

## Level Design:

The design idea for my map is straightforward and simple, I put 4 islands in the map, the first island only includes some coins(collectible), just a simple demo to show my character can interact with the collectible in the map. And because we will put 3 types of enemies, to better demonstrate the characteristics of each enemy, I placed different type of enemy on each of the following three islands, and when you get to the last island to pick up the coin, you finish the game.

## Enemy:

I place 2 pursuers on the second island, the range of their activities is within the walls on the island, if they see the player, they will chase the player, and if user runs out of the wall, they will return to the original place.

For mortar, I place 6 mortars on a island, and they will constantly shoot bullet, and when the bullet hits other objects, it will explode and if player is nearby, the play will lose the health point.

On the last island, I create a simple maze, and inside it, you will see the barrier as the third enemy, if you touch the barrier, it will explode and you will lose your life point.

Following is the picture of my design:

