Monday, October 3, 2022

MP2 Level Design - Design Document

CS 415 Game Development, Aria Wu

- 3D Platform Level design

Health system: a bar on the left with an initial value of 150, -10 per collision, +10 per health pack (yellow-blue collectable object spread around the level), and reset to the original 150 if the player fall off the island.

Enemies: black ones: pursuers; cones: mortars; flying ones: 3rd type. This 3rd type enemy also can attack player within a range, but it will not pursue the player. It can also be eliminated by shooing or collide on its head. It is designed as the island guards.

Collectibles: 7 in total, all collected, the level completes. They are also spread around the level and most of them within the range of at least one of the enemies on that island. They will not increase health but will decrease the remaining goals by 1.

Musics: I use one from CaveStory remix project as the background music, and several from the UE4 assets for wind sounds when flying, and collision sounds when get hit by the enemies or collide into a collectable objects.

- Accommodations

I finally set the health to 150 instead of 100 because I hardly survive the level when having 100 as initiated health value.

I reduced the power of my 3rd enemy type. At first, I let it pursue the player when the player is in its attack range and launch projectiles every 1 seconds. However, I found I die very quickly even with health = 150. Hence I modified the mechanics and let it just stay in a position in the sky and shoot when the player fly into its range.

To complete the level in 5 minutes, I had to reduce the number of the islands. I found 15 islands too many and will take about 12 minutes to complete so I reduced to 8 finally.

Now I can complete the level in about 5 minutes (if I am lucky, as in the video which you probably have watched and laughed).