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Level Design Document

I wanted to design a multi-level adventure game that could be accessed by flying around. There are three levels that are shown with the variation of the number of enemies with the night theme.

The background music from the assets in Unreal Engine 4 is used for a better user experience.

Enemies

There are three enemies available in this game: Pursuer (patroller), Mortar, and Airbender. All the enemies are glowing to be easily detectable.

- Pursuer runs around the level map and attacks when it detects the player.
- Airbender (3rd enemy type) also shoots bullets when it detects the player.
- Mortar shoots bullets in various directions. Mortar's bullet knocks back the user and explodes when it hits the ground.

Stages

- Level 0: The spawn level. There are 1 airbender, 1 mortar, and 1 patroller
- Level 1: There are 2 airbenders and 1 mortar
- Level 2: There are 1 airbender, 1 mortar, and 1 patroller
- Level 3: There are 3 mortars and 1 patroller. It requires more control to dodge the mortar's bullet and get away from the patroller.
- Level 4: There are 2 airbenders, 1 mortar, and 2 patrollers. In this level, the airbenders are at a low height, which detects the user well. 2 patrollers make the user challenge more since they follow the user and knock back the user a lot.
- Bonus level: Free collectibles and a free health pack.
- * Hidden collectibles are found in level 0 when killed mortar and between the walls. Also, it could be found under the map near level 2.

Accommodations

Since the Patroller and Airbender are doing an amazing job detecting and attacking the user, the health bar is at 150. Also, I had to add the bonus level to manage the player's health better and finish the level within 5 minutes.