Overview

This document expands the encounter layout and the goals I wanted to achieve with that design.
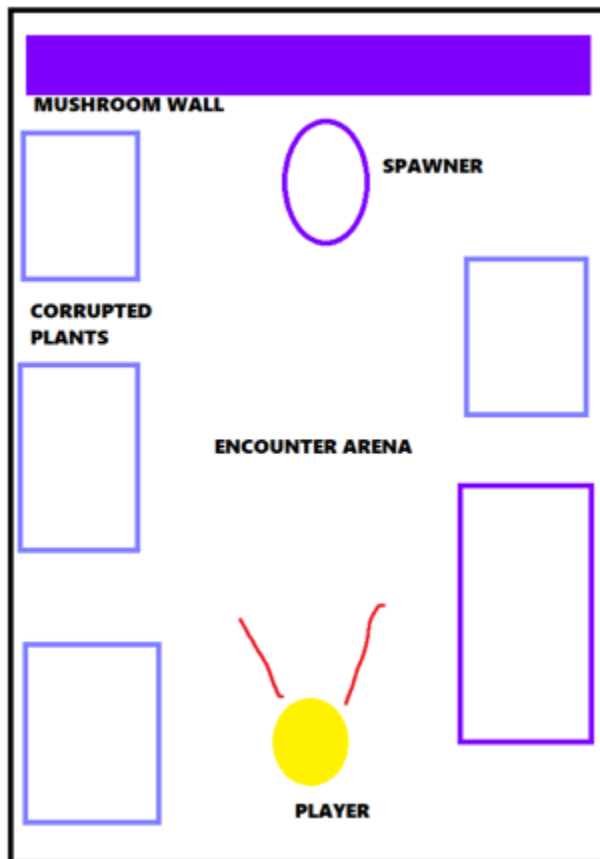
Arena Encounters

	Small Melee Enemy	Hybrid (Ranged) Enemy	Buffshroom
Encounter 1	6	0	0
Encounter 2	6	5	0
Encounter 3	5	4	1
Encounter 4	6	6	1
Encounter 5	11	4	3

Ambient Encounters

	Small Melee Enemy	Hybrid (Ranged) Enemy	Ambush Enemy
Platforming 1	7	3	8
Platforming 2	0	1	6

Encounter 1

- This is the layout I proposed for Encounter 1.
- The goal of this encounter was to teach players combat.
- Previously, all three tutorials for combat were taught here.
- To reduce the load, I spread the tutorials to teach them slowly.

In the rework, players are introduced to – Light attacks, Enemy spawning from Mushroom spawner, Decorruption of plants, and Disintegration of Mushroom walls.

- Players are exposed to the enemy in front of them and to the Mushroom spawner behind them.
- When they enter the pot, they fight one enemy for teaching light attack. Falling onto the table, they encounter the same type of enemy but a few of them to give them the practice of the light attacks.

- The enemy's vision, after spawning, directs straight at the player. They will attack the player at sight.

|	Spawn wave	Enemy type	Delay time (s)	Total spawned
	1	Small	4	1
Encounter 1	2	Small	7	2
	3	Small	10	3

- The space for combat is adequate for fighting six enemies, and they spawn three times to give players time to be prepared.

