

## Design Document - MP2

For my custom level I used floating islands on which I introduce a new custom enemy on each one.

For the very first island, I don't have enemies, as to introduce the character to the idea of picking up collectables as well as get them accustomed to the world.

The second island, or Spikey Island aims to introduce my custom enemy: Spikey. It is designed to be like a forest or maze that the character has to navigate through in order to find the collectable at the end of the level. There is a mix of trees and many spikey characters that make this island difficult.

The third island contains my Mortar enemy, which shoots projectiles that launch the player back. The player must climb the wall to pick up the gem while avoiding the projectiles.

The fourth island the player must obtain the gem while running away from the pursuers.

On the fifth island, all the enemies are together to make it the most challenging of all. The goal is again to find the collectable while dodging all the enemies.