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


Level Analysis

Gusty Gardens Galaxy's
“The Dirty Tricks of Major Burrows”

Reappearing mechanic from previous level: FLOATY FLUFF



With **Floaty Fluff**, you can **shake** 
or **press**  to fly higher!  But only
up to **three times**, boiyoing! 

Not vitally important for the level in question, but it is a reappearing mechanic that is exclusive to the set of levels inside Gusty Gardens Galaxy.



SKILL THEME: GROUND POUND

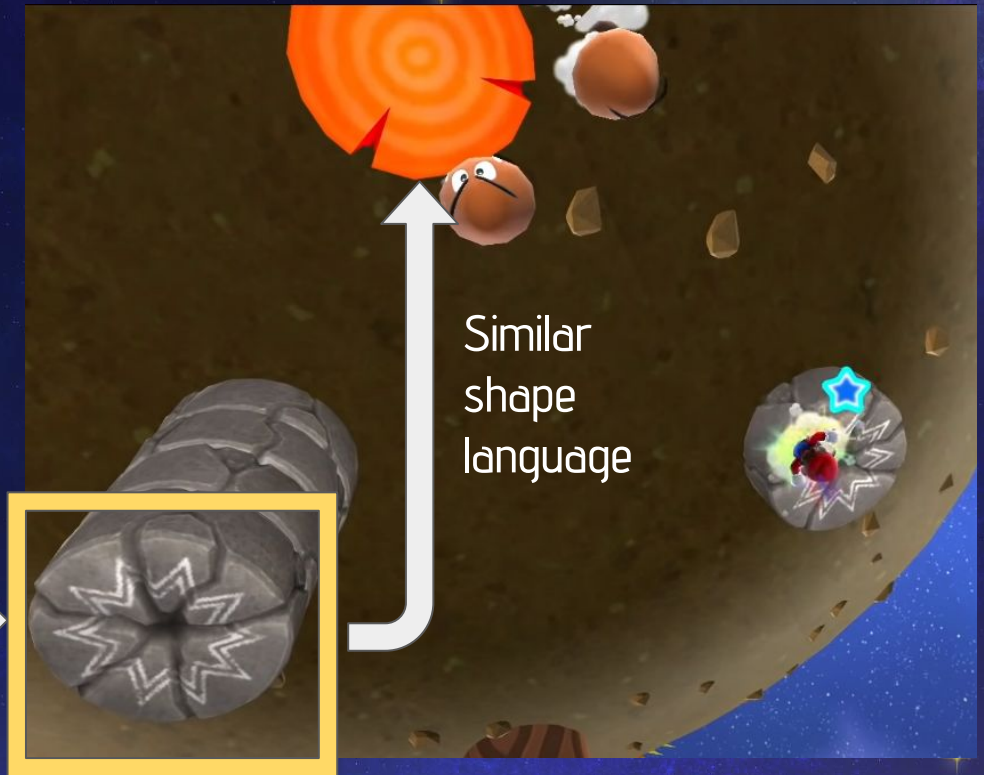


Ground Pound

Press **Z** while in midair.

Press **Z** while in midair to perform a ground pound. You can use a ground pound to break flooring with cracks in it or to activate a ground-pound switch (P18).





Similar
shape
language

**Playground:
Initial Planet**

Indicates that it can be destroyed with a ground pound. Already seen in previous levels.



