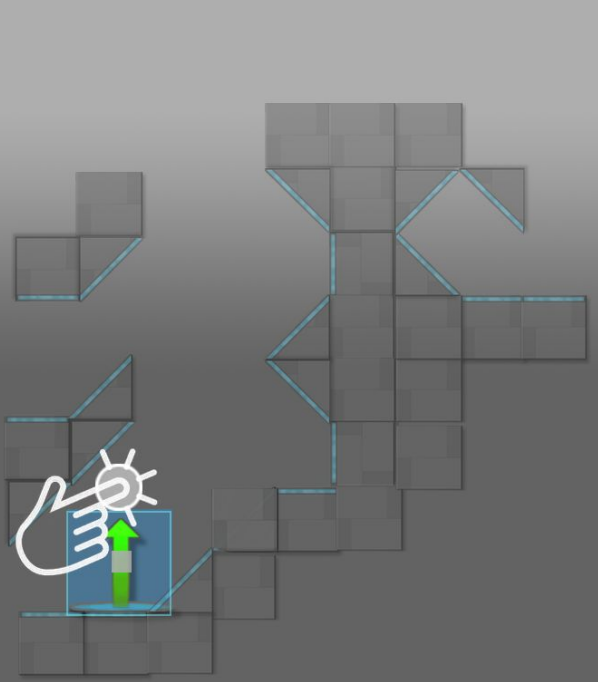
this shows a default state jump pad, where it's default values have not been touched by the creator

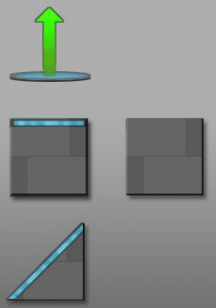


if clicked on, it sizes up, Same thing here its translation appear only as a helper handle at its center,

