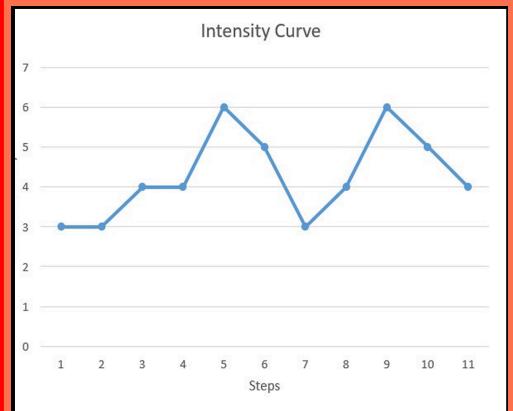
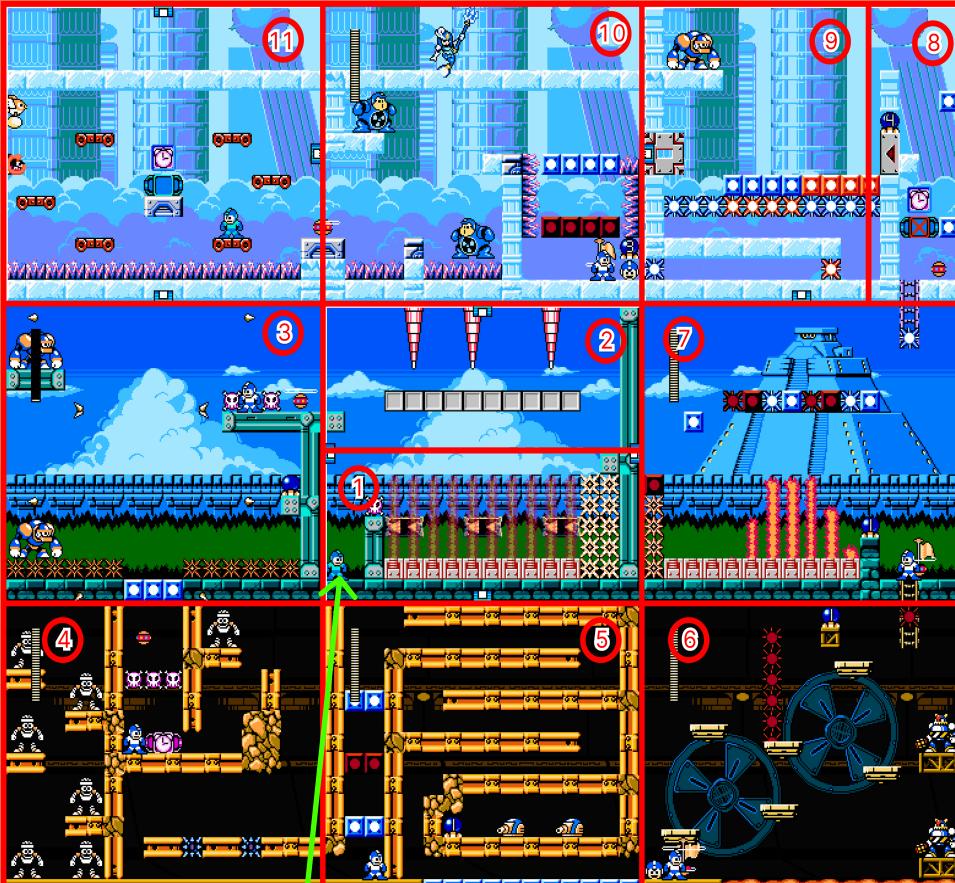


# My Design Intent



Hi, I'm **Chua Wen Shing Bryan** and in this portfolio I will be going through my thought process when designing these levels.

