To design my level, I decide to design the enemies first. I follow the requirements and implement the Pursuer and Mortar first. For the pursuer, I decide to let it just stay at one place and waiting for the player. I have a separate type of enemy called “Roamer”, which moves randomly on the map. These two types of enemy have same appearance, but they have different colors. My own enemy is a Trap Enemy, which is a platform, cannot move. When the player step on it, after a short delay, a spike spawns on above the platform and damages the player. The overall goal of my level is to collect 4 gifts. The map has three parts, the first part has a house with some enemies inside. On the first part, the player needs to dodge the enemies and projectiles to collect the first gift inside the house. The second part consists of many small floating islands, the player needs to avoid hitting by the projectiles and avoid falling out of the map. There are two gifts on the second part. The third part is a maze. The player needs to find the right route to the last gift while chasing by enemies. I use the collectables (coins) to lead player’s exploration and give the player some hint about the enemy. For example, on the first part of the map, I use some coins to lead the player to a window on the wall. By looking through the window, the player will see a Pursuer that is waiting next to the door.