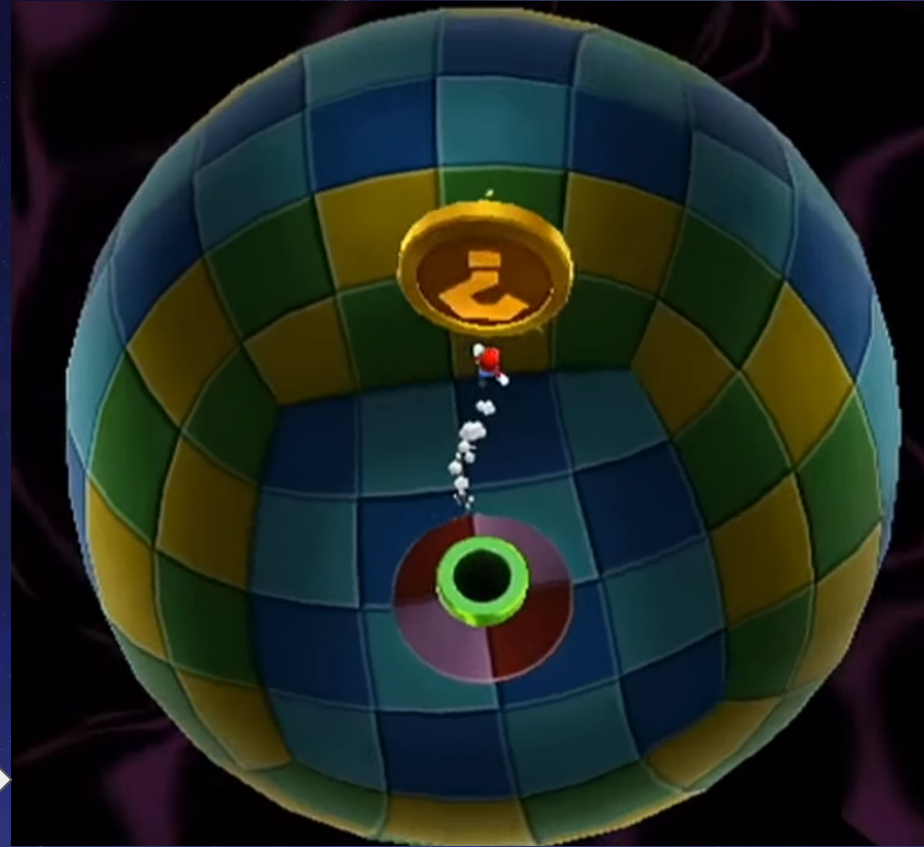
Risk not having enough petals to get to the next planet in order to get the ? coins

**Wind currents:
Triangularity**

Follow the current and reach it with enough petals



2nd Planet



(Secret level from previous screen)



