

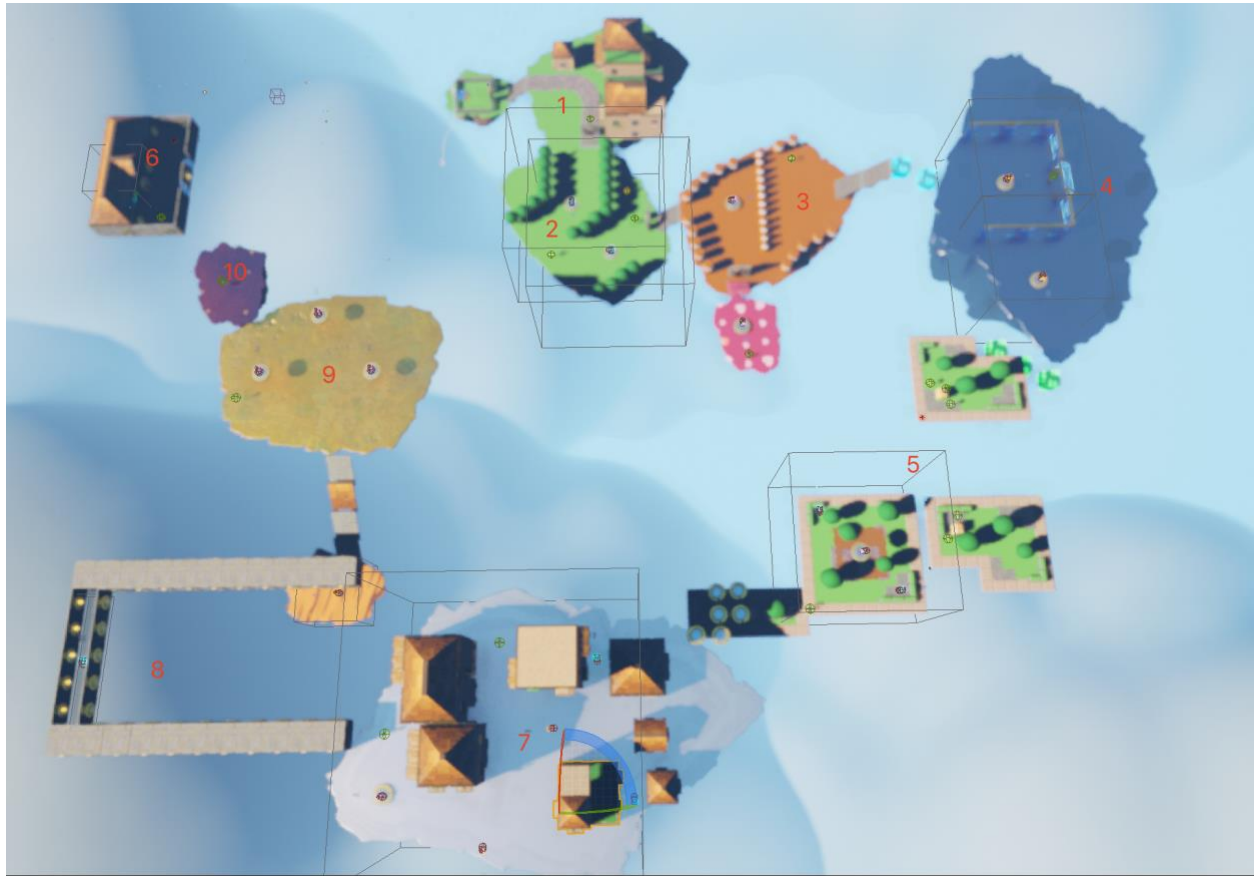
Design Document for MP2

MP2 is a third-person action-adventure game where the player explores a delicately designed map to collect 10 items scattered across different islands. Along the way, it will encounter various enemies and challenges, picking up required collectibles and health packs. The map is designed with an island-based mode, where the player passes through islands with different styles. Here is the Island description.

- Welcome Island: The first island serves as an introduction to the game, with the first collectible located here. It also announces the goal of the game: to collect 10 items.
- Natural Island: This island features trees and pursers, the first type of enemy in MP2 specification. Two pursers are placed here to prevent players from traveling easily, and the collectible appears at the exit of the island.
- Orange Island: This island features traffic barriers and mortar enemies shooting projectiles randomly. Players must pass through the projectile or destroy the mortar to get the collectible, which is located on a smaller island beside.
- Ice Island: This island features custom enemies that can enlarge and run towards players with a limited distance. It is impossible to destroy the enemy when it is in large mode, increasing the difficulty of passing through some spaces. The collectible is located at the back of one custom enemy.
- Floating Island Group: This island features several small flat floating islands that make players easily drop off the map. Pursers and mortars are placed in a small space to prevent players from passing through easily.
- Dark House Island: This island is an interesting part of the level. When the player presses the button in the previous island, it will be teleported to this dark house with two pursers running around. Player must destroy the enemies to obtain the collectible at the back of the house and press the button to come back.
- Metal City Island: This island features a metal city with different buildings and mixed types of enemies hidden in the street. Players must carefully pass through the city to get the collectible.
- Sky Bridge Island: This island features a narrow tunnel bridge made of stone and glass, with a purser standing in the middle to prevent players from going through. Players must destroy the enemy to get the collectible.
- Golden Island: This island is an open island with three mortars standing high and shooting projectiles everywhere. Players must pass carefully in case they are shot out of the map. It is impossible to destroy the mortars since they stand high, making the island challenging. Players must also watch out for the custom enlarger enemy from the bottom!
- Galaxy Island: This island marks the success of the player, and they can pick up the last collectible to win the game. Congratulations!

By designing several islands and assigning different design patterns to each island, I make the game interesting and challenging to play with.

Overview:



Different enemies in the metal city:

