For the design of the level, I had a high stakes platforming section in the beginning, with a turret enemy placed. The turret aims at the player, so it would be very difficult to focus on platforming without destroying this enemy. The difficulty of the platforming section raises the stress for the rest of the level since the player doesn't want to lose all of their progress. After the platforming section, I added a stairs section to relax, and then we go to the first major enemy area. This area has a few mortars and a bunch of pursuers. The pursuers are well suited for wide open areas, since they act more like a horde and the player is free to maneuver around them. The mortars add some extra tension. For this section, I made it so the mortar projectiles collide with the environment to increase the difficulty of the section. I placed some health nearby to help the player recover. Next, we go on to a section where the player has to jump between little islands. I have some mortars on these islands to increase the stakes, but their projectiles don't explode on impact with the ground to make the difficulty more manageable. Next, we have another flat area with pursuers, and a little secret collectible area. Next, we more onto more islands and mortars, until we move unto a building with some turrets guarding it. This is the most difficult part of the map and you have to be very careful in how you dodge the turret projectiles. The building has health and a collectible. Finally, you make a peaceful descent to the end of the game. I think I paced the map well and gave the player proper reprieve and high stakes.