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| TASK: Simple level build |
| Task explanation |
| The task that was given to me was to build a simple level design using my own assets and the skills that I have acquired from the tutorials that I have gone through. |
| Problems |
| A problem that I encountered whilst I was designing my simple level was trying to get the enemy behaviours to work correctly within the game. Another problem I encountered whilst making the game was making the enemies seem more dangerous and more intimidating to the player. |
| Solution |
| To overcome this, I looked up the enemy behaviour tutorial for the correct type of game that I am making e.g. platformer enemy behaviour. To overcome the enemy being more intimidating towards the player I resized the enemy to make them look bigger and adjusted there hitbox so that its harder for the player not to get hit by the enemy. |