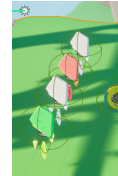


1. Collectibles

I only used the one that looks like a coin because I thought it is not clear using the one that I attached on the right for the users first time playing the game.

Health Pack:

I got the materials from this link:



<https://sketchfab.com/3d-models/health-pack-b6b842681357406788c3f3a4f553e26c>

2. Enemies:

a. Pursuer:

- i. I followed the tutorial from the course website. I used the sk_manequinn as the materials for the pursuer. From a distance, the pursuer moves around. When the pursuer detects the player, it starts chasing the player. When the player goes out of range, the pursuer returns to its normal path

b. Mortar:

The mortar constantly shoots projectiles in arcs and it has a blast radius when it hits the ground. It can also knock back the player.

c. Third enemy:

I used a barrier that exploded as an enemy. When the player hits the barrier, it's gonna explode. The player will get damaged and get moved back.

3. Level Design:

When the player's health reaches 0 it prompts restart. In addition, when the player falls off the map it will also prompt restart.

Map design:

It was not required to have different ways to complete the game, but I thought it would be more fun to give a player more than one way to complete the map. My map gives the player different ways to complete the game. One is following the small islands on the left which is easier than going through the bigger islands with the maze.

Throughout the map, I located enough coins so the user can follow those coins to get to the ending point. In every island, there is at least one enemy but I believe I evenly distributed the health packs and collectible coins so the player can still get to the end point. As the user moves forward, it gets more difficult by having more complicated maps or enemies on the island.