

Design Process:

Level Layout:

When I first started the design process for this game, I decided to use the resources that were already provided in the Unreal Learning Kit. There were nice options I could use for the collectables and the health packs. I also liked the visuals of the floating islands as well as other features such as textures and materials. With the current look of the island displaying a lot of different items I needed to delete the ones that cluttered up the level and keep and moved around other objects that looked nice in the level. After deleting the items my level did not need, I ended up with two floating islands with a ramp connecting the two islands. The lower island was now left empty and had a lot of space, so it made a perfect place to put a few of the enemy types while the top island had a lot more going on as far as structures, there was a building as well as a lot of boulders scattered around.

Enemy Placement:

The Pursuer enemy needed room to go around its patrol path, so the open area on the lower island was a great spot for this enemy. There was still a lot of open room, so I added a mortar enemy as well as some health packs and collectables. I decided to have the enemy type that I created (which I will call the roamer) start on the top island. The roamer would be able to roam around the building looking for the player, but most importantly the roamer would start further away from spawn. Since I made this enemy continuously follow and shoot projectiles at my player once the player had been spotted, I didn't want the player to have to deal with this enemy right off the bat. This allowed the player time to get used to the world and interact with the pursuer and mortar first. I also placed a mortar behind the building, the mortar ended up being the most versatile enemy due to it not moving and its projectiles only having a limited range, so it was probably the least threat to the player. Lastly, I would like to mention that for my enemies I used the same character as the player but change their appearance with some of the provided textures.

Collectables and Health Packs:

I decided to put a health pack and a collectable in the building which would hopefully serve as a safe area for the player to stop in the middle of the level. I also tried to space them out so the player would need to explore the whole level to pass it and there were always health packs close to the player.

Overall, in the level I tried to balance collectables, health packs, and enemies in a way to make the level fun to explore while being challenging but not too difficult.