

I wanted there to be stages within the level, with three main platforms, each with different enemies & scenery. Score collectibles were placed generally abundantly & in places the player would have to explore to find. The health collectibles were deemed more valuable & placed in areas that traveling to come with risk. A general scoring system was also established. +10 for collectible picked up, +50 for enemy destroyed & +100 for each stage cleared. I wanted to clearly distinguish between the stages by placing a jump pad between them. The player having a projectile was essential, & it was decided that this projectile can travel through objects for super cool collateral take downs & to give the user an advantage over the turrets in the final stage. This projectile needs to strike enemies in the head to destroy them. Another part of the game that was established early was the objective, to save the player's friend Storey.

Stage 1 (Pursuer Madness):

This was the first, so I wanted to make it the most straightforward of levels. The meta is to move fast & not shoot within the nav mesh where the AIs can roam. Although this level is the easiest, sometimes when you get hit by a pursuer, you're vulnerable to other pursuers which can result in a large health decrease. In this case, a pocket of health collectibles were placed in the corner of the AI roam area, making the process of reacquiring health risky. Once out of danger, if the player is curious enough to check out the house, they are rewarded with score collectibles.

Stage 2 (The Park):

I wanted this stage to resemble a placid soccer park lined with trees to contrast with the fact that soccer balls are exploding everywhere. In the middle of the field, there's a "safe house" with health inside of it. However, this house is right next to the mortars & not very safe. It's possible for explosions to enter through the cracks & trap a player inside. This also plays to the theory that large health boosts should come with risks. There is no meta to this level. Somewhat similar to the previous, speed is an advantage, but slowing down won't result in your demise. Taking the mortars out can be helpful to winning, but isn't necessary. I placed score collectibles throughout this level at a wide breadth, forcing the user to take an inefficient & thus dangerous path to collect them all. In the second soccer net more score collectibles were placed as an additional reward for completing the tough level.

Stage 3 (Paintball):

This stage was inspired by paintball maps. They typically house a variety of barricades such as walls, sets of stairs & small buildings to shield opponents from each other. These were placed near the custom enemy which was a turret. Instead of flinging a projectile upwards in a random direction like the mortar, the turret shoots bullets towards the player (with some randomness). This stage is a game of angles, and completion

requires finding the turret's blind spots. There are quite a few health packs on top of one of the buildings, although dangerous to reach. Some turrets also have score collectibles underneath that are attainable after destruction. The final jump pad leads to a floating island with Storey! Run into him & he's saved plus the game is won!