My level design process was a bit messy at the start. I kept the original islands I made for part 1, the spawn island showing off all three enemies, and the second and third islands that had health pickup and 2 random pursuer enemies in an area to show it worked properly, and both don’t chase the player when one gets line of sight on me. My original idea there was to just have a tutorial part first to showcase everything, so I made another island full of mortars firing with pickups available to show more gameplay with that enemy.

For my custom enemy, I ended up making a sentry turret type of enemy who shot a projectile straight that would explode on impact. I felt it would be a good idea to have an enemy that was consistent in the way it would try to damage the player, since it is always shooting in the same line, compared to the pursuerer needing line of sight and the mortar firing the shells randomly. I also made a boss enemy, which was just the pursuerer copied without the chase mechanic, and made way bigger in size, so that the player has to fly over and drop down to hit the head collision box to kill the boss and win.

I decided my main game would be like a raid mission to try and assassinate that boss. So to do that, I started by making a staircase up to the boss’s hideout area. I made it so that there were sentry turrets in the clouds that would shoot the player while they are trying to ascend to the boss island. I also made it so there wasn’t a direct free entrance, and that the player had to parkour a bit to get high enough to fly over the walls and drop down to raid the main building. I made it so there was like a moat of lava, but with lots of mortars and turret sentry enemies, with some coins and crowns(50 point pickup) in the area. I made it so when you ran into the main entrance, it was a spooky, dark zone with sentry’s shooting from both sides and a decent amount of pursuers in the room as well, enough to put pressure on the player but not overwhelm them immediately. I then had the second room be a maze to try and find the way up to the boss to kill them, and made it have red spotlights on the indoor maze to set the mood. Eventually, when the player makes it up, I made the boss fight a simple climb up either side of the ramps and jump and fly to land on the boss's head. The boss is able to damage the player should they miss the headbox and the boss hits them on the roam. I also added a gap between the stairs for one of the tutorial islands area as a nice little easter egg where you can fall and pick up a crown and try to parkour your way back up to mortar island for extra points, but have some difficult jumps and mortar shells coming down while doing so.