

Manik Jain  
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The way my game was designed was by having several platforms with enemies, and the difficulty of the platforms would range from least to most difficult. The first platform, for example, only contains a single pursuer and a hammer. The third enemy that I implemented was a swinging hammer which rotates in place and knocks the player back if the player runs into it. The hammer was the easiest enemy to avoid because it was mobile and has a low range, but it is not very easy since if the player falls in the radius of the hammer, they are almost guaranteed to be hit if they do not jump in time.

The platforms are spread out far enough such that the player does not need to fly to get from one platform to the other, but it is also close enough such that if the player jumps strategically, they can make it to the other island. The game starts off with the easier enemies, which were the pursuer and the hammer. As the game progresses, more hammers and pursuers are introduced on each platform until the game gets hard enough, when the mortars start getting introduced. The mortars are the hardest enemies to avoid as the stationary mortar inflicts damage if run into, and the mortar shells shoot very frequently and have a long range. Many mortars get introduced as the game progresses, but I had to be careful with how many mortars I introduced as having a lot of mortar shells firing at once would cause the game to lag heavily. This way, the game is sufficiently difficult but is also not lag-intensive.

Collectible items and health packs are randomly spawned on each of the platforms. Health packs give 15 health to the player. Mortar splash damage deals 30 damage, while all other enemy collisions deal only 20 damage. The number of health packs and collectible items per platform varies, as they are generated randomly. The game finishes once the character gets to the final platform.