Overview：

Features: 3 floating islands: (little, mid, large), 3 kinds of enemy: (Mortar, Patrol Sentinel, and Patrol Shooting Sentinel) and Some collections: soccer and banana(health pack)

The player loses when health is deducted to zero and win when they obtain over 4000 scores and pass the gate, thus they can open the next level (default level in learning kit)

绿色的卡通人物

中度可信度描述已自动生成

Level description: Strategic depth, Dynamic combat and Player skill challenge:

This map doesn’t have a strict level, but more relies on the player’s exploration. The Player is spawned inside the shoot range of mortar, and the projectile will create explosion and sound, which forms a exciting atmosphere.

There are sone hidden mechanism for player to explore, like drawing the enemy’s fire to hit the gate will increase the score as kind of “charging gate’s energy”, (where the hint is that: the first time the player crosses the gate will activate it and earn 10 score), this is challenging. Once the score is over 4000, the next time player cross the gate, the level complete, and they can click the button to go to next level.

Addition explanation to custom Enemy: Patrol Shooting Sentinel

This is an enemy combined the advantage of both patrol and mortar, which is mobile and threatening. The difference is that it’s projectile is shotten straight forward to the player and it has a smaller activate area.