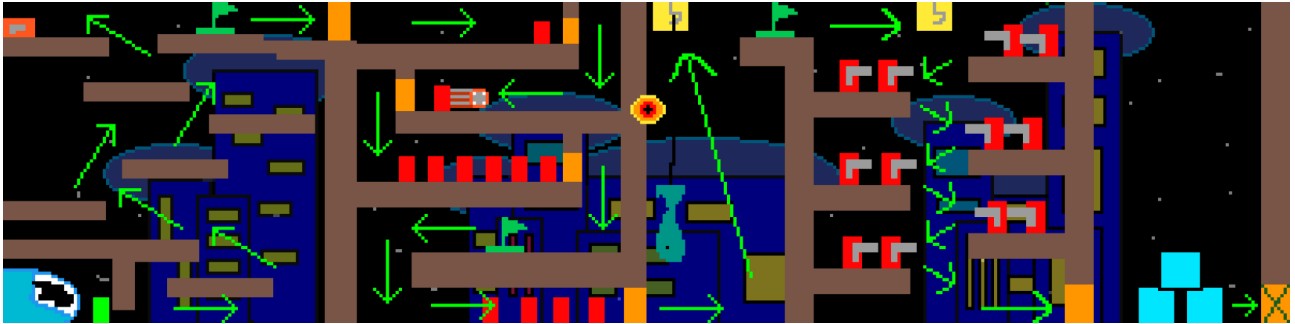


Level Design

Level Design 1

Drawing of Level



Legend :

Bright Green Arrows : The player's expected path

Bright Green Rectangle = Player

Orange Square Top Left = Starting Gun (Used in Human Form)

Red Rectangles (Without Anything) = Melee Enemies

Red Rectangles (With Minigun) = Enemies with Minigun

Red Rectangles (With Grey HandGun) = Enemies with HandGun

Orange Rectangles = Locked Door (Open when Enemies Killed and/or Puzzles Completed)

Yellow Square with Hook Inside = Grappling Area

Cyan Boxes = Breakable Boxes

Green Flag = Checkpoint

Bullseye (Target) = Shooting Puzzle

Orange Rectangles with X = Breakable Exit of Level

Brown Coloured Blocks = Walls / Platforms

Level Description

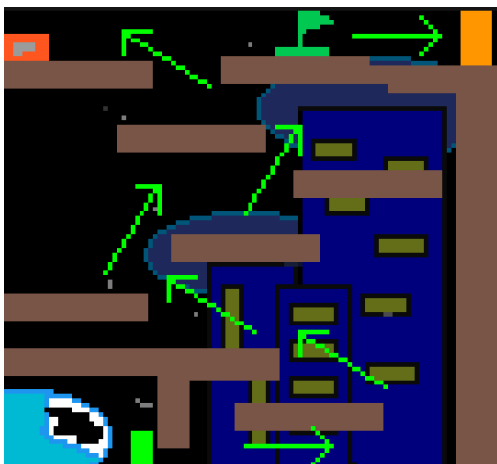
This level is level 1, the level where the player starts. Since the player crash landed on the planet, a broken spaceship was present at the start of the level. This level mostly consists of tutorials but the layout of the level makes it seem like it's not a tutorial level. There are several micro landmarks in this level such as, the broken spaceship, checkpoints, and the giant fish. There is also a background which displays a city on an alien planet which is a landmark. The challenges that are present within the level are

enemies that can kill the player anytime when they have a line of sight, minor puzzles, and obstacles or traps.

The green arrows that are present are the expected path the player would take. However, there are still a couple of different ways the player could transverse through the level. For example, instead of going platform to platform on the level where there are a couple of enemies with handguns, the player could stick to the grapple and go down slowly while killing the enemies. The traps are not yet introduced in this level and will be introduced in the next level.

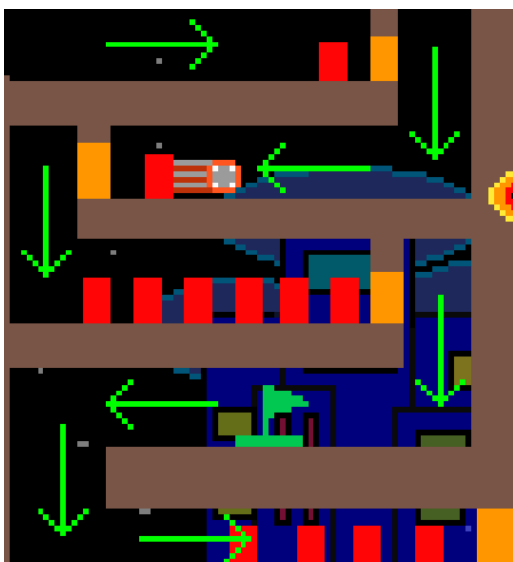
The end goal for this level is to get to the end while killing all the enemies. It can be seen that for each sub level, the entrance to another sub level will only be unlocked if the player killed all the enemies in the sub level and / or finished the minor puzzles.

