Gremlin Design Recommendations

- When the gremlin is standing on a zeppelin, having the ability to control both the zeppelin and gremlin with a flick can cause an accidental drag on the wrong target too easily. We added tuning parameters to gain control of zeppelins in different ways: either by tapping the zeppelin or automatically gaining control when the gremlin lands on a zeppelin.

- Parts from an exploding zeppelin can be made slow enough to allow the gremlin to catch up with them and move another zeppelin in front of the part to cause a combo. This adds some interesting gameplay possibilities at the cost of some realism and the ability to cause faster and more exciting combos. We suggest experimenting with these different settings.

- When keeping your eyes on the gremlin it can be hard to spot the numbers indicating the combo count. Perhaps a center screen indication or more eye-catching visual effects could enhance the feeling of scoring big combos.