In my level I wanted to (1) make use of my custom enemy in a way specific to the enemies characteristics, (2) provide different ways of moving through the level, and (3) keep each phase of the level hidden from the player until they reach that point. To achieve the first point I setup two different loot areas that appear free from enemies but are really occupied by my teleporter enemy (which is invisible until the player enters its area). When the player enters the loot area and tries to pick up the loot, they will likely be surprised (at least the first time) by the sudden appearance of these enemies. To achieve the second point I used two different ways to move between different phases of the levels. To get from the spawn area to the first part of the level there is a small spiral platforming challenge the player must complete while being shot at by mortars, forcing the player to move quickly. Then, to move from the first phase of the level to the final phase there is a moving platform that the player needs to time correctly and jump on to be lifted up to the next phase. To then move on to the completion area of the level the player must make a leap of faith guided by a gem off of the last play island on to the completion area. These different modes of transportation also allowed me to achieve point 3 by enabling me to vary the z positions of each part of the level, hiding each phase from the player until they actually reach them. I also used loot to both guide the player through the level, and lure them into traps as mentioned in point 1. If I were to polish this level, I would probably add some more scenery and more dynamic elements (like the moving platform) to give the level more life. Also, a checkpoint system could make the level easier to complete.