

Game Design

Level Design

Game Element

Enemy

Pursuer

The pursuer will chase the player when it sees the player and the player is in the chase scope. The sight check is implemented by **pawn sensing**, and the chase scope is implemented by **Sphere Collision**. If the player runs out of chase scope, the pursuer will walk back to their spawn point and roam.

Mortar

The mortar will fire the projectile when the player is close to the mortar. The projectile will cause an explosion if it hits anything. Players within the scope of the explosion will take damage.

Summoner

Summoner will have a similar AI as the pursuer. Without chasing the player, the summoner will start to summon 2 pursuers when the player is in the scope and seen by the summoner. After 5 second delay, it will spawn 2 pursuers, and they have the same AI logic as the pursuer, starting to roam or chase the player.

Level

At each level, there are four collections that can be collected by the player, hidden in the scene. The player could collect all of them. At each level, there will be some health packs. By collecting the packs, the player can restore the health up to 100%.

If the player falls into the void or the health drop to 0, the game will restart for the current level, which will reset all the elements in the scene and reset the score and health of players.

After the player presses the button by standing on the top of the button, they will enter the next level.

Level 0

It is more like a tutorial of the game. In this level, the player will meet all types of enemies at one time and collectible elements.

Level 1

In this level, the player will face a moderate number of enemies with at most 2 types of enemies together. The player has to explore different paths in the scene to get all four collections. In the scene, there are enough health packs to restore the player's health before each fight.

Level 2

In this level, the player will face a huge number of enemies with at most 3 types of enemies together. The player has to explore different paths in the scene to get all four collections. In the scene, there are a few health packs to restore the player's health before each fight.