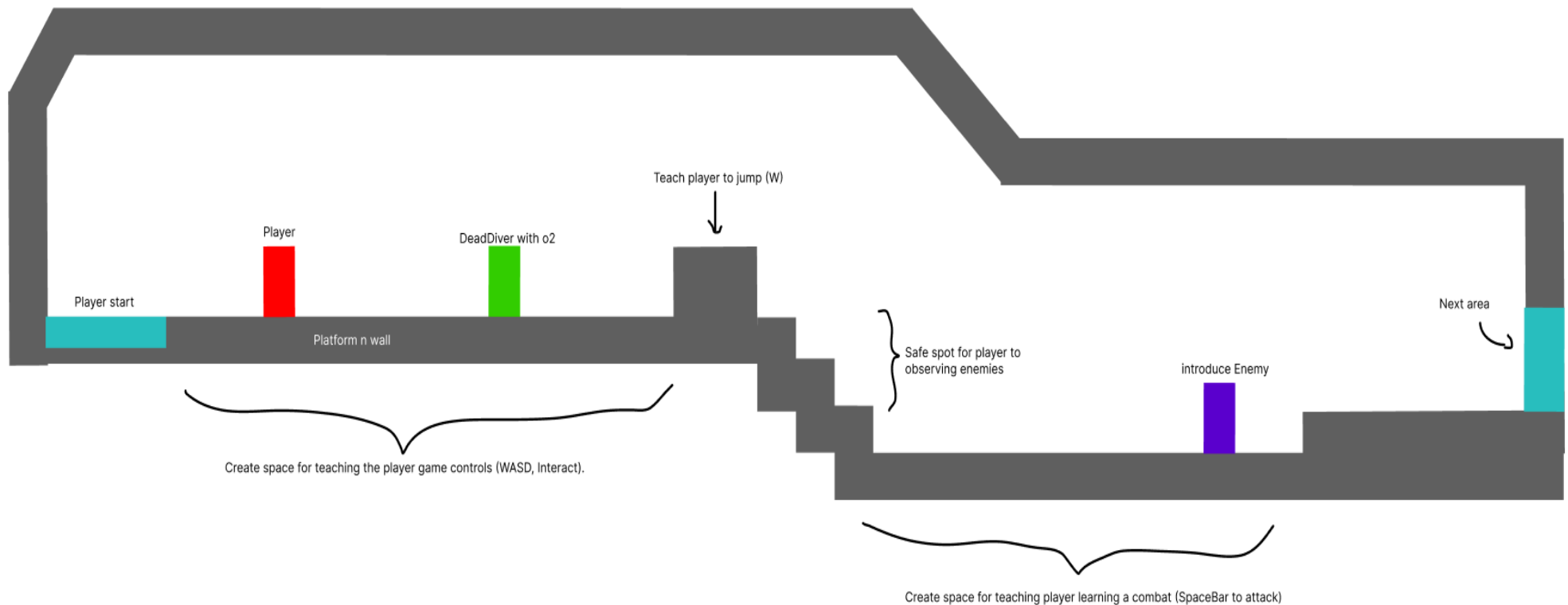


1st area

The first area the player encounters should be a place where they can adapt and learn the game, so I designed it so that enemies appear later and increased the walking area with different levels for the player to jump. The next area where the player encounters enemies will have a safe zone for them to try fighting the first enemy.

In terms of the art in my design, I want to create a cave where the player can walk deeper as if they are diving deeper underwater. I think I will reduce the angles and add dynamics to the cave to make it look more dimensional



2nd



3rd

