**LEVELS**

Last Updated

# High Level Player Experience

Each moment a battle in a larger war.

**Feature Priority: Core Feature**

*Core Feature*: A major feature that could be listed on the back of the box. It interconnects with multiple core features and is a major part of the player experience.

# Design Details

**Goals:**

* To create 3 levels the get progressively challenging
* To reveal more towers, enemies and consumables as the player advances
* To utilize and promote the new water features, specifically currents / flow generators.
* Use the Linked-Levels feature.

**Design Details:**

**Breakdown**:

* Overview
* Level 1
* Level 2
* Level 3

**Overview**

The levels are where the mechanics and assets come together to create a thrilling and fun experience. With Kodu Water Tower Defense we are focusing producing 3 levels that primarily show off the new aspects of Kodu and secondarily provide a good experience for our target audience from start to finish.

Each level will get more challenging as it progresses and each new level will be more of a challenge than the last, revealing more creatures, towers and consumables. The players score will be kept throughout the levels, showing how the linked level feature works to benefit the player.

**Level 1**

Level 1 is the first exposure to the game and teaches the rules and mechanics of the game. This level keeps the tower, enemy and consumable types simple.

The initial moments are slower paced; the later half escalates the action whilst not providing a force that will overwhelm the average player.

Level 1 also includes story exposition at the beginning.

**Components**

* Racers are not used in this level. Tank is used at the end.
* Player has stunner and missile towers.
* Player has bombs and jet strike

**Level 2**

This level starts the player off slowly, allowing them time to build resources and get to grips with the new layout.

**Components**

* Racers are used in the second half of the level. 2 or 3 tanks appear and are well spaced apart.
* Player has given stunner, missile, rapid fire and mind zapper
* Player has bomb, jet strike, Mine

**Level 3**

Level 3 is the final level and contains all enemies, consumables and towers. This includes Oduk (the Evil Kodu) that is the final boss.

**Components**

* All enemies
* All towers
* All consumables