

Level Design Process

For this mp, we already implemented two types of enemies: Pursuer and Mortar. To deal with Pursuer, you can either run away from them once they find you, or try to touch their head to eliminate them. To deal with Mortar, you can either walk carefully around it and try touch their head, or just not get close to them. So, we still need a type of enemy that can bring much more threaten to the player. So I designed the third type of enemy, which is called Killer. Killer has a longer sign sensitive length and much longer distance for player to run out of their sight compared to Pursuer. Besides, once Killer finds the player, it will teleport to the player and cause damage. So to deal with Killer, the player should try to touch their head immediately and should not keep running away from them.

For the enemy distribution of level design, I combine these three types of enemies to make some interesting effects. Combining Pursuers and Mortars in the same room and build a level with middle difficulty. Only placing many Pursuers in a room is also a strategy that player needs to walk really carefully and not walk into the explosion, which is funny with middle difficulty. We can also place some collectibles in the room so that the player also needs to walk around instead of running from the entrance directly to the exit door, which also increase the difficulty of the Level. For the most difficult room, we add both Killers and Pursuers or Killers and Mortars to the room, so that the player need to maintain a distance with Pursuers or Mortars and deal with Killers at the same time. And players can get lots of collectibles and scores if they survive this level room. Overall, there should be some places containing certain amount of health packets between the room, where Pursuer can not enter, so that the player can have more chances to complete the level.

For the gameplay of level design, I got lots of inspiration from *God of War*, which inspires me that I should place some collectibles that in this room player can see it but can not directly get it, which is usually above or below the current room. It will encourage the player to find a path toward the collectibles.

These are the process I design the level.