Level Design:
To fully utilize the assets provided in the downloaded folder, I'm using the floating island as the playarea for both the player and enemy. I created five island to separate the levels into different stages. The player will spawn on a beginning island and there will also be an island for the end game. The other three islands are reserved for each of the enemy type. By separating the enemy and design their own space, I can display their behavior, movements clearly. For the UI design, I chose the simple text widgets and progress bar to represent the health, collectibles and time so that it doesn't distract the player from playing the game. The entire game is also linear (player go from the beginning to the end). By using a linear design, the player will know where he should go.

Pursuer:
I chose to design a maze for the pursuer enemy type. Since the behavior of pursuer is to chase player and patrol, it's better to give them a confined space. By using small and separate spaces, pursuer enemy can have their own patrol route. The maze will also have collectibles scattering around to encourage the player to engage and explore in the maze.

Mortar:
Based on the specification of the assignment, the mortar enemy shoots arc projectiles and each projectile will have its explosion radius. Since mortar aren't moveable, they can't chase the player like the pursuer. That's why I design two platform specifically for the mortar enemy to shoot their random projectiles. I want the player to focus what's in front of them and collect collectibles while avoiding the explosions. If I simply place a lot of mortar together, it will be really messy. The mortar island design is also utilizing a vertical approach, meaning the player is going up. I've implemented a slight variation of the base mortar enemy, which will focus and shoot at the player. This enemy will target the players while they are on their way up, which provides challenges to the game.

Special Type:
The special type has a chasing behavior and will spawn small enemies when destoryed. The main goal of the player is to either avoid them while collecting gems or charges through. I provide some wood box for the player tostand on and restore health since the enemy can't reach there. The special type enemy island is just a big open space. Since the small enemies are spawned in different position, I want the player to have enough room to run. Additionally, when the player get hit by the enemy, it won't be as punishing as it is in a small confined space where the player is trapped and will get hit constantly.