

BIKER

Week 3: Level Design

Yuhe Nie, Justin Li, Hah-Young Kim

INSPIRATION



Hollow Knight



Swordigo

GAME OVERVIEW

Cyberpunk theme
2D-platformer in which
players can run, jump
and use special attacks



GAME MECHANICS

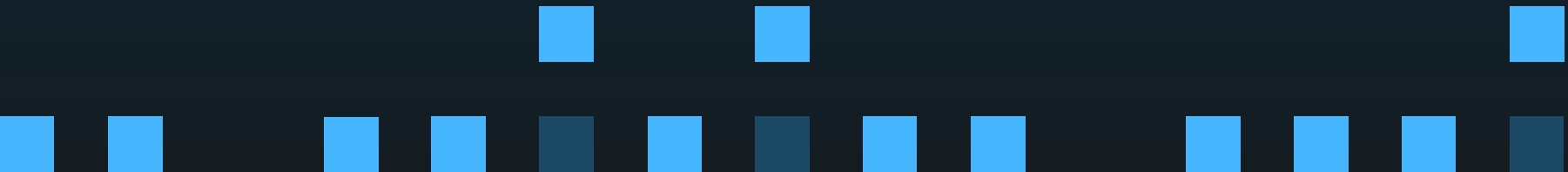
Players learn to:

1. Melee Attack
2. Shooting
3. Dash



FUTURE ADDITIONS

1. Gain more abilities
2. Various enemies types
3. Skip NPC dialogue when you retry the level
4. Volume control
5. Dash function cooldown
6. Create more levels



GAME LINK
