

My process for designing my level was to use enemies to protect the collectibles, and provide safe spaces and barriers for the player away from enemies. I made coins as the collectible and scattered them around my various islands to be inside enclosures, around rocks, etc so they would be hard to find. I also had multiple areas so you had to use stairs to access the upper deck, then go inside the hut to look for more collectibles as well as jump to another island to find more. I had multiple enemies protecting every layer and area of my map but I made their sight radius a bit shorter so they are only guarding their spots and not just following the player around all the time. I made my third enemy a 'smart mortar' which means its similar to the mortar but it rotates in a direction following the player around and shooting at them. This is by far the most difficult enemy to deal with since it is shooting at you and the only way to not get hit is to constantly be moving. If you stop for a second then it will hit you if you're within range. I put a smart mortar with the pursuer enemy in all the same locations so its like 2 enemies are chasing you in those areas. I randomly scattered the normal mortars around because those can catch you if youre off guard and in the wrong spot. I also added health packs to be in similar areas as the collectibles but still a far distance away because if you get a collectible and want to get a health pack, now you have to avoid the smart mortar and pursuer for even more time while theyre surrounding you to get the health pack as well. I also kept random objects like balls and boxes around the map just for decoration and to distract the player. I kept multiple health packs and collectibles on other islands so the player would have to risk falling off the map by jumping to other islands and escaping enemies on those islands to get to all the collectibles. I also added some rocks and walls in 'hot' areas with lots of enemies so the player can use those as a base for when its being attacked to shield itself from the projectiles and from the pursuers line of sight while still scouring its surroundings at the same time to plan its next move. I believe I made this game very challenging since like 9/10 times I play, I end up losing and thats after knowing where all the collectibles and enemies are. If some new player played for the first time without knowing this information, I think it would be very difficult for them.