

# Design Document

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My entire game level consist of four different islands, at the end of each island, there's a blue gate that will block player from moving forward if the player has not collect all the collectables on or between the islands, I placed the health packs between the bridges connecting islands, so the player will only get heal when they reach the end of each island.

For the first island, I placed the pursuer in a house and has a patrol path from one corner to another corner, so when player go into the house, the pursuer will detect the player and start chasing, I also placed two collectables in the house and set the obstacles around them.

For the second and third island, I placed the mortar and the customized enemy respectively. I designed a new enemy type called trap launcher, it will continuously launch traps around it, when the player step on the trap, the player will be slowed down for two seconds, this add the difficulty to the game combined with pursuer, because when the player is chasing by the pursuer, he has to avoid all the traps in order to not get hit by the pursuer.

For the last island, it's also the hardest one in the game, all three types of enemy are all doing their jobs, pursuers act as the guard to protect the collectables, and some of the collectables are hidden in the island and not visible from the entry point of the island, so the player needs to explore the entire island to pass through the final gate and get to the destination.