

Dev Doc

[Enemy]

The Pursuer

It will approach the player and hurt the player when close enough.



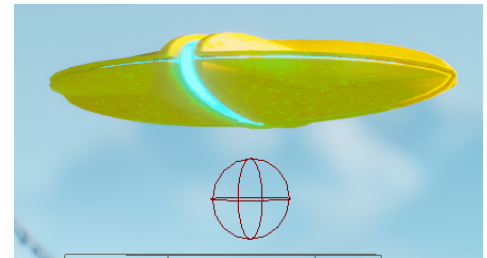
The Mortar

It will throw projectiles at random directions into the sky and fall.



The Bomber

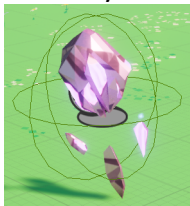
It will spawn bombs that falls slowly onto the ground and explodes. The bomb will cause the same injury as a projectile from a mortar. The bomber will float around in an area at a fixed height.



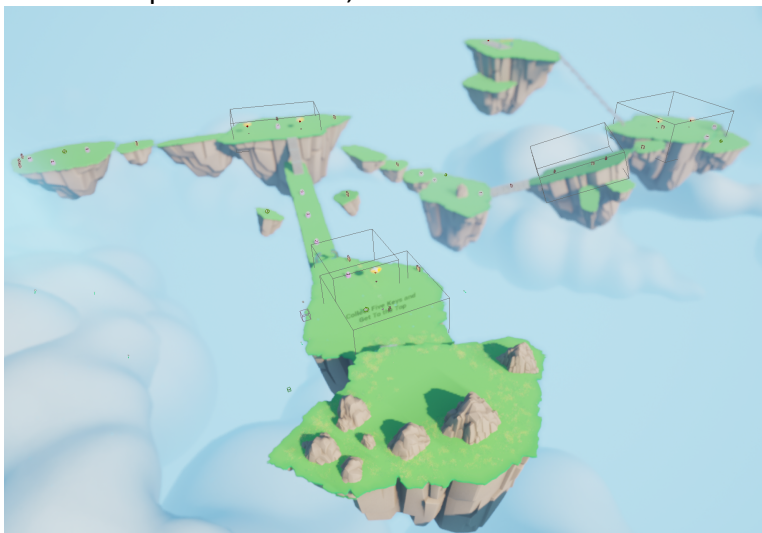
[Game Design]

The goal of the game is to collect all the “keys” (floating collectibles) and go to the destination.

The “key”:



The full map looks like this, with enemies and collectibles scattered all over the map:



I placed enemies along the only path to the final goal, and use all kinds of enemies to “guard” the “keys”. I put some collectibles on platforms where the player can only jump onto, making the level more challenging.

I reuse all the assets in the original tutorial to make the game level.