

MP2 Document

In this MP, I spent a lot of time figuring out how to design different types of enemies and how to correctly interact with the player. I think my level design is suitable for the enemies I created. For instance, the first part of the map consists of a lot of moving platforms. I placed a lot of mortar enemies to shoot random projectiles so that there is a chance for the player to get hit by it and fall off from the platforms. I also placed the collectible items in a way that made it hard for players to fly through the map and collect all items without touching the ground. However, I think as a game designer, I should leave more space for players and allow them to have their way of playing the game. Thus, in the first part and also throughout the entire map, flying is allowed to diminish the difficulty of the collecting job. I also designed a small maze and combined it with patroller enemies and collectible items. I think this part of my level is a good representation of how different components can combine and create excitement and surprise for players. I think it is quite unexpected for the players to notice a patrolling enemy running towards them after they solve the maze. Another thing that I want to mention is that I placed some hidden collectible items near clouds and I provided some hints like a pawn jumping on the cloud to signal players about the existence of items they can collect. Moreover, there are plenty of small platforms and islands in this game, and I think it copes well with my missile launcher as it gives the launcher more chances to hit players and make it more challenging. The very last thing that I want to talk about is the giant dragon that I included in the game. My intention for placing it is to create a boss fight scene. The dragon itself behaves exactly like patroller enemies and it can kill players in a single collision while chasing. I like this idea to have something more serious and big in the late stage of the game. It is like leaving a climax for players to discover at the end of the game.