

## Design Document

When designing my level, I created a tutorial area for the user to get comfortable with the movement, and all enemy types. The tutorial area is not very challenging to allow the player to get more comfortable with their skillset.

It contains a couple collectibles and health packs, as well as 1 archer, 2 mortar, and 3 pursuer enemies. My custom enemy, the archer, faces toward the player and launches a slow-moving spike projectile toward them. The player must avoid the archer, and navigate in between the mortars and pursuers in order to reach the end of the tutorial island.

Once the player reaches the staircase, they go up to the main area. I decided that a maze would best incorporate my archer and pursuer enemy types. The mortar adds a level of difficulty that the player must also pay attention to the sky alongside the maze and the enemies present there. The long passageways were perfect for the archer enemy type, and I placed them in my maze as traps for the player to be cautious about new sections.

I added a section of box jumps to my level as well, to incorporate the player's ability to jump and add a platforming element to the game.

I decided to not make my maze have a traditional exit to add a new element to the game. Once the player is done with the box jumps, they can jump over a wall into a central section. This section is meant to be the hardest part of the game. I placed many mortars close to a long passageway, with pursuers in the passageway. My goal was to force the player to kill the pursuers while avoiding the mortars, which would be quite difficult.

Once the player is through, they can exit the stage, and complete the game.