Art Assets and Level Design Report

There was a single change to the feature set upon designing the levels. The “collecting an upgrade item grants a new ability” feature was made more specific. The entire game has three upgrade items, one in each domain. They grant the following abilities: a short-range magic attack, a ground smash, and a barrier that nullifies all damage for a brief time. These abilities were kept in mind when designing the levels. Each domain features elements that make use of the ability unique to that domain. For example, the domain containing the ground smash ability has terrain that can be broken by using the ground smash to unlock more areas of the level. No other features were added, removed, or modified. Each level uses most of the features, with some levels having unique features. The hub level does not have enemies, but it does require the player to unlock all of the abilities found throughout the domain levels in order to access specific areas. Each domain has a unique item to unlock its respective ability and a combination of different enemy types.