Ryan Flynn

MP2 Design Doc

I based the design of my level upon the assets given to us, the character movement, and the enemies that I created. I decided to make the theme and layout of the level based around floating islands and ruins with the player being able to fly and super jump between the islands and floating rubble. Because of the flying, and the super jump, I had to add a lot of verticality and scale to the level, with a lot of spread out islands. If I had made a cramped or flat level, the level wouldn't have been fun to play and not challenging. The mechanic is also a little unclear so I made sure to put text for the player to read. By crouching (holding Ctrl), the player is able to wait an amount of time to charge up their super jump and travel much higher than they normally would. I had to design the height of the islands and floors to accommodate for the super jump height. Placing it too high would've made it impossible for the player to reach, but making it too low would've made the super jump useless. I designed the level around the super jump and often made it so that you'd need multiple super jumps to get to a location with a collectable coin.

But I also had to have a reason for the character to be grounded and want to interact with the enemies on the ground, so I made the *Zipper* enemy as my custom enemy. It stores points pre-placed in the level and travels between them, with no regard for other enemies or the player. Unlike the Pursuer, it doesn't chase the player and it has a set path that it follows, not determined by its spawn location. I wanted an enemy that moved, but was also annoying for the player to get around. With the Pursuer, I felt like it was pretty easy to avoid their line of sight if you're smart. With the *Zipper*, you're unable to avoid the enemy because it doesn't care where you are. The *Zipper* Enemy just moves anyways!