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To drive the player to explore the whole level without skipping any part of the level, I set the requirement for completing the level to be collecting all collections. In this way, I can put all types of enemies along the way so that I can make sure that player will encounter them.

I put chasing enemy at first behind the stairs so that the player cannot foreseen it. Therefore, player will have a high probability to trigger the chasing enemy and will then need to run. I put some collections on the island where player need to jump on which will become difficult when there is a enemy chasing the player. I also add several springboards on those islands so that player do not need to go back the same way.

For the mortar, I put several collections near the mortar, so it forces player to go around mortars which means they need to get collections while be careful about the projectiles. I also put some health packs there so that player do not need to continue the game with low health.

Since my last enemy is a kind of sniper enemy who will shoot the player if they see the player, I design a one-way path where player will definitely be spotted and find a way to dodge attacks. I put some walls around the path so that player can hide behind the wall and find timing to run.