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LevelGame Design Document

Player:

I used the default player from the starter pack and started it on the main (large) island. I implemented the extra mechanic of rolling, which would help the player through tight spots. The player has an initial health of 100, which is gradually depleted by the enemies described in this document. There are collectible "Health Packs", which restore some fraction of the health of the player.

Pursuer:

This is portrayed with the zombie sprit in the game. They are on the main island, where they patrol the circumference. When they see the player (there is a forward-facing line-of-sight), they start charging towards it. Within a reasonable distance, attacks start (with an attack animation) and the player is knocked back and loses control for a short period of time. This enemy, like the rest, can be killed by jumping on the head. The enemy does return to the circumference path after losing sight of the player. I have almost all of these start with line-of-sight to the player at the beginning to increase the intensity of the game for the player, but leave them off the other islands to allow the player to rest, and explore other features.

Flyer:

Unlike the pursuer, this is not limited to the initial island. I have 2 of these going to random spots a fixed distance from the player and shooting with leading bullets. Since these are persistent, I reduced their rate of fire and have only 2 of them with low damage. I start with one of them much further away, so the player has time to deal with the zombies first.

Mortar:

I chose to make the mortar fire towards the player instead of randomly, as this would not allow the player to stand still for too long in any place on the map. I have a significant number of mortars all over the map, and their explosions cause damage. This adds the most difficulty to the level. I created an island with just the mortars and fire traps that is required for a coin, and it is difficult to get due to the mortar's leading fire.

Fire Traps:

I have these all over the place, restricting the player's navigation of the terrain. These will reduce a significant amount of health, so they player has to be very careful.

Overall Design:

I designed the level with 4 main islands: main, second, finish, and mortar. On the main island, I have all of the zombies, and I constructed it so that the only way of getting to the second island is by going up some stairs at the very end of the island, forcing navigation through all the fire traps and zombies. It is also required to go to the mortar island to collect a required coin, and it is similarly difficult to get off this island. From the second island, the player needs to jump from the roof of the house in order to get sufficient height for the final island, which forces them to confront and dodge flyer bullets as they go to the final island. The final island checks for the required coins and awards a winning screen if met.