Notes on the Level Concepts:

20/02/2019

I thought I’d better write notes of my thinking about these three level designs:

# Level 1:

So this first level in my designs is the actual first theoretical level of the entire game. Narratively it is where the adorable creature falls from it’s nest and gets lost in the cave (what all three of these levels are).

This level’s design is an attempt to make the player understand the mechanics of the game, by giving them a bit of a dilema, with the adorable creature walking towards it’s doom (i.e. off of the edge of the ledge). This could be an awful idea (I didn’t think of it first but there you go), so this isn’t gospel but I personally like the idea of telling the player a bit of the story through the level (

# Level 2:

The design of Level 2 is testing the player a bit. I did originally designed it without any enemies. But I am thinking that we do need to give the player a taste of a foreign threat like a rat creature (based on our adorable worlds design).  
I wanted the player to try and problem solve, with this level as a taste of the rest of the game.

# Level 3:

I wanted this level to seem quite important, with the chasm with a great big bolder (that is just an Idea, I think we could think of something different) in the centre and the end of this section of the game just being on the other side of the chasm.  
I think also we might be able to hint at the dead place with the exit. Like showing light that might flicker because of all the fire. Players wouldn’t really notice it as they would imagine “oh it’s the outside. Hell yeah we are nearly outta here. WOOOHOO!” Then when they go to the next level there are like “well, fuk. Didn’t expect that.” 😐