

## MP2 Part 2 Design Document

For my custom enemy I chose to create something similar to how the slime mob works in Minecraft. In Minecraft, if you get too close to a slime it begins to chase you, and upon destroying it the slime splits into two smaller slimes, and so on for another generation of slimes before they can finally be destroyed for good.

In my game, the “Slime” enemy looks like a Pursuer enemy, so it’s not super easy to discern whether the Pursuer-looking enemy you jump on will be destroyed or split into two new enemies. If you destroy a Slime enemy, it will split into two new Slime enemies, and if you jump on those new iterations they will finally be destroyed for good. I designed this double generation mechanic instead of Minecraft’s triple generation mechanic for the slime because, since my new slimes are the same size and same speed as their original slime, it would make the game too difficult with so many new slimes spawning if I employed Minecraft’s three generation mechanic.

In my game, Pursuer enemies roam around structures known as Huts. Slime enemies, however, do not spawn near huts by default, which means if you see an enemy that looks like a Pursuer but which is also not near a Hut, it’s likely a Slime enemy.

At the heart of my game are 6 Gems the player must collect, upon collecting which the game will be over and they will have won. Four of these Gems are located at the top of four different Huts scattered across the map, and two of them are hidden in a maze the player must go through. The game itself is split into 3 stages.

Stage 1 is where the player spawns, and there are three huts with Slime, Pursuer, and Mortar enemies scattered to make it difficult for the player to reach the Gems they must collect.

Stage 2 is a maze where the player has to make a choice between two paths. One path leads to an enemy and a hidden Gem, while the other path leads to a Gem and an exit from the maze. Either way, the player must eventually travel down both paths in the maze to complete the game, since a Gem is hidden in each path.

Stage 3 is one final Hut with one final Gem but this time with more enemies surrounding it, making it more difficult to reach the last Gem and win the game. A hint about the second Gem hidden in the maze is shown at the end of Stage 3 to help the player find it if they didn’t.

The end of the game shows a winning widget and allows the player to restart the game just like they could if they had died (but dying shows a game over widget instead).