In this level design machine project, I designed a map with a starting point and endpoint. The starting point is on a small floating island that connects to the main island with several stages and the endpoint is a maze on another island that is far away from the main island, which means players can only fly to the end maze or use teleport to access it. In a word, players need to explore these islands, find hidden items which can help them finish the game, and also, need to beat enemies who are tending to kill the players.

There are four types of enemies in the game. First, **pursuers** are enemies who patrol around certain paths and once they see the player, they will chase the player and attack them until the player is killed or players escaped from their version. Attacks from pursuers will not only hurt the player but also knock the player backward. In this level, pursuers were mainly assigned in the maze to deport everyone who attempt to access the endpoint. Second, there are enemy call **flyers**who patrol in the sky and shoot at the player. These enemies will predict the player’s movements and shoot bullets at the next step. Similar to pursuers, flyers’ attacks have both damages and knockback and if the player is knockback in the sky, they will fail off. In addition, mortars are designed to make the battlefields more chaotic. They will randomly throw bombs. These bombs will explode on collide with other objects and unlike bullets, it is an AOE damage. Finally, **blockers** are designed to block players’ actions during fighting. It will shoot an electrical bomb. Like the normal bomb, it will deal an AOE stun to players.

On the opposite, players have their own mechanics to fight against their enemies. They can kill enemies by colliding with enemies’ heads. However, if players accidentally collide with enemies’ bodies, they will get hurt. Thus, for safety, there is another attacking method. Players can press “f” to shoot bullets at enemies and the bullets can kill the enemies whatever parts they collide with.