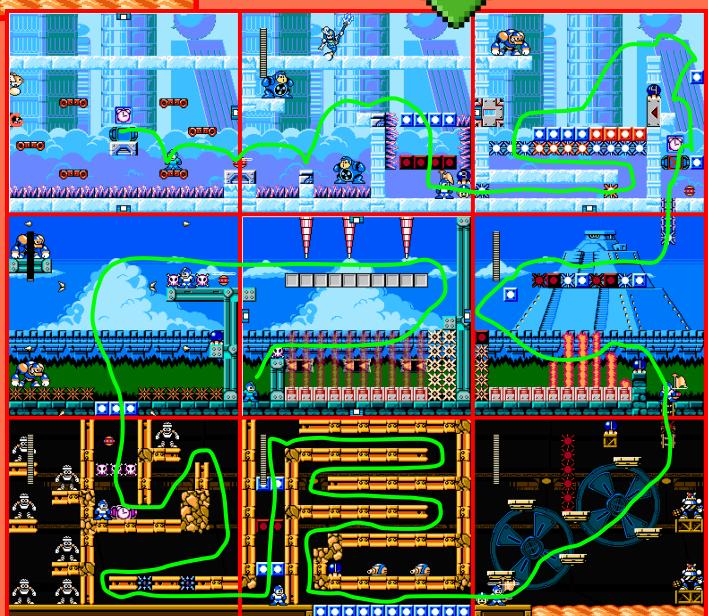
## My Milestone 2



The Golden Path

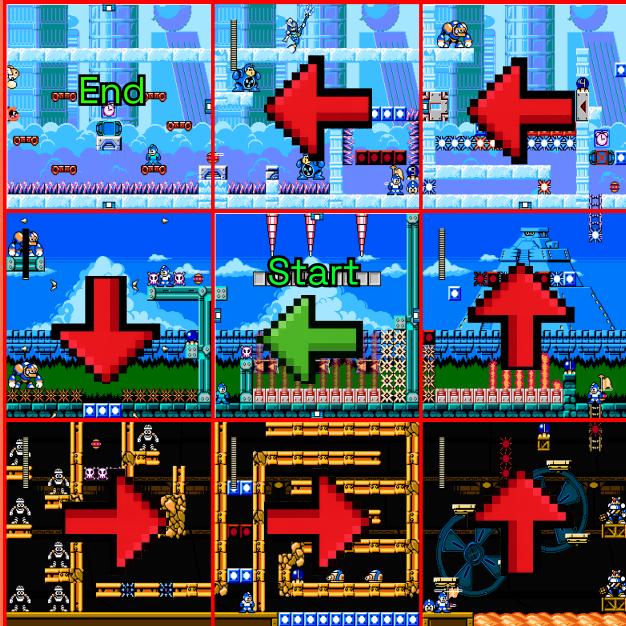
Start here

Steps	Cadence	Legend
1	A' + B + G	A - Jump to platform
2	A + A' + B	B - Timing
3	A' + B + C + F	C - Enemy Projectiles
4	A' + C + D + E	D - Sliding
5	A + B + C + D + E + F	E - Use time slow weapon
6	A' + B + C + E + F	F - Use freeze weapon
7	A' + B + F	G - Going against movement
8	A + B + C + G'	G' - Going with movement
9	A + B + C + D + F + G'	
10	A' + B + C + F + G'	
11	A + C + E + F	



For **Context**, our Milestone 2 require us create 3 mega man levels with increasing difficulties, Easy, Medium and Hard. I will mainly be talking about my hard difficulty map.

Admittedly Im not really good at creating complex maps with engaging mechanics so I went with a more thematic approach.



For my hard map, it is made in a way where the stage guides the player's progress.

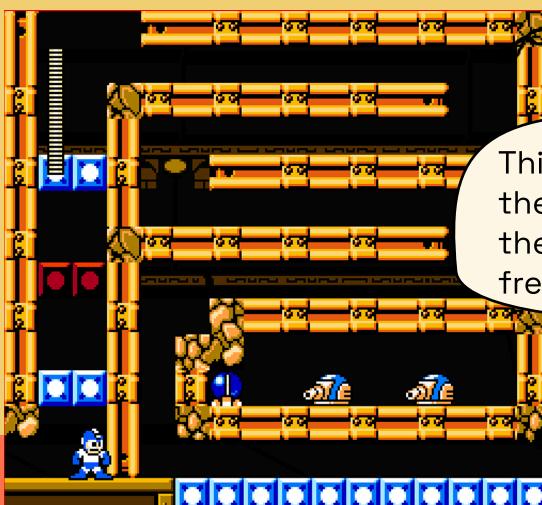
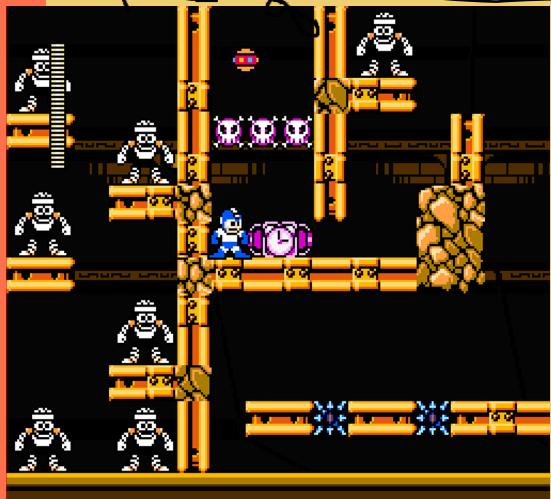
The background of the map changes every row to give a sense of adventure and progression.

I also try to create obstacles that will have the player utilize all the abilities in their arsenal.

I like to create obstacles that makes it very obvious what weapons the player need to use in certain situations.

Especially after they receive a new power mid play through.

This area for example, the player have to use the time slow weapon in front of them to survive



This area encourages the player to use both their time slow and freeze

At the highest layer, the player will have their time slow weapon **removed**, this is done as i wanted to partially incorporate my original concept for the final layer.

