

Design Document

Rotator Enemy

This enemy consists of a head (a small square) and a body (a rectangle). He will keep rotating with himself at the center. When the player collides with its body, the player will take damage. And when the player collides with its head, the player will destroy the enemy. These enemies are mainly located near the scoring points and prevent the player from getting score.

General overview

The player originates on the main island with the strength of each enemy and collectibles, and can feel the various entities in the game on the main island. Afterwards, the player can leap to the first island, which contains one pursuer, four mortars and four rotators, and after scoring points, the player can pass through three successive small islands, including some health packs and scores, to the second large island. This island is slightly smaller than the first island, with three mortars and one rotator stationed on it. After getting the score, the player can fly to the destination island this time. There are only two rotators and one mortar, this is the border of the level and there is a lucky button, players can get extra points by stepping on the green button to get the final victory!