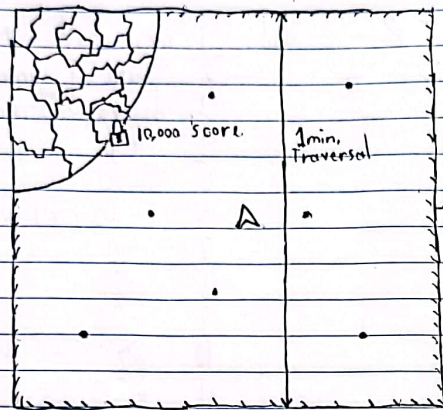


Level design rough draft

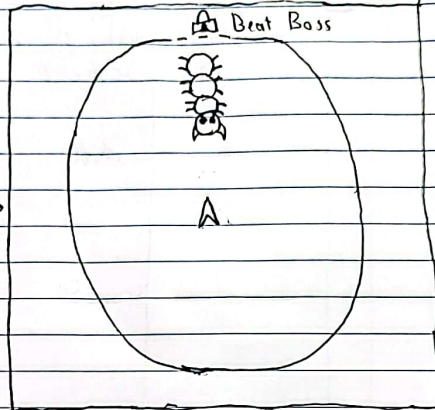
Asteroid
Spawner

Player



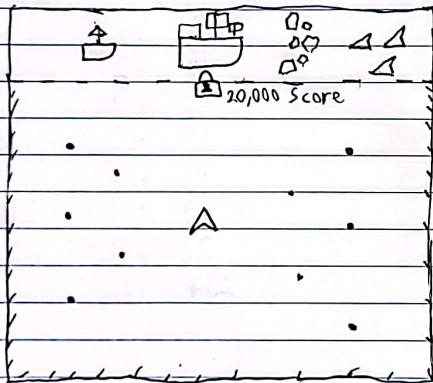
Level 1

1 min.
Traversal

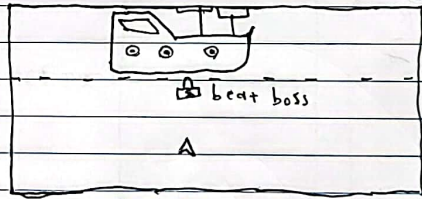


Boss Arena

Beat Boss



Level 2

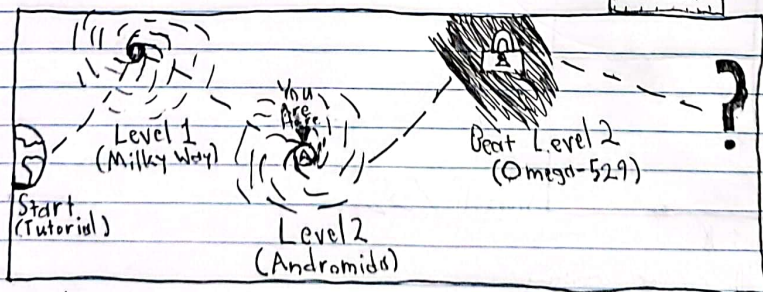
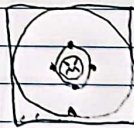


