



NEO

LEVEL DESIGN

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PROGRESSION

Levels consist of many rooms connecting to each other. When rooms are cleared, the doors to other rooms open. The player must clear the final room to win the level. Although, the final room doors will not open until you find the key item. When they complete the level, their score will be counted and then graded.



Grunt
enemy



Dasher
enemy

KEY



Player spawn
point in room



Room player
starts in



Final room,
player's goal

1

Room variation
number



Key item



Bonus points
item



Heart item



Spikes



Walls

CLEARING ROOMS

- Cleared when all enemies are killed
- Doors open when room is cleared
- Need key for final room's doors to open
- Item is spawned when room is cleared



Adds points
50% spawn chance



Heals player
40% spawn chance



Unlocks final room
10% spawn chance

DESIGN GUIDELINES

Levels were designed in mind with the player dashing through doors. If a player dashes through a door, they might land on something hazardous outside of their view. Each level has enemies and spikes placed away from the areas where a player could land after switching rooms. This prevents the player from feeling frustrated



PLAYER START ROOM



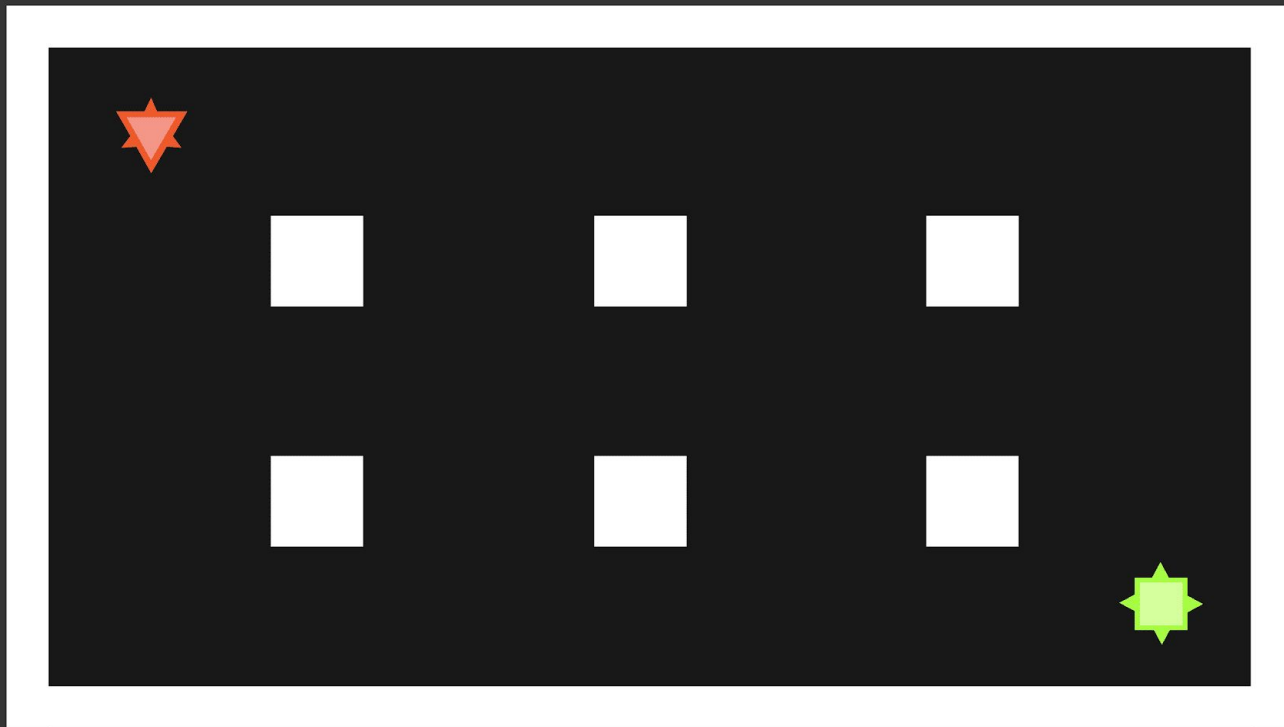
#1 TUTORIAL ROOM



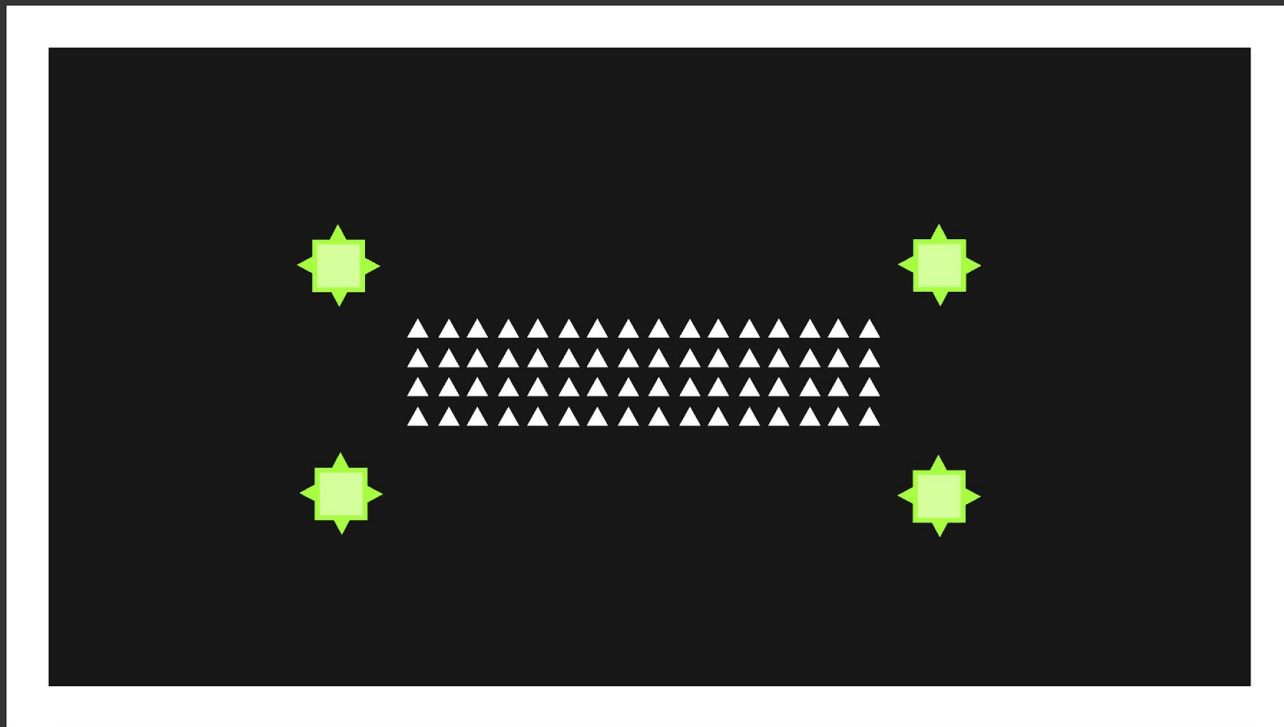
