

Find the Coins

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The design of the level is meant to be the player working through an area in search of a pile of coins. Thus there are hidden keys the player must find as well as henchmen guarding the area and a boss right before the end. The first teleporter actually leads the player to the first checkpoint. They are met by enemies that they cannot kill so they should turn around and go into teleporter 2 where they cant move forward because there is a locked door. Teleporter 3 leads to a key the player can use on the locked door to go get the gun that is down that path. Or the player could head straight to the locked door behind the enemies and hit the checkpoint. If the player uses the key there is actually a second key in a hidden teleporter if you walk backwards from where you spawn in. So if their player notices this portal first they could just skip the whole first section of the level and hit the first checkpoint.

The second area is a small puzzle where the player must wall jump up to a gap the player cannot jump across and they must dash. They then push the ball down the ramp to unlock the door below. When they jump down they get an ammo pickup in preparation for the boss fight. Once defeated the player has beat the level and can collect their coins.