

Design Document - MP2 LevelDesigner

There are a lot of design choices that I made in order to design my Level. As some background, my enemy types include the Pursuer, the Morar, and the Sphere - which is my own creative enemy implementation. While the Pursuer pursues, and the Mortar – in the shape of a giant pyramid – expels bombs, the Sphere randomly rolls about, crushing everything in its way. So, if touched, your character loses some point; however, the Sphere can completely roll over you, thereby completely killing off your character.

My implementation for the Level included assigning certain enemy types to certain islands. My Level is made up of two different islands. The first one is the basic island the game starts off on. This island is composed of multiple Mortars that spew bombs all over, and the Spheres that roll all about the island with the intent of killing your character. Once your character crosses this island, you reach a staircase that takes you to the next island.

This next island is completely inhabited by Pursuers. In my implementation, there are three Pursuers that patrol this island. The reasoning behind this design decision is because I found that the Pursuers seem to be the scariest and hardest to avoid, so it makes the level harder to play as you progress through the game. On this island, there is a building that houses some power up items, aka collectibles, which is difficult to reach due to the Pursuers patrolling the outside of the building.