Encounter 2

MUSHROOM WALL

SPAWNER

HYBRID SPAWN

ENCOUNTER 2

CORRUPTED PLANTS
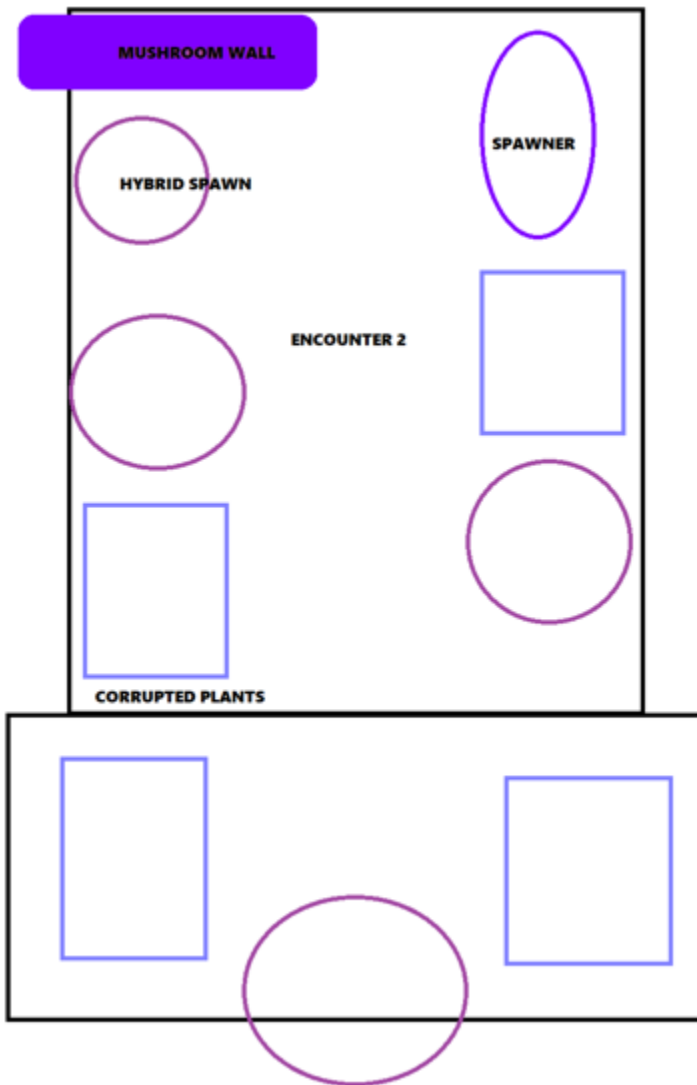
- Encounter 2 was redesigned to accommodate hybrid enemies. For example, I had the idea of having sniper towers, and I had them in the initial design.
- After playtesting, I moved it to later encounters