The game level is designed focuses on immerse player in an environment where exploration, get away from enemies and collect items are the key objectives. The player run or fly through the map to find collectables while avoiding enemies that introduce damages.  
  
Since player must collect 30 collectables to reach 1500 scores, player needs to look every floating island inside the map to find where the collectables are. This is the mechanism to encourage players to explore the map.

Enemies are introduced to add difficulty and create tension for the player. They aim to prevent the player from reach the 1500 score or prevent the player from entering the ‘Win House”.

The reason I create the sword enemy is because it can cause excessive damage in a rapid way. To introduce the functionality inside the video I turn the damage down.