

Game Development

MP2: Level Design

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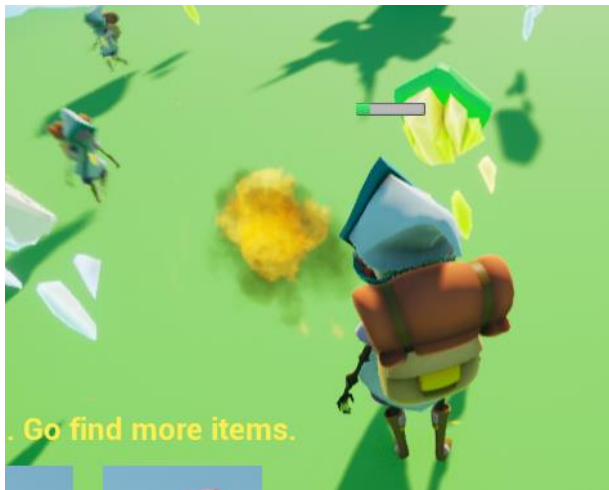
NetID: likaikc2



1. Health System: A floating progress bar on the character. It's more noticeable and more straightforward.



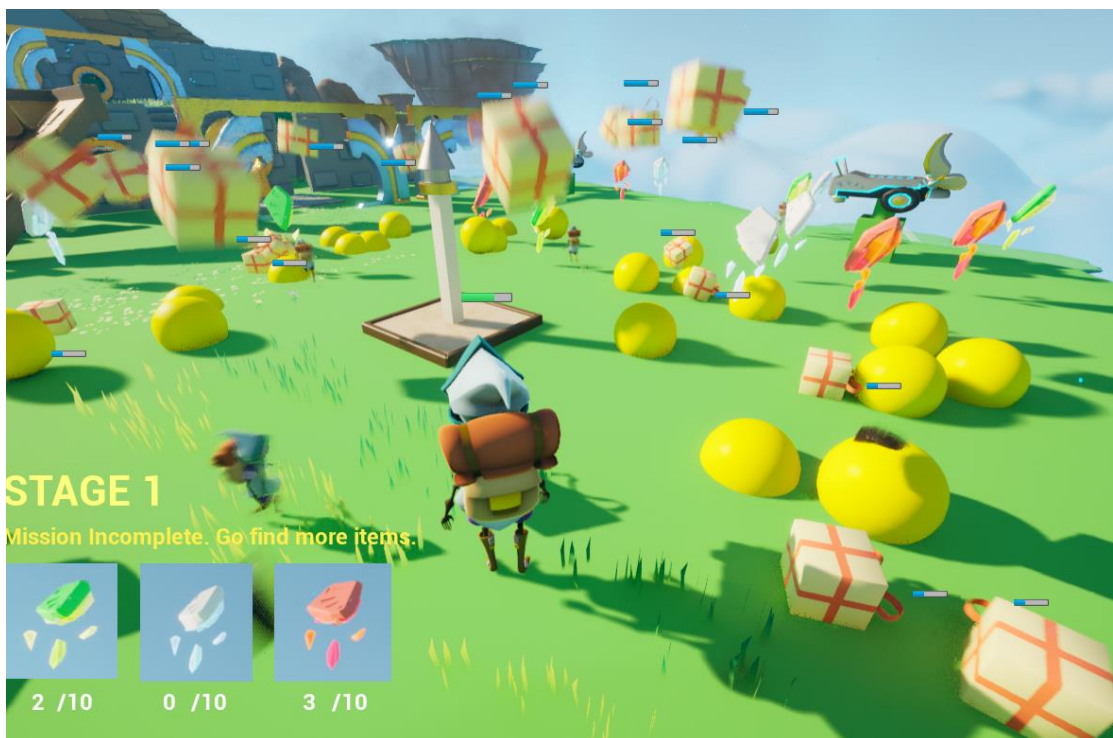
2. Enemy: Pursuer: Will run towards the character if within a certain distance.



3. Enemy: Automatically aiming Mortar: Being able to automatically aim at the character. It will activate the attack and shoot at the character if character are within a certain distance.



4. Enemy: Tower of love: Once the character gets close to it, it will release a bunch of gifts around it, which can recover health of the character. However, after a certain amount of time, the gift will turn into a bomb, which not only hurts the character, but also blows it away.



Yellow balls are the bombs transformed from gifts. The progress bar on the gift shows the remaining time until it transforms. Once the character get in touch with the bomb, it will be blown away. That means, if the player wants to recover health, he must risk himself and get close to Tower of love to release gift, but at the same time, the gifts can turn into bombs if you're not in time.

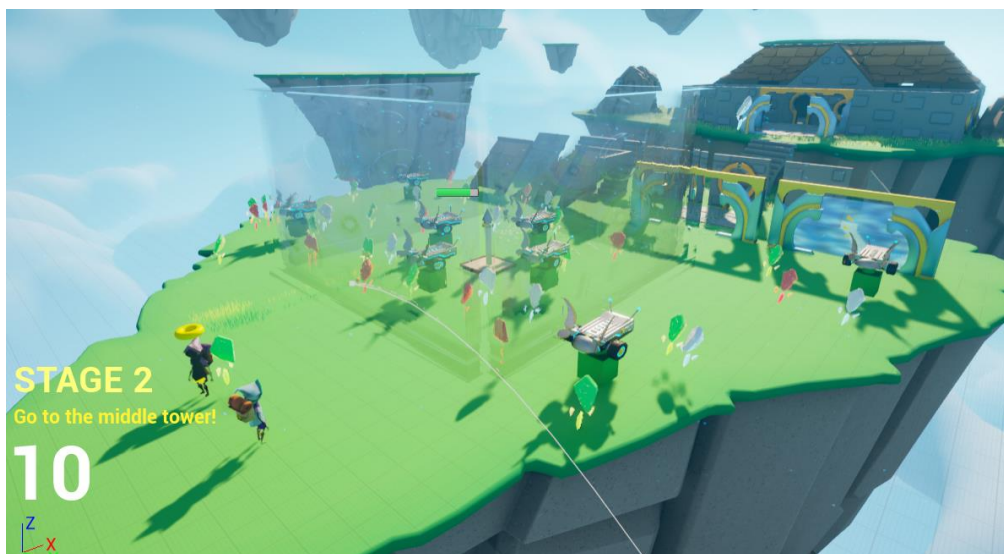
5. Enemy: Bouncing Witch: The character will get bounce back if getting in touch with the magic witch. The only way to destroy the witch is to step on the yellow donut on top of the witch's head.



6. Level Design: Stage1: Collect all the required items to enter the next stage.



7. Level Design: Stage2: Survive Mode. Once the required items are all collected, a transparent box will show up in the middle of the stage. The player will enter stage2:



Now, the player is required to go into the box. Once entering the box, the character cannot exit it. The goal of this stage is to survive for 10 seconds. During the 10 seconds, there will be multiple aiming mortar and Tower of love releasing bombs. All these challenges make the survival difficult.



After 10 seconds, the level is completed!

