

## Design Documents:

Since we aim to have three kinds of enemies, I put three types of enemies on different island to avoid triggering them concurrently. The islands are placed on different level to make the routing looks smoother. I also designed an island for starting point, which gives the user some time to prepare for the game. The finishing gate is located after a maze to make the game harder. I have designed multiple health pack on each island to give the user an opportunity to survive from the enemies. The health packs are placed after exit gate of the house because that may be the time that the user needs a health pack.

For the tracing range of pursuer, I set it to be small enough, that it will only be triggered when the user is inside the house that the pursuer stays. If the user runs out of the house and enter the second house, the pursuer will not be able to see the user. Therefore, it will go back to the first house and repeat the default route.

For the mortar, I placed two of them on the same island since it is easier to avoid the projectiles emitted from the mortar. In order to make the game more interesting, I place the coin in the corner of the island so that the user need to pass through these two enemies to collect it.

While for my own enemy, I set the sensing range to be large enough that once the user is within the range, the enemy will keep shooting at the user. Therefore, the game could be harder and more interesting. I also make explosion of my own enemy last on the ground for a while. This will result in some poisonous area leaving on the ground. This will also require the user to

I also designed some floating coins that the user needs to jump to collect. This can increase the interaction of the user with the game.

The following pictures shows the layout of my game.