because the difficulty spike increased faster than intended.
- The hybrid enemies spawn closer to the edge of the table. My goal was to make the player push them out of the table for amusement and easier combat.
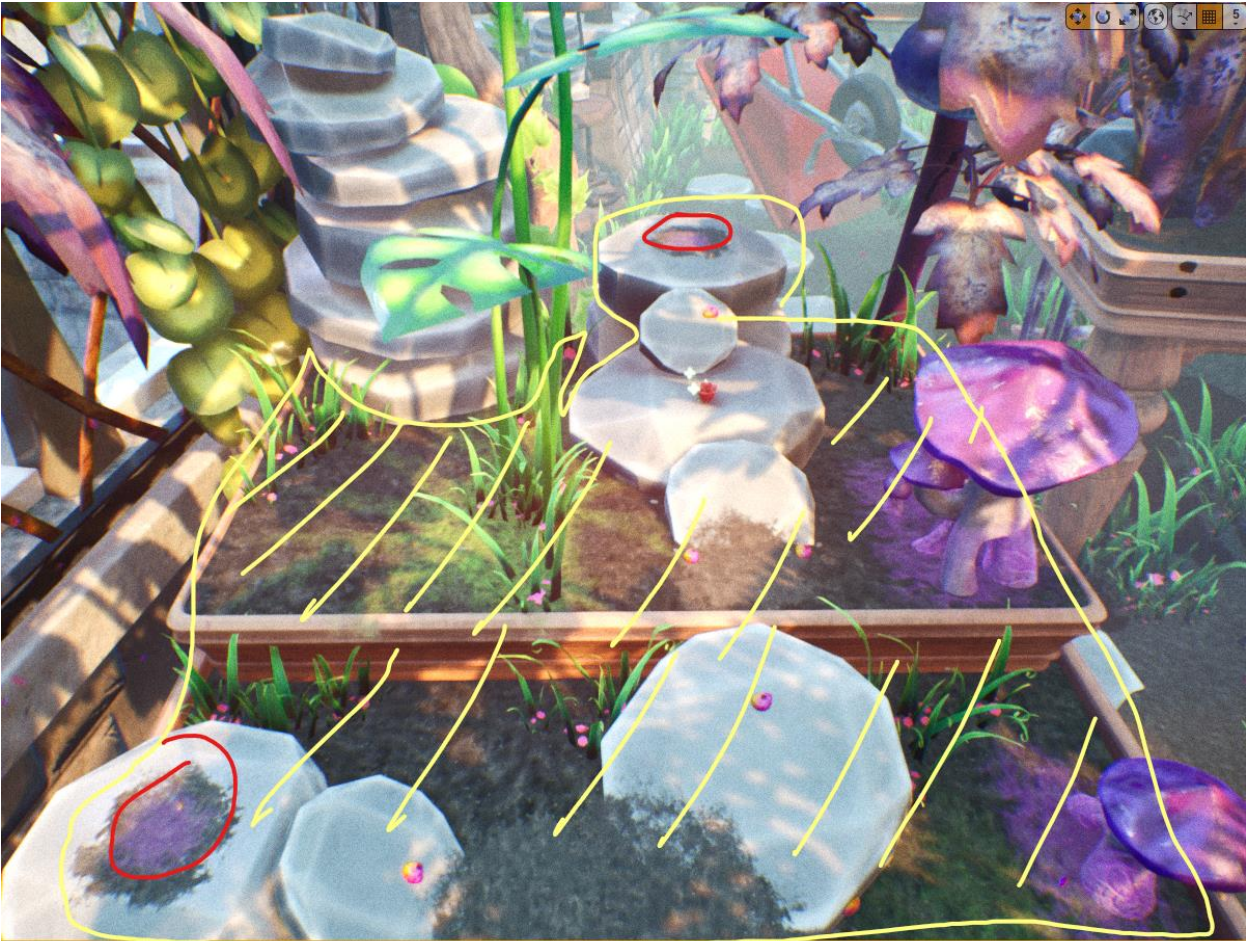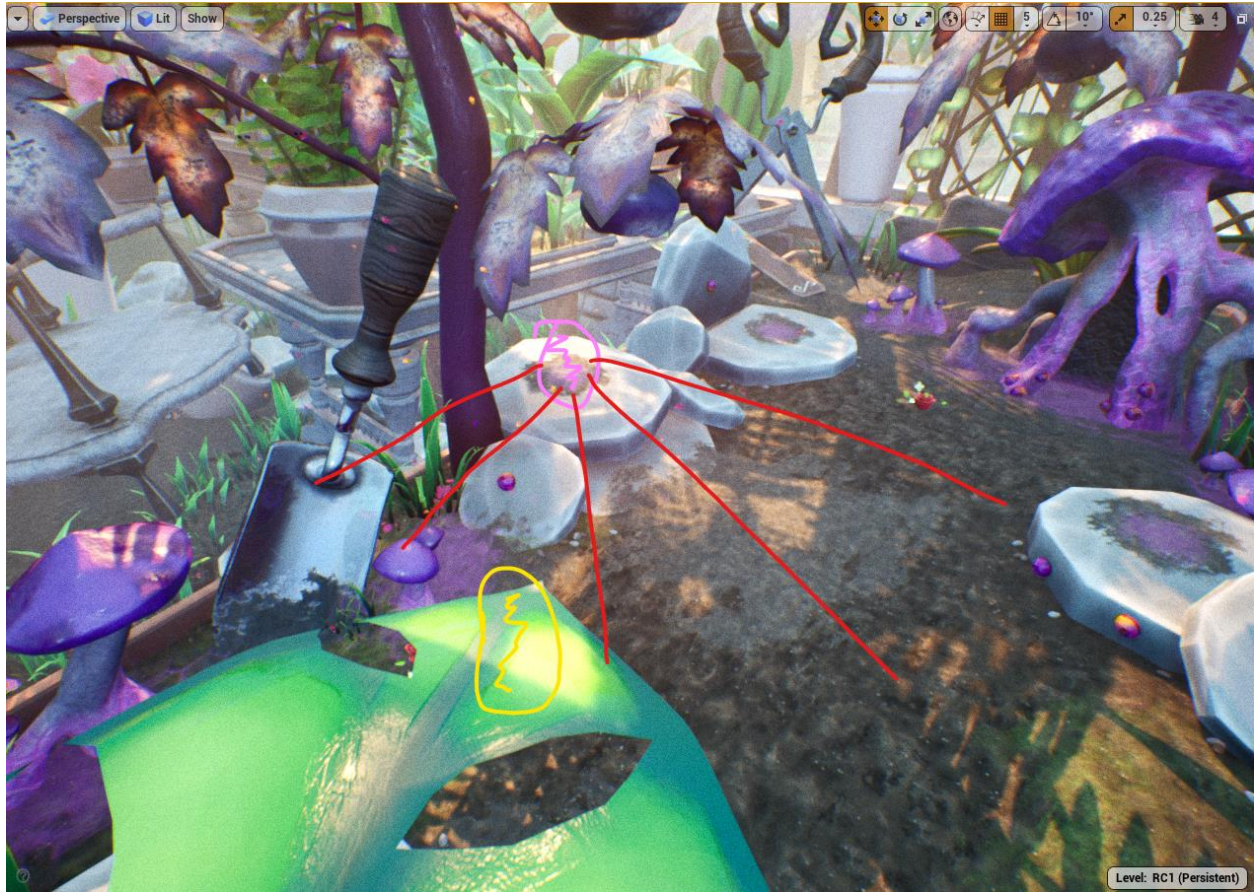
- The hybrid enemy spawns first and starts throwing projectiles at the player to catch the attention. The other hybrid shrooms spawn after a delay, along with the small enemies.
- My goal was to make the player catch the attention of the hybrid's projectiles and, while they are moving toward the attacker, spawn the surrounding enemies to give them a situation.