Mechanics Present



The first sub level of this level that is located on the left side of the level doesn't have any enemies yet. This is done to teach the player the basics of movement such as crouching to get through the gap at the start, jumping to transverse through the platforms, and a checkpoint that the player will respawn in when the player dies. The orange barriers open up when the player finishes a sub level. In this case, the sub level is considered to be finished when the player grabs the gun that is located in the top left part of the level. The player

can go back and forth throughout the sub levels which makes this level layout a network layout.



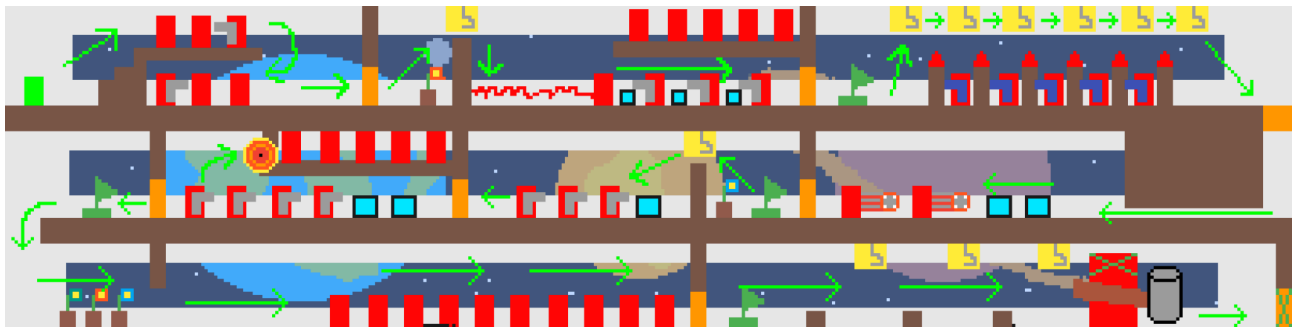
The next sublevels are focused on the combat mechanic of the player. In this section, the player will learn how to shoot, switch to parasite form, block, and melee attack. This can be seen that one of the enemies is using a minigun which the player has to block in order to beat that enemy. The melee aspect of the sub level is when the player

It is also worth mentioning that in this level, the player would also encounter enemies that drop heart containers. This mechanic would also be taught to the player that by picking up heart containers, the player would regain health points.

At the end of the level, the player will be able to get 3 stars, 1 for completing the level, 1 for completing the level in under 2 minutes, and 1 for killing the enemies without shooting. Since most of the enemies are located in areas that are relatively close to the player when the player enters a sub level, this star criteria falls under the easy category.

Level Design 2

Drawing of Level



Legend :

Bright Green Arrows : The player's expected path

Bright Green Rectangle = Player

Red Rectangles (Without Anything) = Melee Enemies

Red Rectangles (With Red Squiggly Lines) = Enemy with Trap

Red Rectangles (With Grey HandGun) = Enemies with HandGun

Red Rectangles (With Dark Blue HandGun) = Enemies with Laser Gun

Red Rectangles (With Minigun) = Enemies with Minigun

Big Red Rectangle with X on the Head (With Hammer) = Boss with the hitbox on the head

Yellow Square with Hook Inside = Grappling Area

Orange Rectangles = Locked Door (Open when Enemies Killed and/or Puzzles Completed)

Cyan Boxes = Breakable Boxes

Green Flag = Checkpoint

Bullseye (Target) = Shooting Puzzle

Orange Rectangles with X = Breakable Exit of Level

Brown Coloured Blocks = Walls / Platforms

Level Description

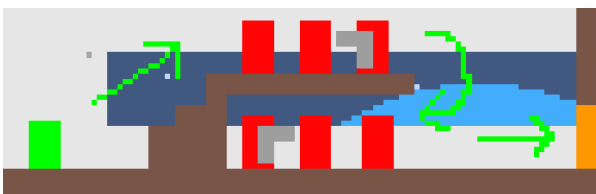
This level is considered to be one of the tougher levels compared to the other before this level which is level 20. There are several landmarks that are present to help the player transverse through the level. The micro landmarks that are present are the checkpoints and the flowers. The checkpoints are already discussed on the previous level but the flowers are new. The flowers are there to provide the player some kind of unofficial checkpoint on their position. The colours and the amount of flower present in a specific spot is also different to give the player a feeling that they arrived in a fresh new spot every time they spot a flower. The background of the level is also considered to be a landmark. Since the level takes place in some sort of spaceship, the way the landmark is portrayed is through glass. Behind the glass there are several planets present.

The end goal of this level is the same as any other level which is to kill all the enemies and exit the facility. In this level though, there is a boss in the end part of the level that is way harder than the enemies. The player also has to defeat the boss to finish the level.

At the end of the level, the player will be able to get 3 stars, 1 for completing the level, 1 for completing the level in under 7 minutes, and 1 for defeating the boss without getting hit. Since the boss's weapon is very slow, the challenge regarding this star criteria is medium.

