Design Document

My level design is an arena type level with a player who can run, jump, fly, and shoot. The goal of the level is to survive the onslaught of some enemies while collecting 10 coins to leave the arena. The game has 3 types of enemies who will try to kill the player. The 3 types of enemies are the Pursuers, the Mortar, and the Suiciders.

The Pursuers follow a fixed path if they do not see the player but starts to chase the player once in vision range, and they will go back to their paths if they lose sight of the player. The pursuers will knock back and damage the player if collided. There are 3 Pursuers in the level, each patrolling one edge of the arena except the back edge where the player spawns.

The Mortar shoots bombs every other second at random angles, and the bombs explode on impact with the ground or collision with the player. The bombs will knock back and damage the player if collided. The Mortar is played in the center of the arena because this ensures that the projectiles can be evenly shot in all directions

The Suiciders are super-fast running bombers who immediately starts chasing the player and explode itself on collision with the player, dealing damage and knocking back the player. The Suicider always spawn near the end gate and runs straight at the player at much higher speed than the player’s movespeed. This means the only way to avoid being exploded on is to destroy the enemy before it reaches.

All types of enemies can be destroyed by stepping on their heads, or the player can shoot bullets to destroy the enemies that get hit. The Mortar and Suiciders will both respawn a few seconds after being destroyed.

There are health packs and coins scattered around the ground and air of the arena. The player must live and collect 10 coins to pass the level. Collecting health packs can grant some missing health back. Health packs and coins respawn after a short while of being collected.

The game is over if the player gets knocked outside the arena and fall, or if he loses all health.

The game is won if the player collects at least 10 coins and go through the end zone.