

The process for designing my level was based on what aspects would be present on each island, where each island was designed to have unique challenges the player would face throughout the level. At the start, the player spawns on an island with one collectible item (the item increases the score of the player) and health potions to demonstrate what interacting with these items do, which is increasing the score and increasing the health respectively. The item that increases the score also serves as a guide on maneuvering to the next part throughout the level. Then the player jumps to the next island, in which there are 4 houses to explore. Two of these houses contain the collectible item, while the other two contain the custom enemy, which is an enemy that follows the player if the player's character is not looking at the enemy but freezes if the character is. This enemy encourages the player to be aware of their surroundings but also forces the player to manage the enemies and the location they are moving to well. To accommodate these custom enemies, the buildings were made since having the enemy out in the open would make the player avoid these enemies. There are platforms so that players can jump from island to island after the first one, where there are collectibles on the platforms so that it encourages the player to use the platforms as intended.

Another part of the level involves the Pursuer enemies, which are located close to the collectible items so that the player has an increased likelihood of being pursued. An island with just the Mortar enemies exists, where there are multiple Mortar enemies and a few collectibles spread around. This is to increase the difficulty when it comes to collecting the items near the mortar. There is a maze that has collectibles to collect as the player explores the maze, but also multiple custom enemies to increase the difficulty of the maze. The custom enemies were placed in the maze since the maze best illustrates the features of the custom enemies and the player has to make sure the custom enemies are far enough away while also trying to maneuver through the maze. Lastly, there is an island that has all three enemies before the end of the stage to display all three enemy types one last time.