

## **General Overview**

My level is a standard platformer game, in which the player must reach the end to win, with some added elements of an adventure game (exploration is necessary to reach that end goal). It consists of a tutorial section, designed to familiarize the player with the rules and mechanics; the main section, which takes place in a small town; and the final boss section, filled with enemies. Overall, if a player is familiar with the design of the level, it should take no more than 7 minutes or so to simply reach the end. However, there are lots of collectibles everywhere, so collecting all of them, though not required, would take considerably longer.

The goal of the level is to collect all 15 crescents. This may sound like a lot, but they are not very hard to find. In fact, there are signs and “checkpoints” to help the player find them and make sure none were missed. More specifically, the player is sometimes stuck in an area, and must have collected every available crescent in order to pull the lever that lets them out. There are also picture frames depicting crescents on buildings that contain a crescent in the vicinity.

## **Enemy Design**

The pursuer enemy description can be found in the MP2 instructions. In general, I placed them inside buildings, since their mechanics allow them to be the most effective inside tight spaces. Defeating one yields the player 10 points.

The mortar enemy description can be found in the MP2 instructions as well. I modified them slightly to make them more exciting; instead of shooting a single projectile every so often, they shoot a volley of five bombs every few seconds. I generally placed them in high areas (even an inaccessible one in the tutorial) to make them more terrifying and to give their bombs more range. Defeating one yields the player 20 points.

The third enemy, the guardian, is the most complex and perhaps the hardest to defeat. They initially stand still, similar to the mortar, and shoot fireballs at the player that pass through solid objects when the player walks in their range. However, when the player gets close, they start to run away from the player. Furthermore, the player is required to kill them to pass the level, since they contain a crescent. Defeating one yields the player 40 points, plus another 50 for the crescent.