Level Design Project - Design Document
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The first thing I did when I opened the project was look at all of the assets. Since there were so many things in the starter pack, it was very hard to narrow down a style that I wanted to use for the level. However, when jumping around the showcase map, I had a lot of fun trying to jump on the thin walls and it reminded me of playing Minecraft parkour so I decided that I wanted to have a difficult parkour section of my level. Additionally, when flying around looking at the environment, I saw a very intricate cluster of islands with small outshoots of islands and I instantly saw how well that the mortar enemy would be able to fit on it so I grouped the cluster and made an asset for myself to use. Because of the scale of this island, it would work very well to try to scale up to the top of the island and have the ending point of the level at the very top.

Since I knew I wanted to end up on the large clustered island, I had to decide what led up to it. After clearing all of the showcase assets, I saw that the two connected islands where the showcase was built had a distinct two sections so I decided to build off of that where it would lead from one island to the other. Then from the 2nd island I had to bridge it to the final island.

At this point, I also knew what I wanted my final enemy to be. I drew inspiration from the game SUPERHOT which has a lot of shooting and dodging so I wanted to create enemies that directly shot at the player. That way you had to try to dodge and predict where the bullet was being fired. This also gave me an idea of how to connect the 2nd and final island. Because SUPERHOT is not a very open world game and works better with enclosed rooms, I would build a tower on the 2nd island that the player would have to scale and do different challenges. Then at the top of the tower, it would connect up to the lowest point on the final island which would then be followed by more vertical scaling. This would also allow me to incorporate the parkour and platform jumping into scaling the tower as well as the final island.

The final thing I had to decide was the style for my level. I ended up drawing inspiration, again, from SUPERHOT as well as an anime I recently watched with sky islands. SUPERHOT's background is mainly white with the colors only being on the enemies and items. The anime I watched had sky islands where almost everything was made of clouds. I felt these two things fit very well together so almost everything in my level is textured with the e-white cloud except for some of the parkour and final island. I didn't texture the final island or the parkour with the e-white cloud because it would make it too hard to see where you had to go and where you could jump to.

The last thing I had to consider was the patroller enemy. I decided it would be best left for the beginning of the level. Since the level is up in the sky and made of clouds, I wanted there to be a heavenly but also dark feel to it. So I made the entire level seem like escaping from a heavenly prison made of clouds. The glowing yellow patrollers would therefore be like mystical prison guards patrolling and chasing the player trying to escape from the prison cell where the starting point of the map is. The massive pillars give a grandiose heavenly feel to the start of the map as you try to dodge the enemies and escape the prison.