Discovery/ Collectibles:
1. The level is filled with collectibles, many of which are off the main path.
2. Coins add points to score. Keys open doors. Health packs restore health. Teleporters move players quickly between areas.
3. Variety in environments. Players start off in a series of closed corridors, then large floating islands, then a small floating island jumping puzzle. The final boss is contained on a flaming island, then a floating corridor and building leading to the end of the game.

Natural Learning of Game Mechanics:
1. The level is built to teach the player the mechanics of the game by experience as they progress through the level.
2. The first closed corridor phase of the game teaches the player to pick up coins and keys, and to open doors with keys. It introduces the pursuer enemy type, and that enemies must be defeated to earn keys and continue in the level.
3. The second large island phase of the game introduces the healing item and the mortar enemy.
4. The third phase with the floating island jumping puzzle introduces teleporters and the dragon boss enemy.

Surprise/ Spectacle:
1. To make the game interesting, I aimed to make the game change over time in terms of enemy and environment types, as well as add in surprises for the player as the level progresses.
2. The first enemy (the pursuer) explodes on contact. This is surprising at first, and will be useful knowledge for the player to avoid them later in the island hopping phase.
3. The mortar enemy is first encountered as the player crests a large set of stairs. It can be heard launching its attack, then seen with the attack in the air as the player crosses through the door. Its quick flurry of attacks signify that it is a dangerous enemy.
4. The dragon is idle until approached, and only then begins attacking. Its attack behavior, appearance, and the flaming island around it signify that it is a very powerful enemy.

Custom Enemy - The Dragon:
1. I chose the dragon to act as the boss enemy at the end of the map. It is difficult to defeat, as it breathes fire from the front and has a hitbox on its body from the side. To kill it, the player must outrun its fire breath attack and attack its head from the side, preferably while it is on the ground.
2. The dragon has three modes: idle, air, and ground. It sits in idle mode until a player enters its entry range, and then shifts to air mode, where its head is high up and hard to hit. It then rotates between air and ground modes until the player moves far enough away, or it is defeated.
3. The dragon is animated, with idle, air, ground, death, and transition animations.
4. The dragon has hitboxes attached to parts of its skeleton to make collision more realistic. Originally, I had built a dragon with around 50 bone-specific hitboxes, but changed it to 5 after the first model broke and crashed the game.