My original concept for the last layer was to have the boss spawn immediately in the first room and attack the player. The player will have to slow time to dodge the boss's attacks while clearing obstacles to reach the final area where they are able to attack the boss directly with a different weapon.

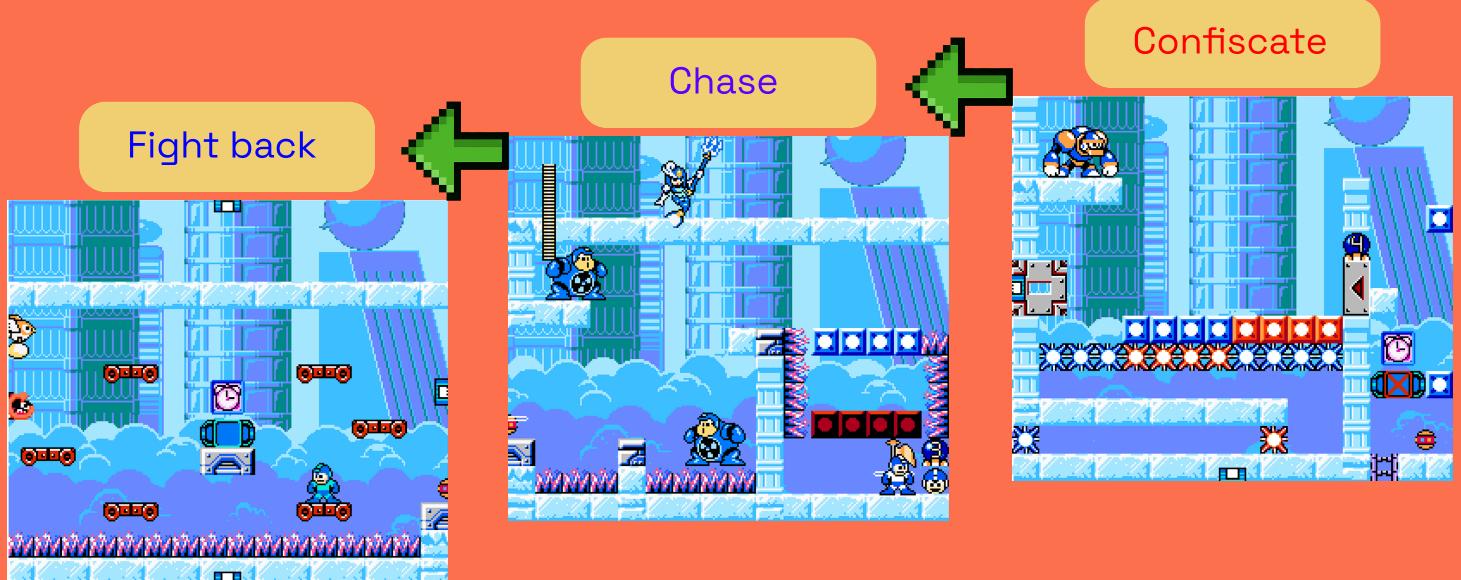


This interactable removes the weapon

This is the 1st room of the final layer

The reason I did all this was because of how the time slow weapon works. Besides slowing down the boss's attacks, the weapon also deals a lot of damage to them, causing them to die too quickly. However, if i disable the time slow weakness in the boss's settings, they will become immune to the slowing effects.

Therefore I have decided to first **confiscate** the weapon, have the boss **chase** the player, then have the player reclaim the weapon at the final area to **fight** the boss.



# My Milestone 1



For **Context**, our Milestone 1 got us to create a 150x150 map inside tabletop rpg map editor, the idea is to play out a full main story quest inside the entire area (plus some optional side quests).

For what's happening on my map, my intent was to have the player be transported to a fantasy world after falling into a river behind their house. The player will wake up to another world at war with the demon king, with the player finding themselves inside a forest that's currently being invaded by the demon king's forces

Admittedly this genre is a little bit cliche but I always wanted to try designing a fantasy world.



To convey the effects of ruin the demons have on the forest, I tried mixing in dead trees, destroyed buildings and some elf/demon corpses.

I did not want the player to try and shortcut their way to the final boss so I populated this area with tons of enemies that should be impossible to clear.



The final boss of this map is one of the demon king's generals

I had this section at the very top of the map be occupied by the demon king's forces.

The World tree on the far left plays a huge role in the plot of the quest and is the reason for the demon's occupation in the area.

I wanted this area of the map to change after the player defeats the demons to convey the feeling of a huge battle that just took place.

This is the starting section of the player's adventure. The idea behind it was for the player to be awoken by a party of elves at the "player lands here" spot.

After talking to the elves the player will agree to head back to the elf village with them but that is when they will be ambushed by demons coming from the right side.

The demons coming from the direction of "Ruined Fort East" and ambushing the party will be a plot point further into the quest.



To convey the influence the demons have over the map, I had tiles where demons have been to be a dark purple.

I also wanted to create areas for side quests and optional exploration.