

CS415 MP2 Level Design

Shiqi Liu

There are fourth levels in the game map, players should cross through the final gate which in the 4th level to pass the game.

Health Bar:

In my game, Health-bar is visible at spawn, it located at the top right, with a max value of 100. Players can pick up Health packs which are showed as “presents” to add health. Each present will increase 5 health. If the player touch the enemy, it will reduce health.

Score:

Score is visible at spawn, it located at the bottom right, begins at 0. Players can pick up flowers to increase score. Each flower will increase 1 point. If the player hits the enemy, it will increase 5 points.

Collectibles:

Collectibles in this game are “presents” and “flowers”. Per presents will give the player 5 health, and per flower will increase 5 score. Collectibles will disappear on collision

Enemies:

In the game, the player will take damage and knocked back if the enemy hits them. Also, the enemies can be destroyed if the player collides with them from the top. There are 3 types of enemies:

In the first level, I put many mortar to hinder the player. Player should pick up flowers and presents without touching the mortar. Mortar constantly shoots projectiles, and the projectiles will produce a blast radius after they hit ground, and that will damage the player if they are close enough.

In the second level, there will be some patrollers moves around. When the patroller spots the player, the patroller will begin chasing the player. And If the player goes out of range, the patroller returns to its normal path

In the third level, I designed my own enemy: human bomb with patrollers! In this level, the player should keep away from the patrollers but there are some bomb here. If the player touched bomb, it will produce a blast radius that will damage the player.

Levels:

Game will display restart screen after reaching 0 HP.

The player will back to the start location when fall off the map and reset score to 0c.