

MP2 Report

Player

Flying mechanic:

- The player has the ability to fly by holding the "F" key.
- Because some of the islands are at different altitudes and need to be traveled to in order to complete the game, the player can repeatedly press the F key in order to gain height.

Extra mechanic: Shooting

- The player has the ability to shoot the pursuer and the mortar because while they can be killed by jumping on them, they are harder to kill because of potential damage and a small hitbox.
- Two shots to the enemy are sufficient to kill it. A sound will play on every hit.

Enemies

Pursuer enemy:

- The pursuer patrols around its designated powerup to tie into the purpose of the game.
- Contact with the player will launch the player away from it.

Flyer enemy:

- The flyer remains at a constant height above the player when nearby it. XY location is randomized as well.
- It is given a slower speed than the player to allow for a delay and for the player to not be constantly peppered with bombs.

Mortar enemy:

- The mortar rotates a turret and then uses its cannon position to fire in random directions. By rotating the turret, the player can understand where bombs will fly and can adjust accordingly.

Volcano enemy:

- This is the "final boss"- jumping into the flames of the volcano will instantly kill the player.
- It is defeated only by unlocking a "water upgrade."

Level design

- Collectible "guide points" with text associated with them are scattered throughout the home islands to guide the player on how to play and what to do.
- The continual dropping of bombs motivates the player to stay on the move. Stopping and shooting will inadvertently cause the bomb to explode in the player's vicinity.
- The door to the room is "locked" with a knockback trigger that only disables when the player has collected all 4 powerups, opening up the "water powerup."
- With this water powerup, the player can jump into the volcano to extinguish it and "kill" the final enemy, winning the game.
- Because the player is capable of changing altitude, one of the health packs is hidden under an island ledge reachable only through flight.