**10/30: World/Ability Assignment**

**World Guidelines**

1. Level Structure, either on paper/pencil or electronic works
	1. Make sure the level itself makes use of the assigned ability
2. 2-3 Enemy Types
	1. These enemies can only be destroyed with the use of the special ability, unleash your creativity!
	2. You may also decide to design an enemy that can only be destroyed with a combination of 2 abilities

**Assigned Worlds/Abilities**

World 1 (Ability: Jet boots): Jake/Jon

World 2 (Ability: Invisibility/Phasing): Evan

World 3 (Ability: Grappling): Adrian/Shanon

World 4 (Ability: Reflections/Mirroring): Jessica/Zach

World 5 (Ability: Time manipulation): Sunil

If you are not on this list and want to work on a world, I’d be happy to assign you one. Contact me via email: srao27@uic.edu