

I designed the level as a series of four main challenge platforms. The first three platforms each were populated with multiple of a single type of enemy to introduce the enemy mechanics to the player. The final level then tested what the player learned by having all three enemy types. The first three levels also had additional side challenges, which consisted of parkour challenges to get to a level populated with collectibles. There are no enemies on these side platforms, limiting the risk to only falling. These side challenges are for completionist players who want to maximize their score, as the score does not technically matter for finishing the level.

I designed the level so that four collectibles and four health packs would spawn on each large platform. These would spawn in random locations around each platform, to introduce some randomness in each playthrough. Sometimes, it would be more challenging, as these items could spawn near enemies.

I chose to spawn three pursuers on the first platform, as I felt that it provided an adequate but not too hard challenge, without making the platform too busy. I put four of my custom enemy, the spinning block, on the second platform, making it a sort of obstacle course to get around them. I had many mortars on the third platform, all firing projectiles in synchrony. Although this made it slightly busy, the level was only challenging every five seconds when the projectiles spawned, forcing the player to move quickly and precisely. The final main platform consisted of all the types of enemies, posing a new challenge, as the player has to think about multiple enemy behaviors at once. The player just has to get through the platform to the finish platform, though.