

To begin designing my level, I decided to create an initial tutorial area of sorts. It would be a fairly simple section to allow players to get familiar with the game if they aren't already. The initial island contains a small platforming section with multiple coins as a reward. The jumps are fairly easy and do not punish the player for missing. Additionally, there are no enemies in the surrounding area. There is also a coin hidden underneath the staircase in order to teach players that they should keep an eye out for hidden coins.

The next section obstacle is designed to introduce the pursuer enemy type. The pursuer patrols a square platform in a back and forth motion and changes which direction he is facing. I then placed a coin at each corner of the square to incentivize players to plan out multiple routes in order to collect each coin. The final part is a long jump that requires a bit of timing to achieve, making the pursuer a legitimate threat as players prepare for the jump.

I personally enjoy challenging games with high risk and high reward. So, in an attempt to mimic that design, I created a path of floating platforms leading to a staircase with an optional path that consists of jumps with smaller and smaller platforms. The final platform contains a large amount of coins. I wanted to reward players who were good at platforming, while not making the difficulty of the level too hard overall.

After that section, I placed a small island that would be used to introduce the mortar enemy. The island is completely empty to prevent any annoying obstacles and allow for easy dodging. There is also a large amount of coins scattered around the mortar tower as an incentive for risky players. Although this section is fairly empty, the next section consists of a narrow platform that turns and gradually gets narrower and narrower. Nearby on a floating tower, there is a mortar enemy. This forces players to be quick and nimble on the tight paths, and prevents players from walking very slowly and safely across the platforms.

The final section of my level was partly inspired by bullet hells and consists of three narrow pathways that are all being guarded by a sentry. Each sentry will shoot out projectiles in a straight path at a set pattern. The objective of the player is to analyze the firing pattern of each present sentry and determine the best possible path in order to survive. Instead of simply running fast or slow, this obstacle had more of a thought process behind defeating it. Once past the sentries, all the player has left to do is jump for the final island and achieve victory.

Afterwards, I went back and modified several sections of the game in order to increase their difficulty or engagement. I also added additional coins and sentries to make the game have a higher number of enemies overall. I also continued to modify the textures and layout as I see fit, and made several sections slightly longer and narrower and vice versa.