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## Level Design

### **Special Ability:**

For my special ability I decided to implement a dash where for a split second, the character can move really fast. This allows for the character to complete time sensitive tasks which will be useful for my special enemy. The ability also has a cooldown so that it cannot be spammed.

### **Special Enemy:**

My special enemy was designed specifically with the dash in mind. The enemy essentially shoots lasers down from the ceiling where it is perched, blocking off the path. Every few seconds the lasers disappear briefly allowing the player to run/dash through them before they reappear. When many lasers are lined up, a dash is needed to traverse them quickly and safely. This enemy is a blue cube in my game with a red semi-transparent wall acting as the lasers.

### **Design Choices:**

The map is designed so that mortars are in locations where they can knock players off the map to their death. Lasers are placed in rows to encourage dashing. There are locations where flying is the only way to proceed either to get across large gaps or to get up high where you could not normally jump.