Level Design Document

The level was constructed in 4 areas: the start land area, the introduction area, the parkour area, and the final stage area.

The first time, the player respawns at the start land area. Basically, it has a door and a respawn stage. The door means welcome. The player should go to the introduction area. Like its name, let the player get familiar with enemies. It has three types of enemies: the purser, mortar, and the DIY enemy. The DIY enemy uses an AI character with a behavior tree. When it could not see the player, it just flashes around to find the player. Otherwise, it will chase the player at a fast speed. During that process, the enemy could also shoot a bullet at the player. The bullet is faster than the enemy itself. It is hard to dodge the bullet and the player should run like a snake (move left and right alternatively) and then find a chance to kill the DIY enemy. Also, the collectible points are here. The player could win the game if he collects 5 points.

The next level is the parkour area. It has many islands floating in the air, the player should find a way to go up. Also, the way goes up could be interrupted by enemies like mortars, and the chaser. One point was placed on top of one mortar. The player could find the solution to eliminate the enemy in that way. Thus, the player should keep attention to the bullets and explosions from the mortar. Also, the player should be able to find a skill called “Big Jump” that could let the character jumpy higher in this area.

Then, the player could find the final stage area, which is an area that has a house that is the symbol of the enemy’s camp. Since the land was not big enough, Enemies like DIY enemies and mortars could give the player more pressure to get the score point. A puzzle is that an up-side arrow was painted on the wall and the player should get that and find the point inside with that hint. Also, it might be too hard for the player to survive, an additional HealthKit was settled inside. Considering the speed of the enemy, it should push the player to keep their nerve in this area. One point was hidden behind the stair.

Finally, 4 points were obtained and the last arrow behind the house shows that the last point was behind the respawn point. The player could get that by flying and longtime falling. Also, if the player is willing to explore more at the start land area, he could find a way to get to that point the first time. Like climbing on the door and flying to that island.

All in all, this level is not too hard, it is basic training for the player to get familiar with the game. And some brain teaser was added to add more fun to this game.