This week the focus of the micro project was level design. In terms of the version of the game available, there was a lack in the system elements. This in turn made it difficult to plan out a level plan for the game. To aide this, a few changes were made initially before level design. A new functionality was added for the player. The player is now able to disarm their opponent for a turn. Also, a second enemy was added to the game.

With these few changes, designing the level was now possible. The most interesting part of level design is the conceptual kind of level design. For a simple turn-based system like the one implemented in this prototype, following this path made the most sense as the system was not complex by design, it was simpler to conceptually plan out a level using the available system elements.

The level starts with only two abilities available to the player. Once the player reduces the enemies below a certain shared health threshold, the disarm mechanics gets unlocked and is now available to the player. Finally, once the player themselves reach half or lower health, the heal mechanic is unlocked for them. If the player heals and they have not killed the lower health enemy, they will both heal.

The level design philosophy for this prototype is to slowly introduce interaction between the mechanics and the rest system to the player. They are introduced to the combat buttons first and are given enough time to understand how the ATTACK and SPECIAL ATTACK mechanics. Depending on how they play, they will either unlock the HEAL or the DISARM mechanic next. If they unlock the DISARM next, the mechanic of stopping your enemies attack is introduced to the player and they now have three options they can use, two of which are RNG based. And finally, when they unlock the HEAL, they are now able to heal themselves, but also the interaction between healing themselves and their enemy is introduced if they have not killed the front enemy.

REFLECTION

Working with a very simple system makes it difficult to design a good level. The main changes the needed are not on the level design itself, but on the game systems. More complexity needs to be added to the game in order to aide in level designing. Working with the system available, a decent conceptual level was possible to make. However, a better level could have been designed if there were more mechanics available to work with.