

For designing my level, I first considered what is the goal of the player and in what ways can the enemies make it harder to achieve. For the player's goal, there are only two:

1. Reach the end of the level without dying
2. Collect as many collectibles as possible

Therefore, designing the enemies becomes straightforward. It either tries to kill the player, or it restricts the player's ability to traverse the map to collect.

The mortar shoots projectiles randomly, and it is hard to hit the player. The pursuer, on the other hand, does target the player, but is too slow according to my design. And it can also be killed easily. Therefore, they must operate in large groups in order to pose a threat to the player. However, that is still not enough to kill the player.

Then I came up with my design for the third enemy. This enemy is invisible before the player comes close. Then, it appears suddenly and sprints toward the player, who only has an instant to react, just like a deadly assassin. Unlike the previous two, these enemies work best in small numbers, such that they can attack when the player loses focus.

Eventually, I finished my level. It is divided into five sublevels, each on a separate island. The first is the introductory playground, where I experiment with new ideas and players learn about the three types of enemies. The second sublevel contains a ramp, which seems to be empty by first glance, but actually contains collectibles underneath. A mortar is placed inside, so players must move fast to avoid getting hit.

Starting from the third sublevel is when the game truly becomes hard. The third level contains a lot of mortars and two pursuers. To pass this level, players must move fast to avoid the projectiles and collect all the collectibles. On the other hand, they also need to watch for the two pursuers. The fourth sublevel is even crazier. The player will try to collect the collectibles under the pressure of an army of pursuers. The good news is that there are platforms to reside on which the pursuers cannot climb onto. Contrary to the previous sublevel, players must wait patiently for the opportunity to run to the next platform.

After this level, the players might believe that they are finished, because the fifth sublevel looks empty. However, there are two "assassins" waiting for them. Passing this sublevel will end the game.