



This picture shows the layout of the level design of my game, which contains one mainland and three small floating islands.

The floating islands are connected by stairs that work as bridges. On these islands, there are fenced mazes, indoor spaces, and stacked bricks. The player should collect collectible coins as many as they can, and get through the finishing gate in the end to win the game

There are three types of enemies. For the patrollers, I set the tracing range of them to be small enough to keep them stay in their located island. For the mortars, I place them around the collectible coins to create challenges for players to get the coins. And when it comes to the third kind of enemy, I place two of them at the last island near the finishing gate, functioning as the boss enemy at the end of the game.

I put the coins in places where it is not easy to go. For example, I put coins on cubes I created, so that the player needs to jump multiple times to collect. Also, I designed the stacked cubes, for players to jump up and down to collect all the coins on it. In addition, I place some coins that are around by mortars, in this way the players would have to avoid the projectiles shot by mortars to collect the coins, which is more difficult. The health packs are scattered on the islands, and some of them must be reached by jumping on a cube.