		Spawn wave	Enemy type	Delay time (s)	Total spawned
		1	Hybrid	0	1
		2	Hybrid	2	1
Encounter 2		3	Small	3	6
		4	Hybrid	5	1
		5	Hybrid	6	1
		6	Hybrid	8	1

- Out of the five Hybrid enemies, two can be pushed off the edge with two attacks.

Encounter 3

MUSHROOM WALL

HYBRID SPAWN

ENCOUNTER 3

SPAWNER

CORRUPTED PLANTS
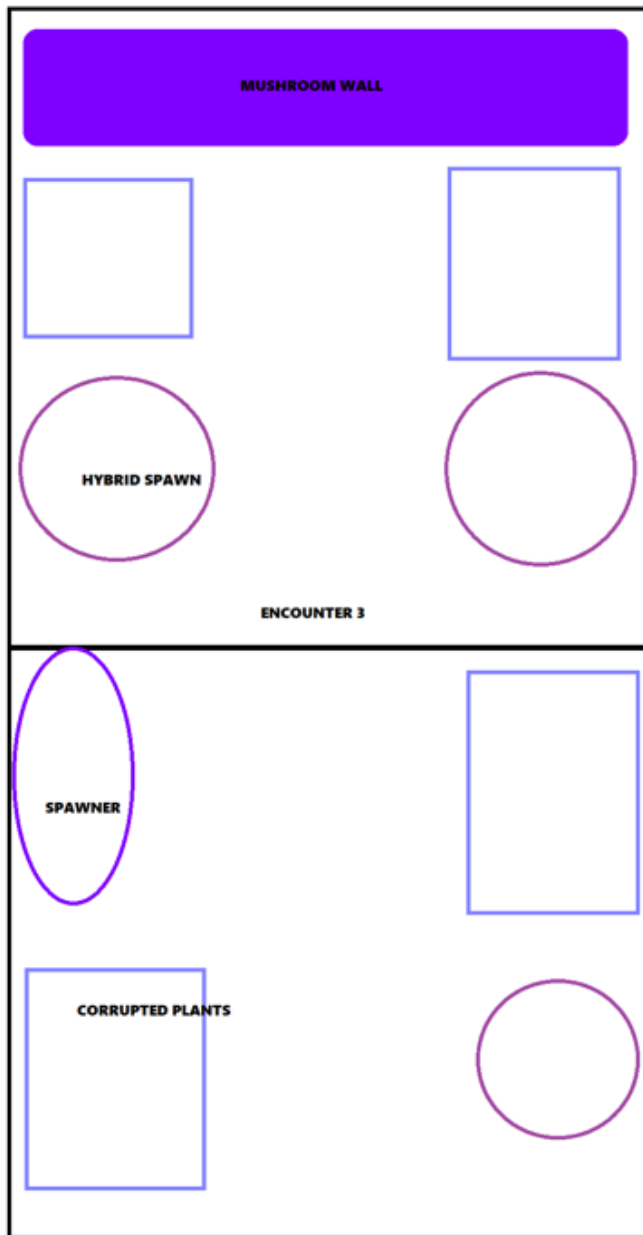
- The primary purpose of this encounter was to introduce players to the Buffshroom, who are primarily the most potent enemy in the game.
