Ideas of Level Design

Actually I haven’t played a lot of platformers before, so I am not so familiar with platformer level design. I got some inspiration from Fall Guys since recently I played it a lot with my friends, and I build the levels based on the hour-of-code world.

For level 1, which is the level before the first checkpoint, I intended to make it the easiest one since for a good game the difficulty is gradually increasing of course. However, making levels too easy is also bad for a platformer game. So, I decided to make the floating islands rotate to add some difficulty. It actually works out (maybe a little too difficult for level 1). In addition, I put all three kinds of enemies on the starting island in order to let players get familiar with them. So on the starting island there are a lot of enemies, but in fact they are easy to dodge. Moreover, I made a secret path to the first checkpoint, and if players can find it, level 1 will become extremely easy.

In level 2, which is between the first and second checkpoint, I decided to make some moving islands to challenge players. Players need to catch a good timing to jump onto flying islands to reach the second checkpoint. Also I created another road of static islands with mortars for those who wants lower difficulty but not too easy.

Level 3 is a 2-floor maze since I want something different in the game besides jumping and running. The maze is pretty simple, but for the maze I created fast Goblin enemies patrolling in the maze and they will explode upon collision (they will not chase players.) The second part of the level 3 is for players to get familiar with jump boost, so it is not very hard.

Level 4 looks easy, but in fact it’s not. I tested myself and found that level 4 needs some luck and precision. Players need to get the jump boost to jump onto the moving islands above, and at last they need to jump down from high place and get the key in the air. If players miss the key, they can only try again from the last checkpoint.

In addition, I hide some coins and gems in some secret places or places hard to reach. I will be very happy if players can get all of them.