

## **Overview**

There are three islands, three types of enemies/traps, three types of health pack, one type of collectible in this level. The player starts at the edge of first island and needs to visit through three islands and collect all collectibles through this level.

### **The first island**

The first island includes four pursuers, some traps, collectible, a small health pack, a large health pack and stairs leading to the second island. In order for players to adapt to this level, the first island has a very wide view. Players just need to avoid traps and patrollers, or destroy patrollers, and collect collectibles of this island. Considering that at the beginning of this level player is not too skilled in operation, there is a 10hp and a 50hp health pack. The only tricky part of this level is that there is a collectible behind the stairs, which player may not notice.

### **The second island**

The second island is divided into two areas, a labyrinth and a square. There are no traps or enemies in the labyrinth, but there are several collectibles so player needs to be very careful not to miss these. There are two pursuers and three collectibles in the square, with several traps all around. This has some difficulty, so there are health packs scattered outside the square as well as in the labyrinth.

### **The third island**

The third island had three mortars as well as a large number of collectibles scattered around them. Mortar projectiles are random, so going through this island requires a bit of luck. Sometimes players can easily collect all the collectibles to win the game. Sometimes player will be knocked back off the island by projectiles and then end the game.

### **The new enemy**

The new enemies I designed are indestructible traps. Health is deducted when the player only goes up. I placed them together with collectibles so that the player can accidentally step on them.

## **UI**

The user interface clearly shows the player's health value and the progress of collecting collectibles.