I plan to design a game with many exploring elements. Firstly, I hide some collectibles in different parts of the level. For example, I hide a collectible behind some boxes and put a collectible near the edge of the level and behind the house. I also put a collectible just near to an enemy. This enemy will intimidate the player to come to collect this collectible since the distance between the collectible and this enemy is very close. However, if the player just tries to be brave and goes directly to the collectible, actually, the enemy will not move or attack the player. It’s just for intimidating players. Secondly, I put a respawn level with three other levels around it to build the whole map. After respawning, the player can only go to one level. The other two levels need the player to play a puzzle game on the first level that he can go directly to. In this first level, the puzzle is to find a key to the house in this level. The player needs to find a way to activate the two buttons on the level at the same time to get the keys. After getting the keys, opening the door, and turning on the switch inside the house, the player can collect a new which can make the player jump higher and also a new route will appear in the game for going to another level.

I placed the enemies at the locations that the player must walk though. For example, there’s an enemy that blocks the player from going to the first level to solve puzzles. Moreover, I made my own shooting enemy which can shoot the player from a short distance. It can aim at the player for a few seconds and then shoot. I placed these enemies on the route to the last level. Thus, the player can only try to jump through the obstacles since the player will be shot by these shooter enemies if the player keeps walking. These enemies also prevent the player from going to the end level too fast. If the player has gotten the collectible to jump higher, it will be very easy to jump past these enemies. However, without this collectible, it can be a nightmare to walk though this route to go to the last level. Thus, it also encourages more exploration for the player.