



New enemy mechanism: The enemy will not move until it perceives the player. When the enemy hits the player consciously (meaning it perceives the player), it will become to a small square obstacle to block the player. The consciousness of the new enemy makes its attack more like an active ability instead of a passive ability. This mechanism allows the new enemy to collaborate with the pursuers and provides some challenge to the player. To make the mechanism more exciting, I make the obstacles explode after a few seconds and induce damage to the player if he is in the range of the explosion.

		
New Enemy	New Enemy becomes to obstacles	The obstacles explodes after few seconds

Level Design taking new enemy mechanism into consideration: I want to add some puzzle element into the game and makes the player to think a little bit. Therefore, I disable the player’s Fly ability at the beginning of the game, and deliberately makes the target island higher than the player’s maximum jump height. In order to get to the island, player needs to utilize the obstacles created by the new enemy as a step to help with climbing to the island.

	
The island at the far end is heigher than the jump height	Use the obstacle as a step and jump on it

New character mechanism and collectables: Since the player’s Fly ability is disabled at the beginning, there must be a way to restore his fly ability, so I created a Chicken collectable. When player eat the Chicken, he will gain the ability and be able to fly to the last island (end) of this level. The Chicken provides player a purpose in the target and force player to interact with the mortars’ attack surrounding the Chicken. I give player a mechanism Throw Banana, which allows player to destroy the enemy and lowers the game difficulty in this way. However, I don’t want player’s mechanism too powerful, so I add extra constraint to the Throw Banana mechanism, which is that player must pick the banana up after they throw it out. The coin collectable is scattered in a way that leads player to the finish point of the level and provides some hint to the player.

	
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