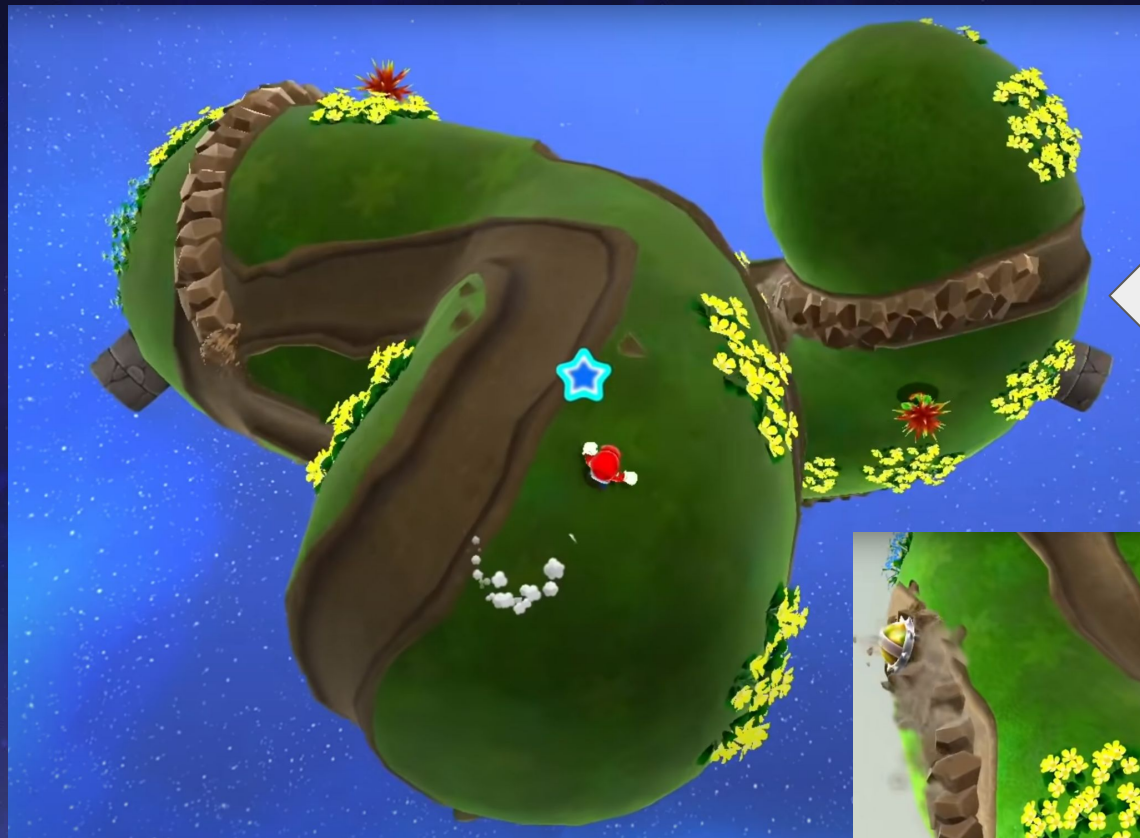
Green = Safe
Brown = Possible danger



By adding the ground pound
pillar, it hints on how to
beat the moles

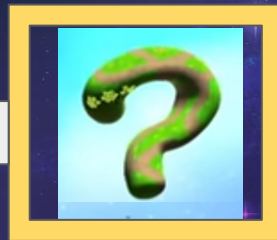
3rd Planet





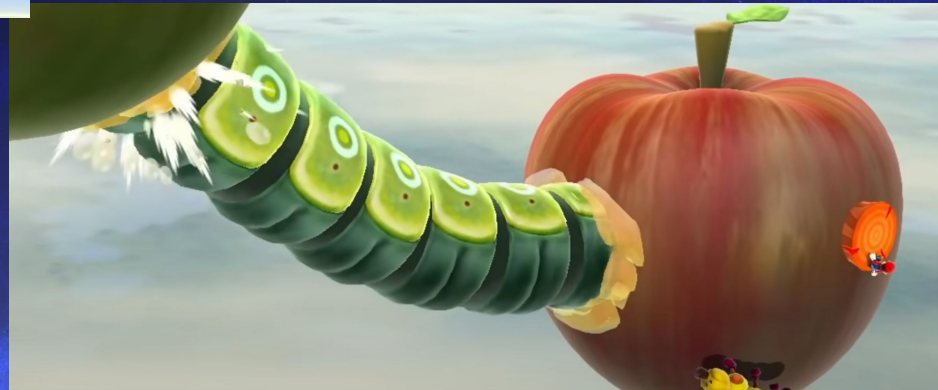
4th Planet

Bigger planet, more enemies





Stomps = Secrets
rewards



5th (set of) Planet(s)



6th Planet:
Boss anticipation



All the planet is brown, there're spikes everywhere = Danger

Final Planet: Boss fight



Introduction Cutscene showcases boss and hints towards window of opportunity.



Ground pounding directly won't do the trick



Do this 3 times. At the last one...



Cadence



Improvement Proposals

Add more pillars on 3rd planet



More possibilities of an “Eureka!” moment if breaking pillar simultaneously stuns the enemy

Remove/Change “dangerous” vines from 6th planet



Possibly serves as a warning shot; but these structures are never seen across the level

Change star launchers to wind currents



Underused mechanic for the most part (only the first 2 planets). It would be thematically relevant for the level

Skip 2nd planet or add dialogue to bunnies



Planet is only used as interconnection from previous level. Possible use is for in-universe cohesion; but no mechanical functionality whatsoever