

I based my level off of the games New Super Mario Bros and Zelda. Specifically Cloud World in Mario. This world has many platforms to jump onto and sometimes you are jumping on clouds. I tried to base my game off this with the cloud platforms and a lot of jumping between floors. For designing the level, I started off at the beginning and with a big open area for the player to get used to the controls and what they would have to collect. Then the main platforms get smaller and smaller as the level progresses. I knew I wanted to have small platforms to jump between the main platforms so I had to use trial and error to see the distance I should put them based on how far my character could jump and my skill level so I could complete the game. For the platform with the second Mortar, I wanted it to be tricky to get around the enemy and collect the collectables so I put up walls so you would be caught in a projectile blast but not fall off. On the platform with the third Mortar, I wanted the opposite. I wanted the projectiles to potentially knock you off before you even make it to the platform while you are standing on the small in between platforms. The last main platform, I wanted it to be more fun so I added a house the player can explore in case they still needed more points to end the level.

I also placed my enemies to have it be harder as the level went on like the Mortar being in smaller areas and the custom enemy being in the clouds so the dropped items that can hurt the player are hidden. I also placed my custom enemy at the end because I wanted to have the main focus be the house that is there and my enemy is passive enough to not take away from that but still provide difficulty in the dropped items. The collectables were scattered throughout the level randomly in the beginning to encourage new exploration since that will be what the player explores first everytime they restart. Then I placed them on the path they should be taking. I also placed them around enemies to encourage the player to interact with the enemies and to potentially lose health. The health packs are also randomly spawned in the beginning but when you reach the cloud jumps, there aren't any for a while so the player has to be careful to not lose too much health before more health packs are available.