- The Buffshroom spawns in the middle of the arena. I want the player to focus on the Buffshroom's spawn before spawning the other enemies.
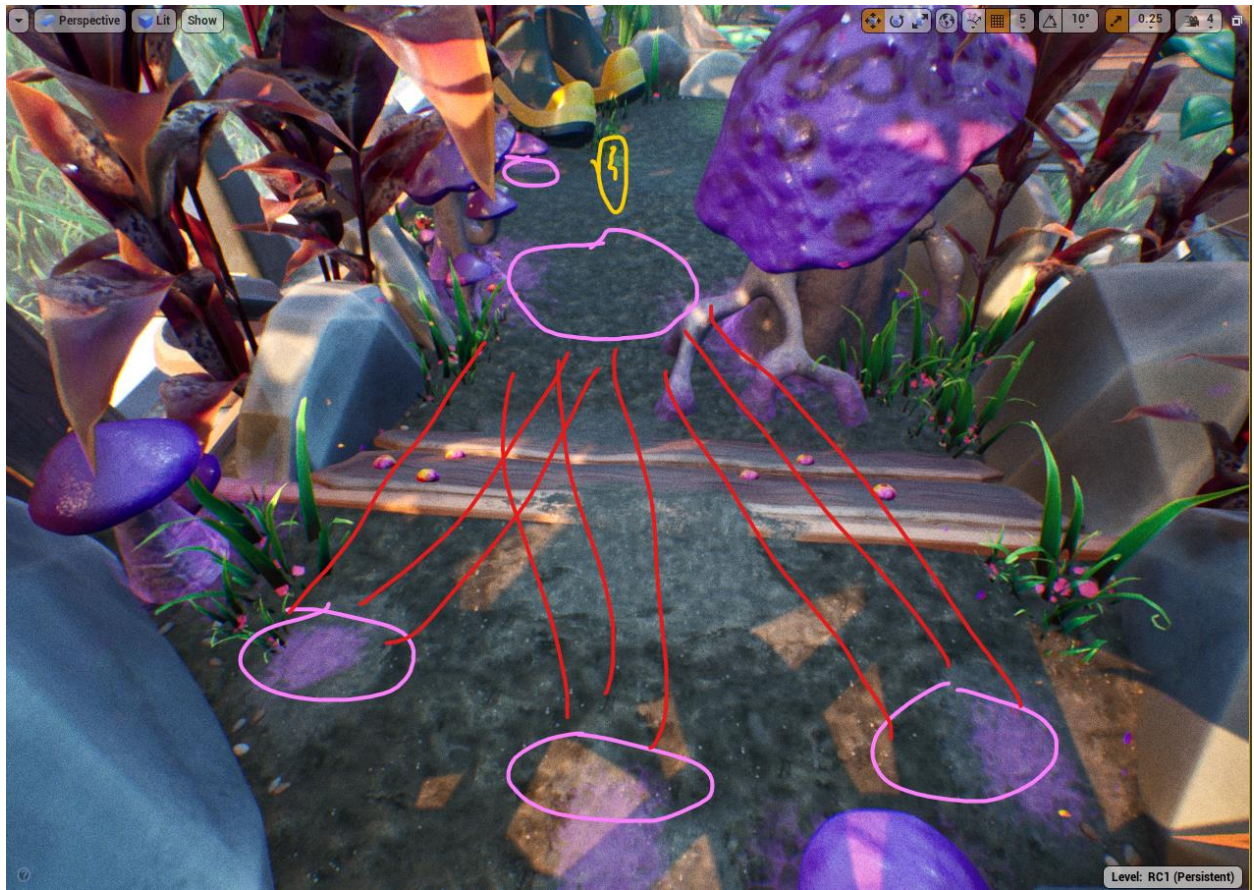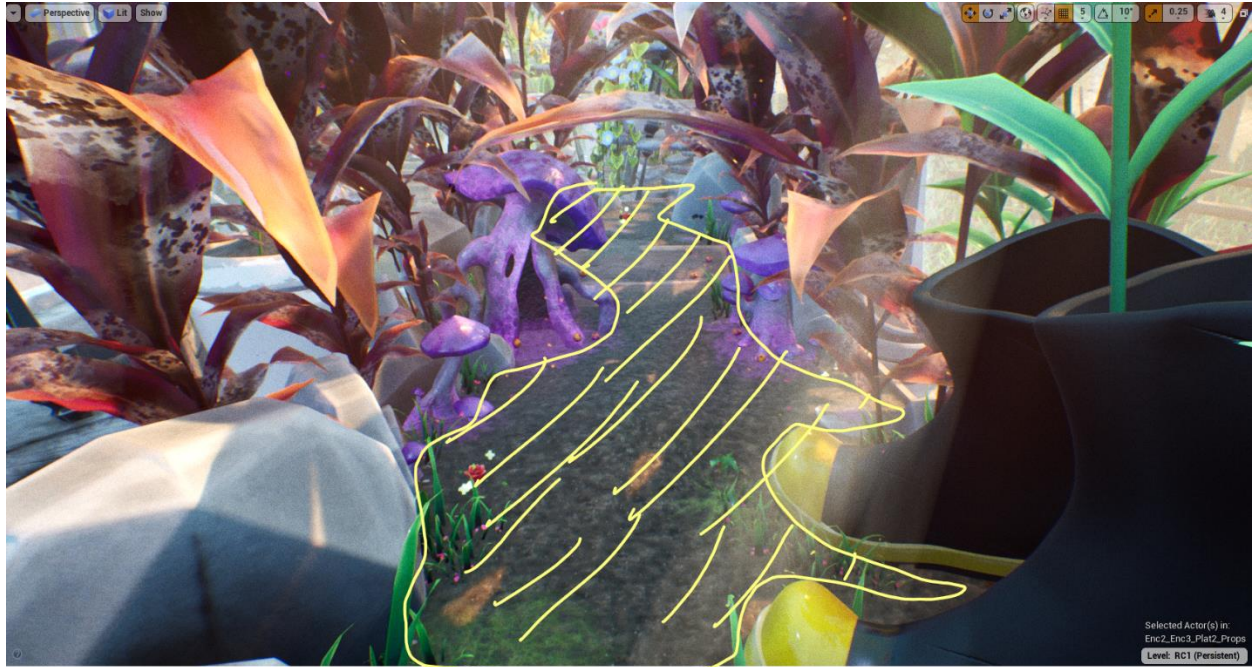
- The Buffshroom spawns in the middle of the combat, and their vision lets the player be the target as soon as they spawn.
- They have an animation, and it takes 2 seconds for them to start targeting the player.
- The other enemies spawn after an initial delay surrounding the Buffshroom.

