

I. Priority (Functional)

- a. Breakable Stone Wall for the pulse ability
- b. Circular stone platform with a green glow for the clone ability
- c. Metal grapple hook points for the grapple ability
- d. Stone Platforms
- e. Stone Doors with an engraving to indicate difference from other stone structures
- f. Jade Pressure Plates to open up doors
- g. Metal Levers to activate moving platforms
- h. Metal platforms to indicate moving sections (different from stone platforms)

II. Secondary (Aesthetic)

- a. Three stone column versions (one grassy, one cracked, and one completely broken)
- b. Three plant types (Bonsai trees, Japanese boxwood, and bamboo)
- c. Different iterations of stone walls for the background (some fully structured, others completely demolished – both consisting of some shrubbery)
- d. Jade crystals either protruding from the ground and/or hanging from the ceiling (maybe with a green glow for dark areas)

III. Particles

- a. Dust particle for after breaking through walls