

Block Types

There are eight different block types, each with a unique gameplay trait.



Terrain

In platformer games, these are floors or ground. In top-down games, these are walls or barriers.



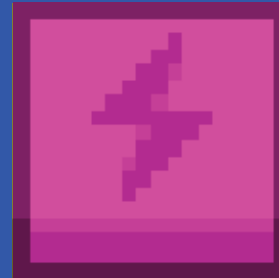
Enemy

These blocks can be configured in a variety of ways. These damage the player when touched.



Liquid

In platformer games, you can swim through these blocks. In top-down games, they slow you down.



Power-Up

These grant the player special powers when picked up. They can also recover lost health.



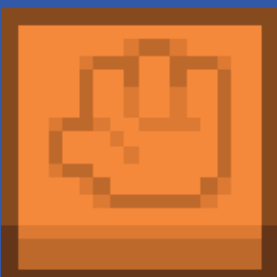
Hazard

These blocks damage the player and enemies when touched.



Collectible

These can be collected by the player. They can also be configured to function as keys.



Action

In platformer games, you can pick up these blocks and throw them. In top-down games, you can push these blocks around.



Story

These are used to put narrative, checkpoints, and endflags into the game.