

For my level design I wanted to incorporate a maze type structure that included a house. Part of this was because I wanted to have multiple pursuers in the maze that “patrolled” a specific area. This also forces you to interact with the pursuers since each pursuer guards a collectible item. Now, you can fly and jump over the walls but that is perfectly ok, since no matter what you are forced to deal with at least one type of enemy. Another design strategy to make it a bit harder was the house. Giving you limited space to fly and jump, it is much harder to avoid the pursuer as well as destroy them. The last big section is the islands going below the main island, meant to be almost “hidden”. This is mainly to force you to go through the entire maze first, as if you try to fly through the level then you will get stuck at the bottom.

With the new mechanics there was not much I needed to change, however I just added a tower for the mortar, and as for my personal design I created a flying AI, so I did not need to alter much. One thing I did need to change however was my navigation meshes. Specifically my pursuers were getting stuck on the walls, so as stated above I split them into separate regions in which they roamed a single block of the maze.

Medpacks were strategically placed around the map in areas where you would have been hurt or damaged already. However you did have to try to find them as they were in corners of the maze. Ultimately, the maze was my way of trying to incorporate the enemies while having to search for things and interact with individual enemies.