Level design:

I designed an arena for the player inside to compete with the enemies and collect coins(scores) The level environment is based on the Unreal learning kit from the Epic game. In the arena, the player needs to earn a score of 20 to win. There are two ways to earn scores: collect the coin (+1 score) and kill the enemy by stepping on their head (+1 score). The player has an initial 100 health and dies when the health reaches 0. The game has 3 types of enemies: the Pursuers, the Mortar, and the Suiciders.

The Pursuers are the most common enemy type. They will start to chase the player when the player is in their vision range. The pursuers deal 10 damage to the player when they collide and knock back the player for some distance. There are three pursuers in the level, each will respawn immediately after they die. The only ways to kill the pursuers are by stepping on their head or shooting them.

The mortars are bomb cannons that cannot move. They will shoot bombs at random angles, and the bombs explode on impact with the ground or collide with the player. It spawns in the center of the map and respawns some seconds after they get killed. You can kill the mortar by stepping head or shooting, but the mortar also dies when the player collides with their body, but the body will explode and deal damage to the player! The number of mortars on the map will never exceed 1 simultaneously.

The suiciders can explode themselves when they reach the player. Compared to pursuers, they chase the same but will explode when they reach the player. They are blight pink so the player can spot them easily. Unlike other enemies, the map spawns suiciders every five seconds, so the player can’t dodge the suiciders as they will get more and more. The way suiciders die is the same as the mortar.

In the game, there are three types of packs: health pack, coin, and powerup pack (the green box). The health pack grants some missing health, the coin increases the score, and the powerup pack will make the player invincible for 5 seconds. The player will turn purple in the 5-second range. The player will still receive knockback, but they can’t take any damage.

The game is over if the player gets knocked outside the arena and falls, or if he loses all health.

The game is won if the player earns at least a score of 20 and goes through the end zone.