My main contribution to this project was working on the level design, this started with designs drawn by hand and on Paint. This was then developed into a greybox design which was due to be changed overtime as we received artwork from our colleagues on the Game Art course. As it became clear we weren’t going to receive this and the withdrawal of time pick up from the game, I then developed the course into something more interesting to look at and to play.

As parts of the course were dependant on the risk vs reward concept this meant that I had to change the largely straight forward sections as there was no insentive to go close the edges meaning that these parts of the course would become too easy and boring. After all of these changes I also made sure that the balancing for the game was correct as many times, after changing various aspects, the game became too difficult to play or the movement was too slow making the game tedious.

After finishing level design, I helped most of my team with finishing up with their aspects of the game, including editing loadlevel functions in winstate scripts and on the menus, as well as adding an if statement within the failstate script which means the deathstate cannot be true if winstate is active.