I first started making the health system, scoring system, and the enemies as required in the handout, because these are mechanism that are important and will not change much during level design. I make most of the values to be variables so that they can be reused and changed based on the design of the level easily.

When making my enemy, I put into a lot of thoughts that current enemies are not making the game intense, and one way to do that is to add a controlling enemy that can somehow control the player so that other enemies could do a combined work to attack the player better. That’s why I added the “Swamper.” It can slow player down if it contacts with player and it can also attack the player with direct hit. Adding this enemy to the game, the Pursuer and Mortar can both have better chance of hitting the player.

In the game, I added a demo to the enemies, and players can interact with them without being chased. And I also added descriptions so that players could know what each enemy does and how to defeat them (by stepping on their big yellow head). I also showed how health packs and collectables looks like so that players will know what to pay attention to.

As for the personal ability, I added a dashing ability by pressing Q, as well as moving up and down while flying with shit and ctrl. These added mechanism gives player more freedom in terms of movement and can better cope with the intensive mortar cannon balls and the “Swamper.”

As for the design, I made a path that players could follow, and at some point, the path is broken so the player has to fly to reach next part for collectables. I also made distant collectables and health packs larger, so that they are obvious to the player and easier for them to collect. I built a little mountain with “hidden” collectables, as a reward for the player that are willing to explore. I set the game to end if the player has collected enough collectables. The player can choose exploring or combat or both, because there are more than enough collectables in the level. Some of them are scattered on the floating islands, so the player has to fly and move up and down when flying to collect them.