I set up my level design game as an adventure among islands. Players will travel between islands, defeat enemies along the way, collect point items and find the way to the next island until they reach the end. The character has a health bar, when the character's health become zero due to too much damage from the enemy, the character will return to the respawn point of the game. And out the islands will also make the player character return to the respawn point. There are several health packs with healing effects around the islands to help player fight with enemy easier. The idea for collecting items came from Super Mario Odyssey, a sandbox-style Nintendo game. Some award point items are allocated on the edge areas of the island, in order to get them the player must explore corners of an island. This design can drive the player's curiosity and anticipation of the unknown islands. The game has three types of enemies, pursuer, mortar, and elite. If the player character is within the patrol range of the pursuer enemy, the pursuer enemy will chase the player until it catches up with the player or the player leaves the pursuer 's chase range. Pursuer enemy will attack player character if catch up, dealing damage and knocking back the player. As a countermeasure, the player character can jump up and hit the enemy in the head to deal damage to the enemy. Mortar enemy will fire random shells around every five seconds until it is eliminated by the player. To reduce the difficulty of the game, mortar enemy do not move and the player can attack their body to deal damage not just the head. Elite enemy will chase player with larger chase range, faster movement speed and higher attack damage. If elite enemy health is lower than half, an artillery roar

event will start firing a large number of shells at the area where the current elite

enemy is.