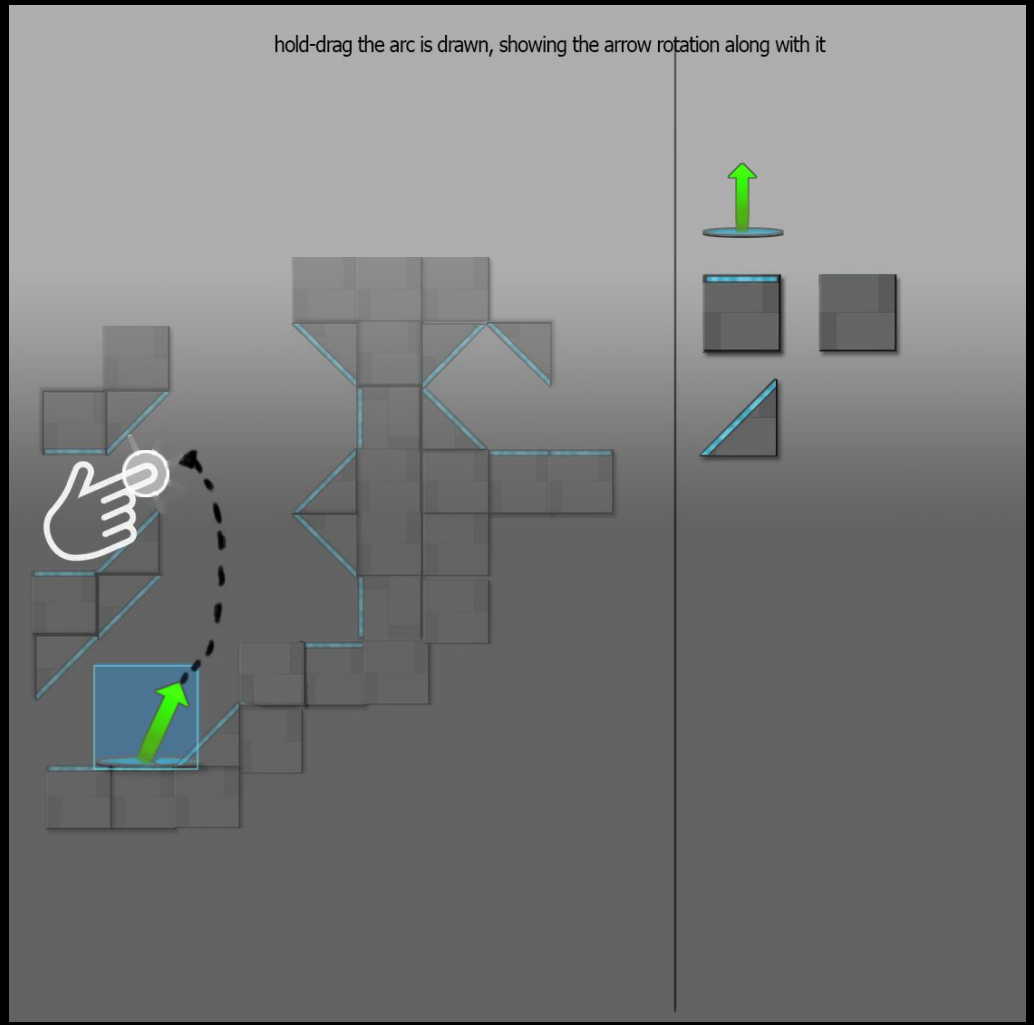


If click-held on it's helper, it auto shows a dotted arc that can be extended and snap to vertical close neighboor surfaces automatically " the arc will try to go around the level blocks "blockers" when possible, the dotted arc or helper could change to red if something incorrect is detected. like the rotation example prevously show.

