

Design Process – MP2

I set out to craft my level design with three things in mind. The first features I wanted to implement was multiple types of terrain traversal that encourage exploration on top of the platforming. This started first in the maze section, which features multiple missing floors and wall ledges to jump between in a closed space. This gets the player familiar with how to platform without resulting in repeated falling. Then, I decided to cut out the closedness by bringing the player outside and jumping on floating platforms to the next level of the maze, providing more of a challenge that focuses on spatial reasoning. The final evolution of this was platforming on the islands, which, while the platforms were bigger than the floating discs, provided more challenge by handling Pursuer enemies being on some of the platforms. The second feature I wanted to implement was the enemies' difficulty and mechanics building on top of each other. This resulted in first encountering the static Mortars, teaching the player distance management and timing to jump on top of them, then introducing the Shooter (the enemy I created), which acted as a mortar that could move and aim shots if close enough instead of randomly tossing them, and finally reaching the Pursuers, which, while taking away the projectiles, challenged the players by making them actively move to either evade or defeat them, adapting to enemy movements. The Shooter was specifically placed in the upper levels of the maze because the narrow spaces made their projectiles more difficult to dodge while still allowing space for the Shooter to roam. This roaming still gave the player enough space to be at a distance to play either an attack or a dodge to progress. The third feature I wanted to implement was having the collectables feel like proper rewards and not be barred from access if accidentally missing one along the way. Most collectables, both health packs and score increasers, were either hidden at a dead end or made as a reward for passing a section of the gameplay experience. Also, the level as a whole is designed to be one loop so that the player does not get stuck somewhere because he or she missed a collectable to complete the objective. A small feature I also added was including score increases with enemy destruction, incentivizing the player towards challenging themselves further by actively confronting enemies instead of avoiding them.