Boss Arena

beat boss



Level 3

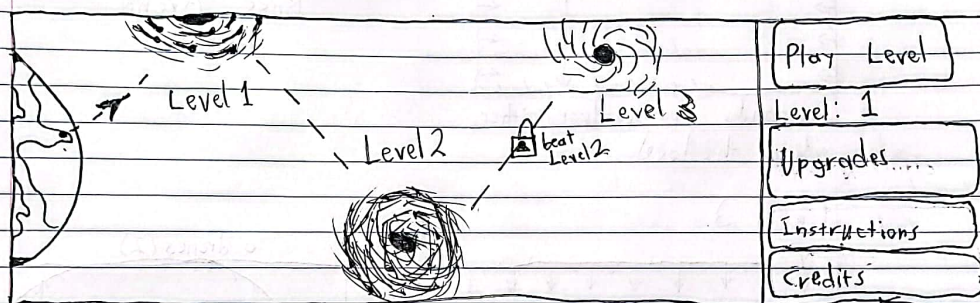


World selector

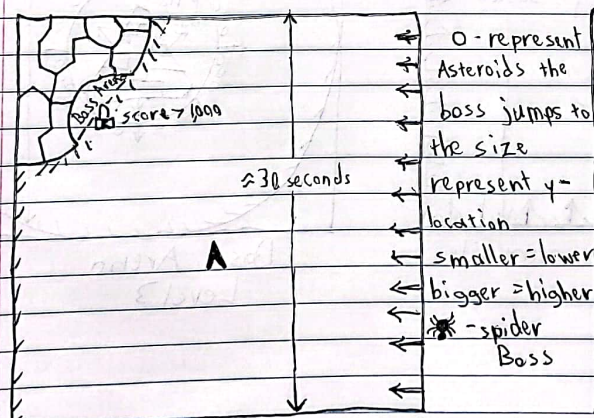
Level Design: Final Draft

Tutorial Stage		Tutorial stage, shows how the player moves, shoots, and looks around, demonstrates how asteroid split into multiple asteroids and drop resources.	Key Player Asteroid spawn Border temp. border locked area detail point despawn zone
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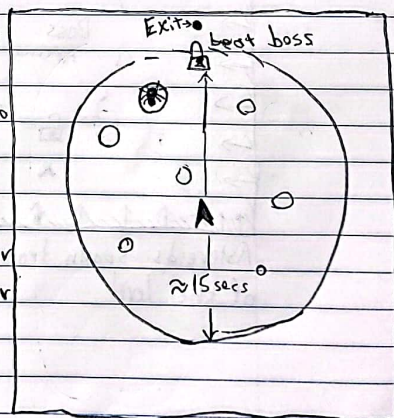
Level Selector



Level 1



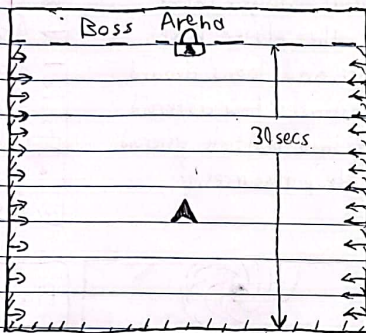
Boss Arena



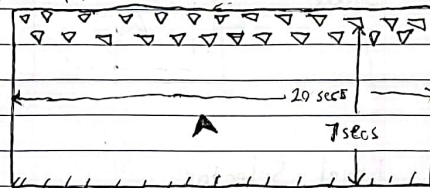
Asteroids spawn from one side of the level

Level Design

Level 2



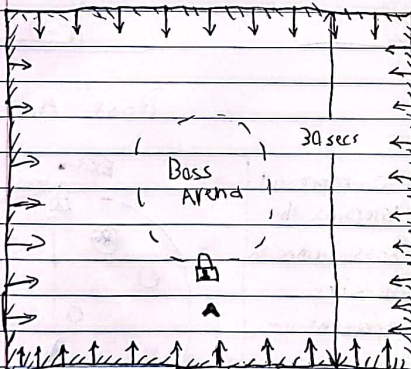
▽ drones (1)



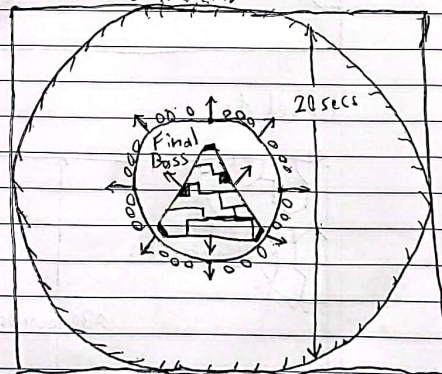
Boss Arena
Level 2

Asteroids spawn from either side of the level

Level 3



○ drones (2)



Boss Arena
Level 3

Asteroids spawn from every side of the level