MP2 Level Design:

Inspiration: At first, I wanted to build an urban map, with buildings (with actual structure on the inside) to explore. However, I found it too challenging for me to finish within such a short timeframe, so I resorted to only using some of default buildings(with no interior).

In terms of enemy, my pursuer is programmed to patrol a fixed radius around a point (which is set by the pursuer’s spawn). So I would use the pursuer as a guardian for the collectible, where you need to defeat the pursuer to collect the collectible.

For the witch enemy type, I wanted it to use it as a longer-range enemy, with a slower and more avoidable projectile. I introduced the mechanism for the sustained damage as a way to disrupt the player’s routines, as they will want to search for health packs immediately after being hit by the spell. It also serves as a mechanism to create more urgency. So, I typically place the witch in areas where it can cover long straight lines.

For the mortar, I made its range shorter than the witch, but the unpredictability of the position of the projectile also adds some challenge. In some places, I would want to keep the mortar on top of buildings where it is hard or impossible for the player to destroy, to prevent the player from getting all control over threats.

The use of different islands in the map was to make the progression happen in stages, and break up the long level. After completing one island, it is sort of like reaching a checkpoint. How I would play is after clearing an island of enemies, I would search through the level for collectibles and health packs before heading to the next level.