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Level Design Process Document

In my level design, I aimed to create an engaging level with maze-like elements and enemies hiding around every corner. The point is to enjoy exploring the map while discovering new enemy types in a progressively difficult manner.

I started the level with just 1 or 2 enemies at a time. This would allow the player to get accustomed to the types of enemies. I also placed a couple of gem collectibles and health packs so that the user has a chance to get used to them. Starting in the middle of the course, I combined different types of enemies and had 3+ of them roaming at the same time in each area. I had to create a small closed-off room as a “safe space/neutral zone” with a ton of health packs because I realized this area of the map was very difficult.

I also had to incorporate a new enemy, which is the “bomb”. Its mechanic is to interfere in the player’s path and explode immediately upon contact. The bombs are very small and do little damage. Therefore, I decided to put 4+ bombs in groups so that the player would be bombarded by them and deal a more significant amount of damage. They are unique in their self-destructive nature, making them serve as a temporary obstacle in the map. The player must do their best to avoid them, and they are like moving obstacles that can be spread out through the map. Since bombs can only deal damage once, they are not as aggressive as the pursuer.

I wanted the user to explore the map, encouraging them by hiding away collectibles that would increase their score. To hide collectibles, I immediately thought of using a side path that would lead the player away from the main road. Therefore, I created a side path and a small house with walls, so that the player will have to approach it to know what it holds. I also hid collectibles behind walls. Through this implementation, I wanted the player to explore every nook and cranny of the maze-like game.