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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 gem collectibles and health packs so that the user has a chance to get used to them, like a tutorial. 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 will be bombarded by them and deal a more significant amount of damage.

I wanted the user to explore the map, encouraging them by hiding away collectibles that will increase their score. When thinking of ways to hide collectibles, I immediately thought of using a side path that will lead the player away from the main road. I also thought of hiding them in corners and behind walls. Through this implementation, I wanted the player to explore every nook and cranny of the maze-like game.