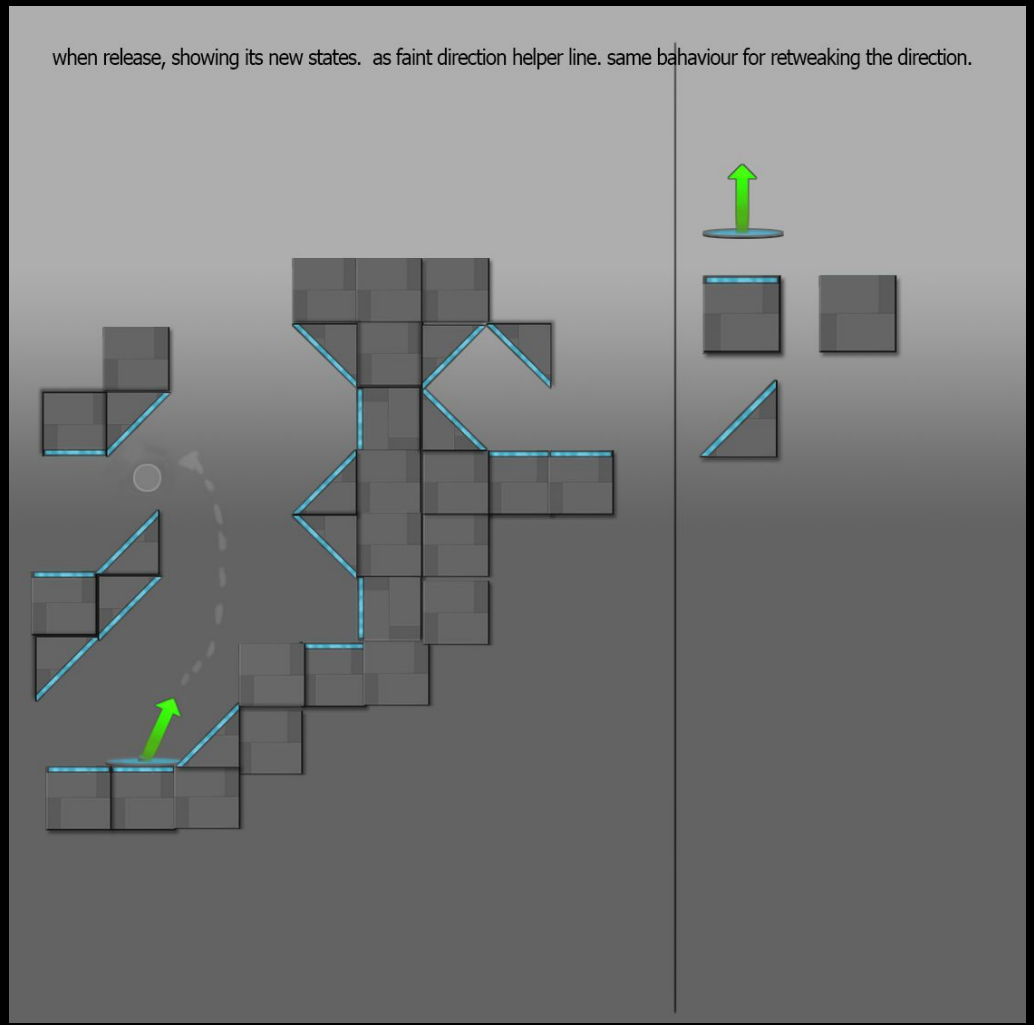




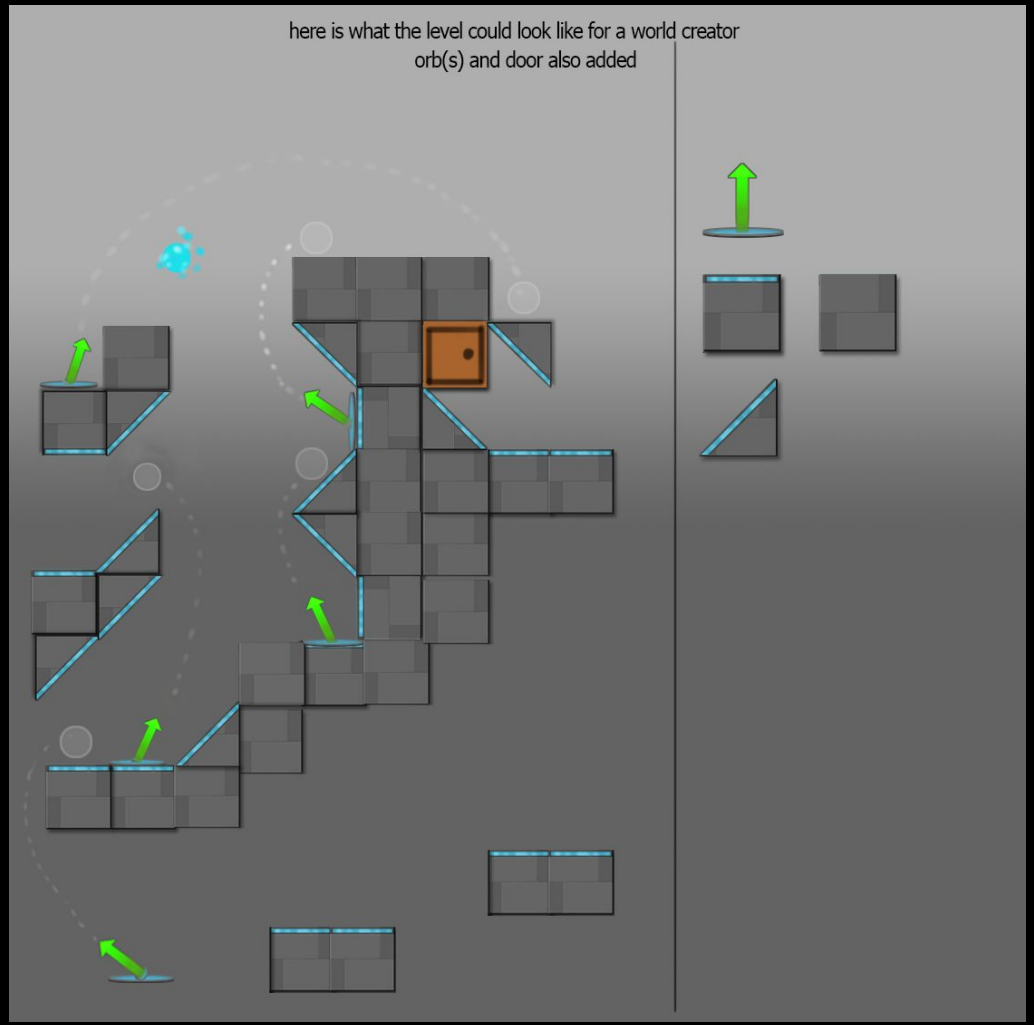
hold-drag the arc is drawn, showing the arrow rotation along with it