#2 *TUTORIAL ROOM*



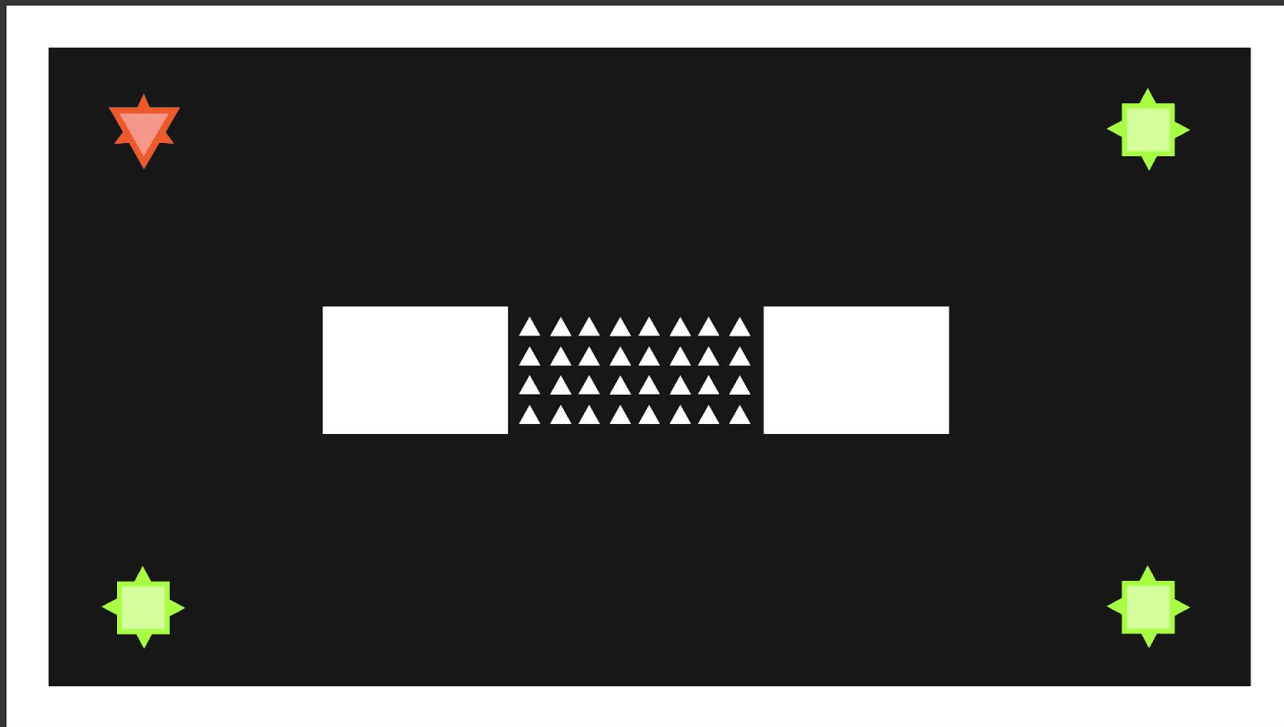
#3 ROOM VARIATION



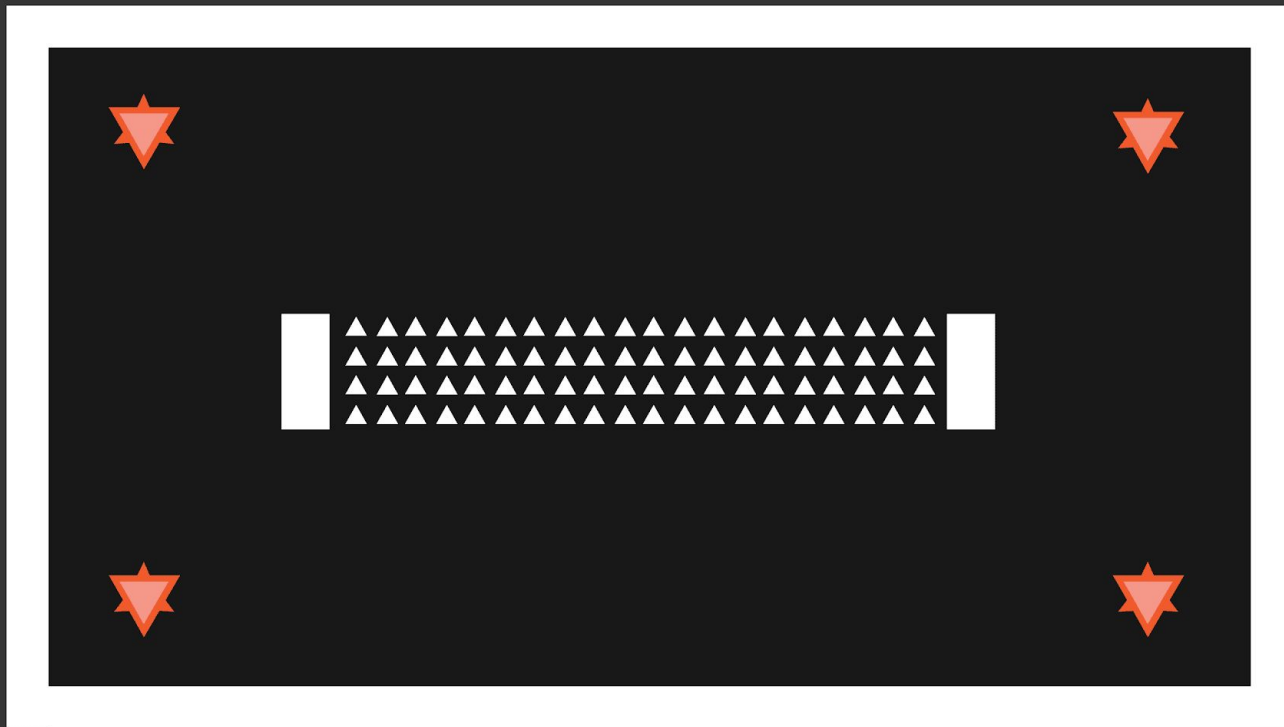
#4 ROOM VARIATION



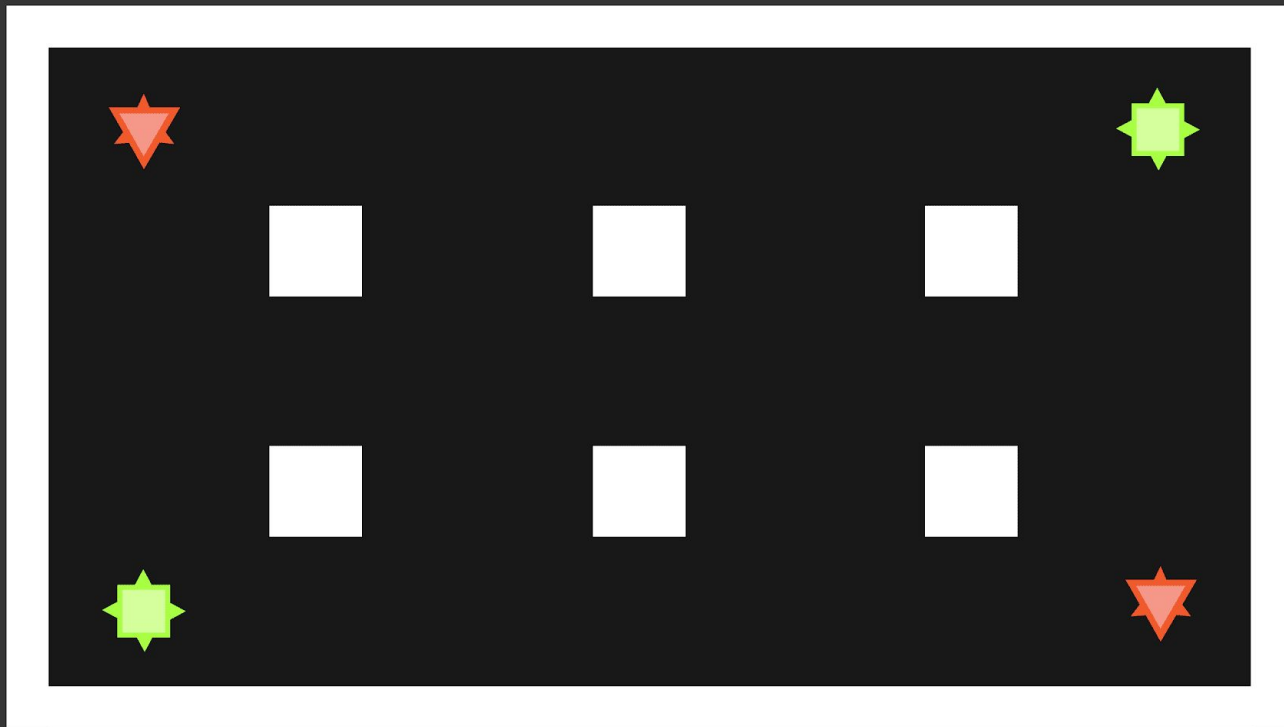
#5 ROOM VARIATION



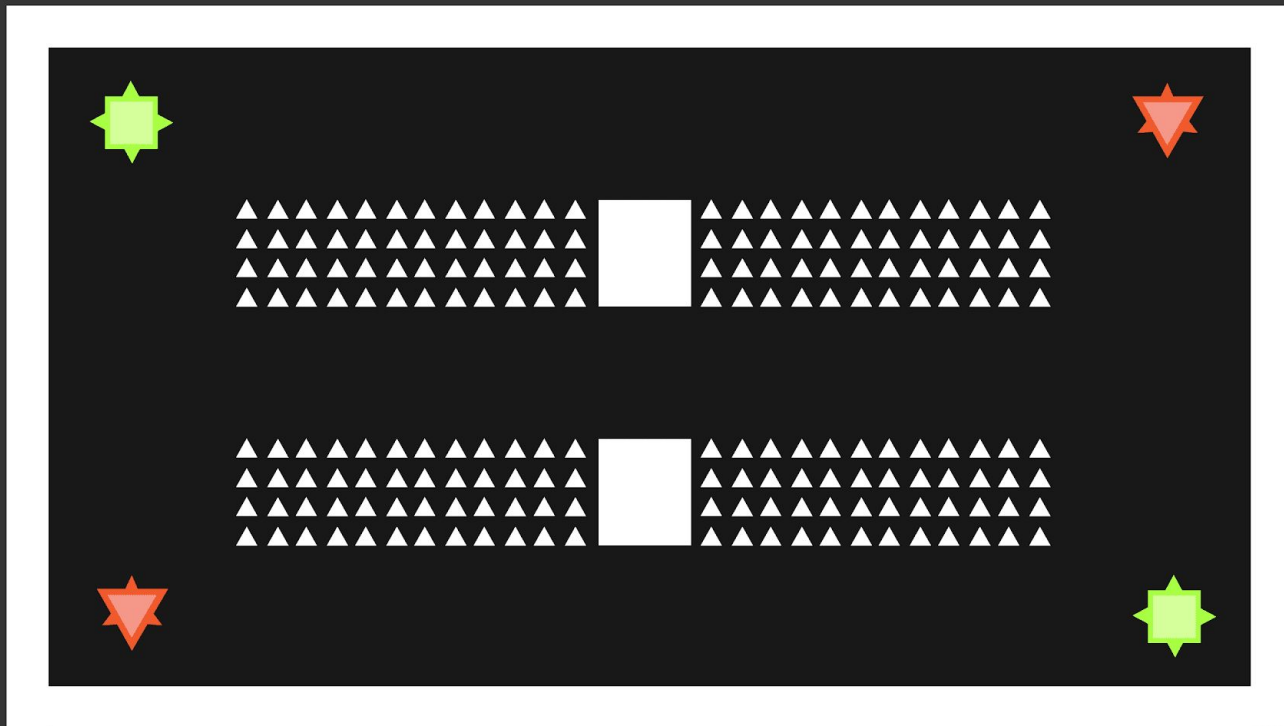
#6 ROOM VARIATION



#7 ROOM VARIATION



#8 ROOM VARIATION





FINAL ROOM



LEVEL 1 LAYOUT