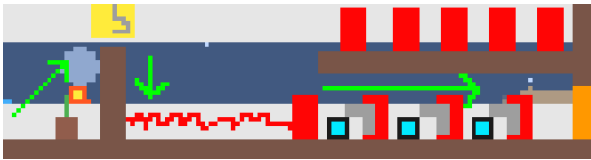
Mechanics Present

The mechanics that are going to be presented in this level are the ones that are all of the mechanics that were covered in the tutorial level (level 1) and some extra additions regarding traps.

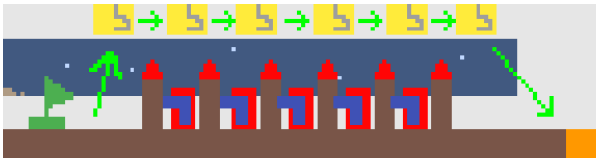


In the first sub level, the player is required to kill all the enemies with whatever aggressive action the player chooses. The enemies are separated into two areas which are the top and the bottom area. This creates an

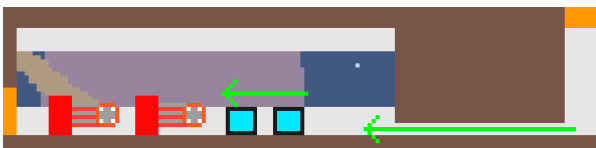
opportunity for the player to isolate the enemy group by group for easier interaction.



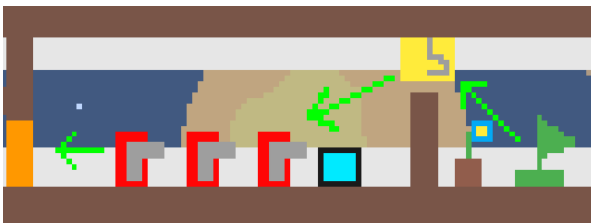
In the next sub level, the player needs to use the grapple mechanic to get up and kill the enemy with the spark trap. This would disable the trap, allowing the player to move around the area and kill enemies more easily. Enemies can take cover behind the boxes but the player is able to break it.



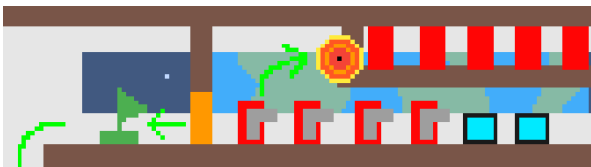
In the next sub level, the player is required to use the grapple to grapple over to the grappling area and kill the enemies while grappling. The player is unable to get off the grapple in the middle of the sub level. This is due to the spike traps on top of each wall that are blocking the view of the enemies. The enemies are also equipped with laser guns that deal 2 damage if the player gets hit by it. This means the player needs to be more careful in doing their actions.



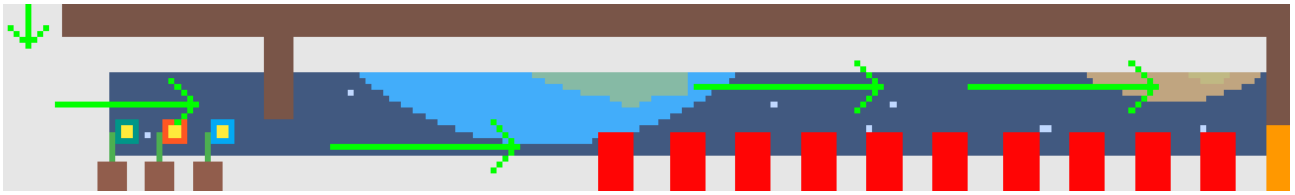
In this next sub level, the player is required to crouch under the wall to fit through the gap and the player will meet 2 enemies with a minigun. This encourages the player to use the block mechanic more in order to properly defeat the enemies in this sub level.



In the next sub level, the player is required to use the grappler mechanic again to get through the wall and kill the enemies that are equipped with handguns.



In this next sub level, the player is required to defeat the enemies with handguns first and then shoot the shooting puzzle bullseye target to destroy the wall that are holding back the melee enemies. Since the objective of this sub level is to kill all the enemies, the orange door will not be opened until the enemies including the melee enemies that are behind the wall are eliminated.



In this sub level, the player is encouraged to shoot the enemies since the enemies are located relatively far from the player's entry point. The player could choose to melee attack the enemy one by one but it is easier for the player to shoot the enemies and then melee the remaining ones.



In this last sub level, a boss is present. This boss is carrying a large hammer that deals 3 health points if the player gets hit by it. The boss's hitbox is on the head that is marked by the green X. The other parts of the boss are invulnerable to damage. The boss has in total 90 health points. Every 20 seconds, the boss will spawn in melee enemies to attack the player. These melee enemies are relatively easy to defeat and can provide extra time for the player when in parasite form. There are also grapple spots that the player can utilise for movement against the boss. The exit of the level which is breakable becomes available after the boss is defeated.