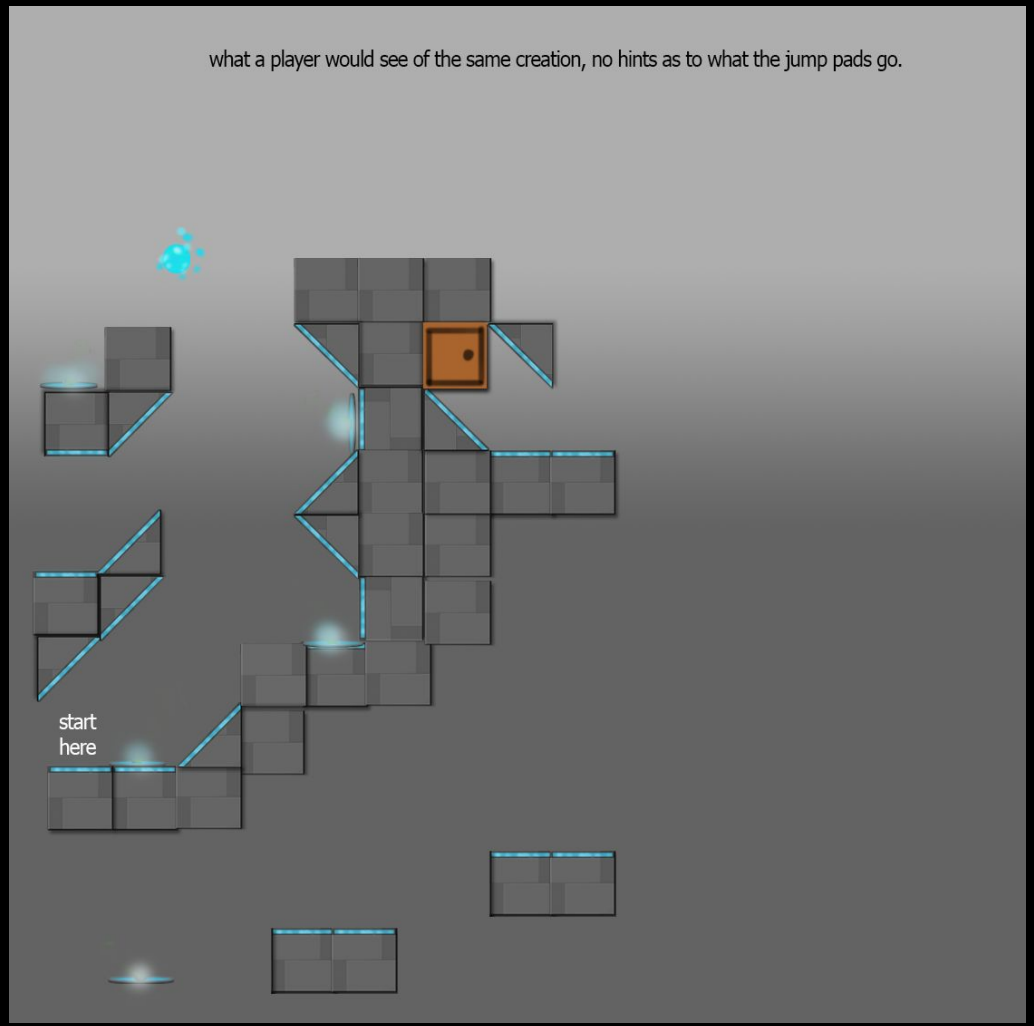
when release, showing its new states. as faint direction helper line. same bahaviour for retweaking the direction.



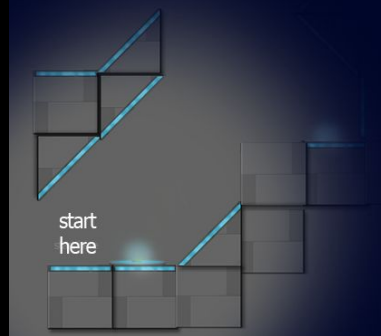
here is what the level could look like for a world creator
orb(s) and door also added



what a player would see of the same creation, no hints as to what the jump pads go.

