Game Design Level Design Assignment – Horizon Destination

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This map has three entrance for the enemies, as marked on the figure, and their goal is to get to the left side of the map. The place surrounded by dotted lines is a hidden road which will be opened after a certain number of waves of enemy. (We won’t explicitly show the waves in game, but it does have the concept of waves.) The route of the enemy will be changed after the hidden place is uncovered and it’s shown in the figure to the right.

The basic idea is to give players spaces to place their tower, and these towers should be able to cover a considerable area of enemy movement. In this map, there are such places to cover all the three paths, like shown in the following figure to the left. (We have towers that have different attacking range, but I’m showing the average one here.)

The idea of adding a hidden path is to add some variations to the game. Players will complete their defense formation after several waves of enemies, so to stimulate them to build more towers in different positions, adding more and stronger enemies can do the trick, as well as the hidden path. After the hidden path is uncovered, part of the enemies will follow the shorter path. The design of the hidden path in this map ensures two things. First, the path from the entry point to the goal is much shorter. This will add extra intensity to the game. Second, some towers built on perfect positions won’t or will have less effect on the new hidden path, like the following figure to the right shows. This will force the player to place some new towers instead of upgrading old ones to some extent.



As for the enemy configurations, though I believe it is a part of level design, I also believe that one can only balance the strength and the income of the player and the enemies by trying and adjusting in practice, so I didn’t do this part in this assignment. However, we do have some concepts of the enemies and towers.