# Level Design by Po-Wei Wang

Whole process: From the beginning, I decided to use the provided unreal engine learning kit as my assets because it basically covers what was needed, looks nice, and saves time. I created an empty level with basic shapes on it at first to just finish all the components I need in my game, including the enemies, HUD, collectibles etc. After that, I started to design my level and because I’ve implemented most of the objects in my game, the last step was quite smooth, and nothing has to be changed constantly.

## Kreeper (Third Enemy)

Since I want to make my map in the sky, an enemy that can chase you down, explode, and make you fall off the map would be a great choice. I immediately came up with the idea of a creeper in Minecraft, so the third enemy is basically just implementing the creeper. Here are some features of the Kreeper in my version.

* The explode damage will depend on the distance to the player (linearly)
* Explosion can be avoided by staying behind a wall or obstacle.
* Can be killed by stepping on its head (just like other enemies)

## Level Design

My main idea is to make the map simple, a little difficult, and some easter eggs. The whole map is actually just a straight path in the sky with 3 different gates. The player has to activate the gates by pressing their matching buttons. There are obstacles around the buttons, and the player has to overcome them. For the first gate, the guard is a couple of Kreepers. The player has to either kill them or just out run them before they explodes. For the second gate, the guards are a swarm of pursuers that will chase you down and try to push you off the map. There are no guards for the third gate, but the player will have to jump on a bunch of floating bricks and be able to reach the button. Because the map is in the sky, I feel like a challenge like this would be ideal. Also, it’s also mentally annoying because if you fall off you’ll have to restart the game.

I’ve set 3 different endings for none/some/all coins collected by the player. Try to achieve them!

## Notes

I added the restart screen and restart button when either the player falls of the map or the health becomes 0. Yet I feel like it’s pretty annoying and inconvenient to press the restart button every time, plus I’ve seen games like Fall Guys that when the player falls off the map we don’t have to press the respawn button, thus this could be a good design. So I’ve removed the restart screen and now when the player dies, it will respawn to the initial spawn point immediately.