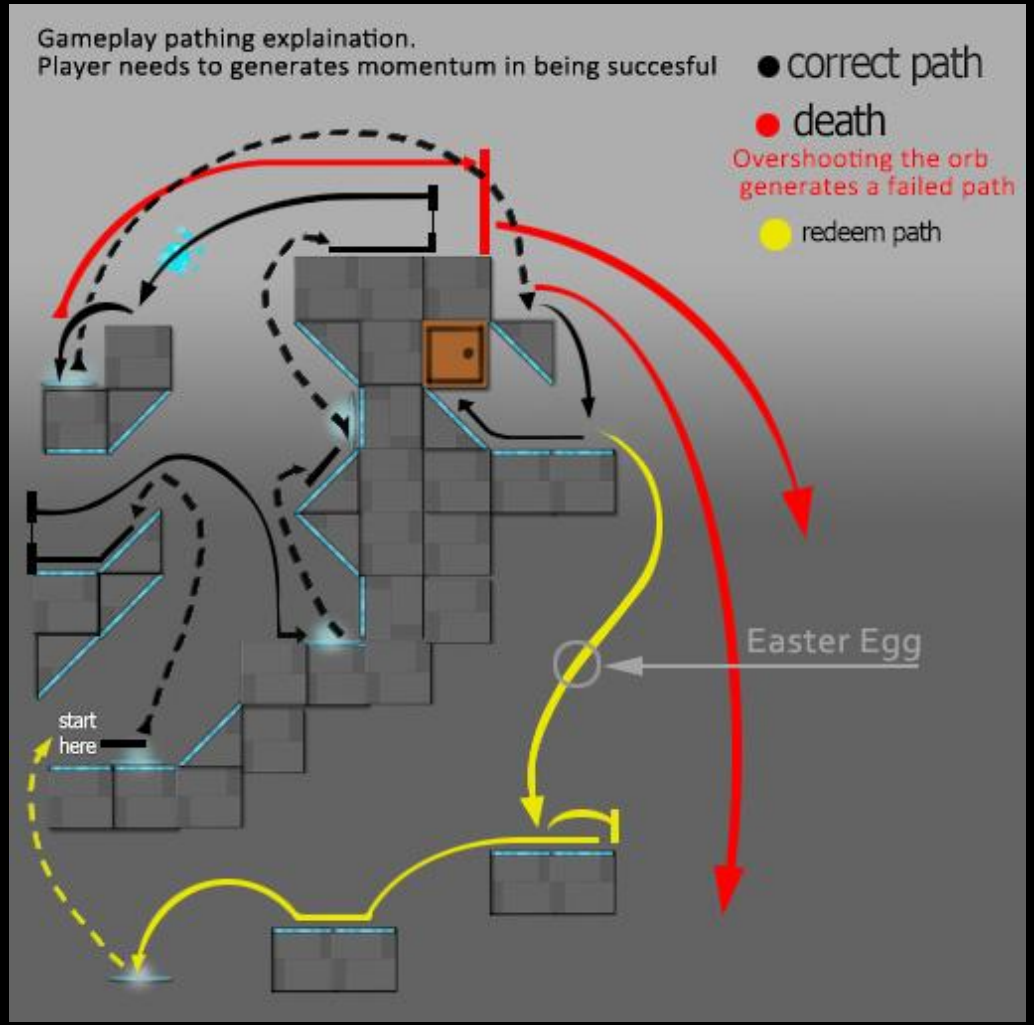


or like this if using a "fog of war"




with a fog of war this is what the "winning" scenario would appear
start here

this would be if the user make a leap of faint. maybe to redeem themselves or discover secrets.


Gameplay pathing explaination.
Player needs to generates momentum in being succesful
correct path
death
Overshooting the orb
generates a failed path
redeem path
Easter Egg
start
here