

****JToH Level Design Letter Template****

****[Your Name]****

****[Your Contact Information]****

****[Date]****

****To: [Recipient Name or Team Name]****

****Subject: Level Design Proposal for Juke's Towers of Hell****

Dear [Recipient Name/Team],

I hope this message finds you well. I am writing to propose my design for a new level in Juke's Towers of Hell (JToH), titled ****"[Level Name]"****.

Below are the key details of the design:

****Level Overview:****

- ****Difficulty:**** [E.g., Easy, Medium, Hard, Intense]

- ****Tower Name:**** [Name of the tower]

- ****Setting/Theme:**** [Describe the theme of the level]

****Design Features:****

- ****Unique Mechanics:**** [Describe any unique gameplay mechanics introduced in the level]

- ****Obstacles:**** [List key obstacles the player will face]

- ****Checkpoints:**** [Indicate the number and locations of checkpoints]

****Visual Design:****

- ****Style Influences:**** [Mention any specific influences for the level's visual style]

- ****Color Palette:**** [Describe the color scheme to be used in the level]

- ****Interactive Elements:**** [List any interactive features such as moving platforms or traps]

****Gameplay Experience:****

- ****Intended Flow:**** [Describe how you envision the player's experience as they progress through the level]

- ****Replay Value:**** [Explain what aspects make the level fun to replay]

****Additional Notes:****

- [Any other relevant information or insights about the level]

I believe this level will provide an engaging experience for players and fit well within the JToH universe. Thank you for considering my proposal.

I look forward to your feedback.

Best regards,

[Your Name]

[Your Discord/Contact if applicable]

****End of Template****