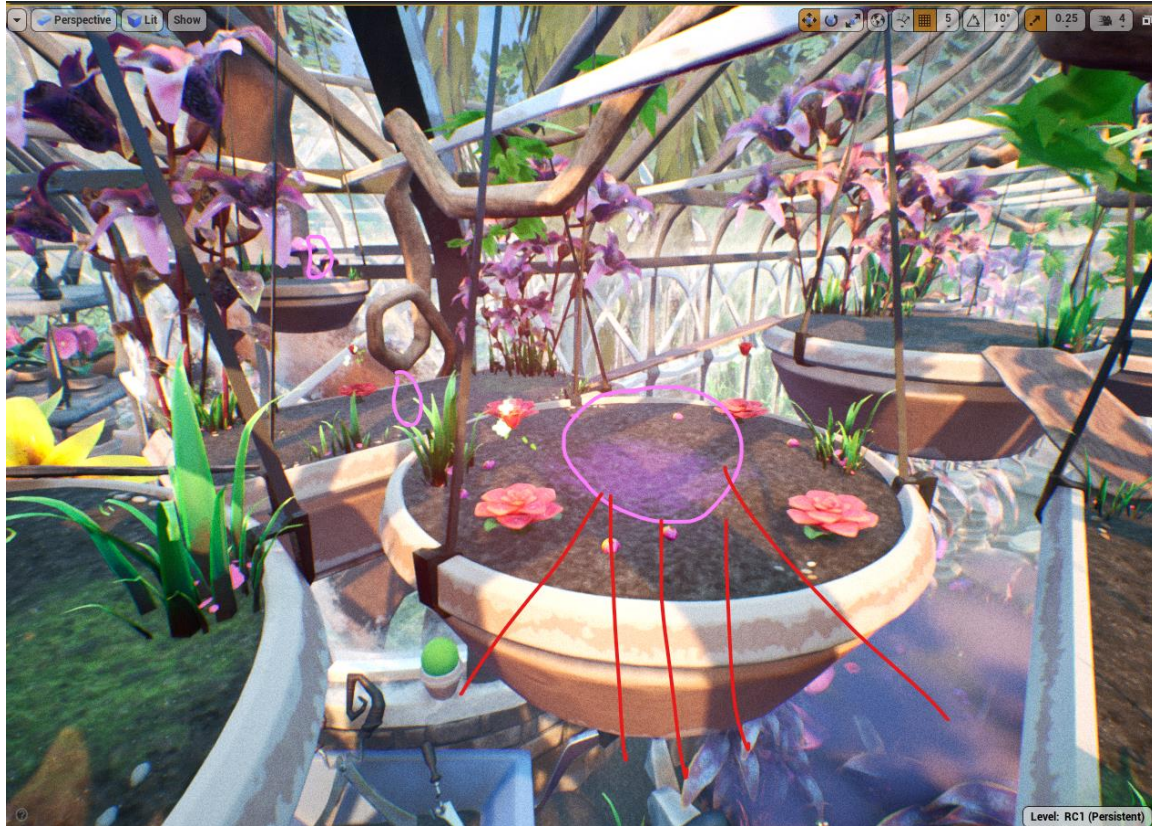|	Spawn wave	Enemy type	Delay time (s)	Total spawned
	1	Buff	0	1
	2	Small	10	5
Encounter 3	3	Hybrid	10	1
	4	Hybrid	14	1
	5	Hybrid	14	1
	6	Hybrid	14	1

- The Buffshroom has good health, and the player will be occupied with them for 10 seconds before the other enemies spawn around them.
- This combat is in the middle of the design's development phase, which is to show what is expected later in combat.

Encounter 4
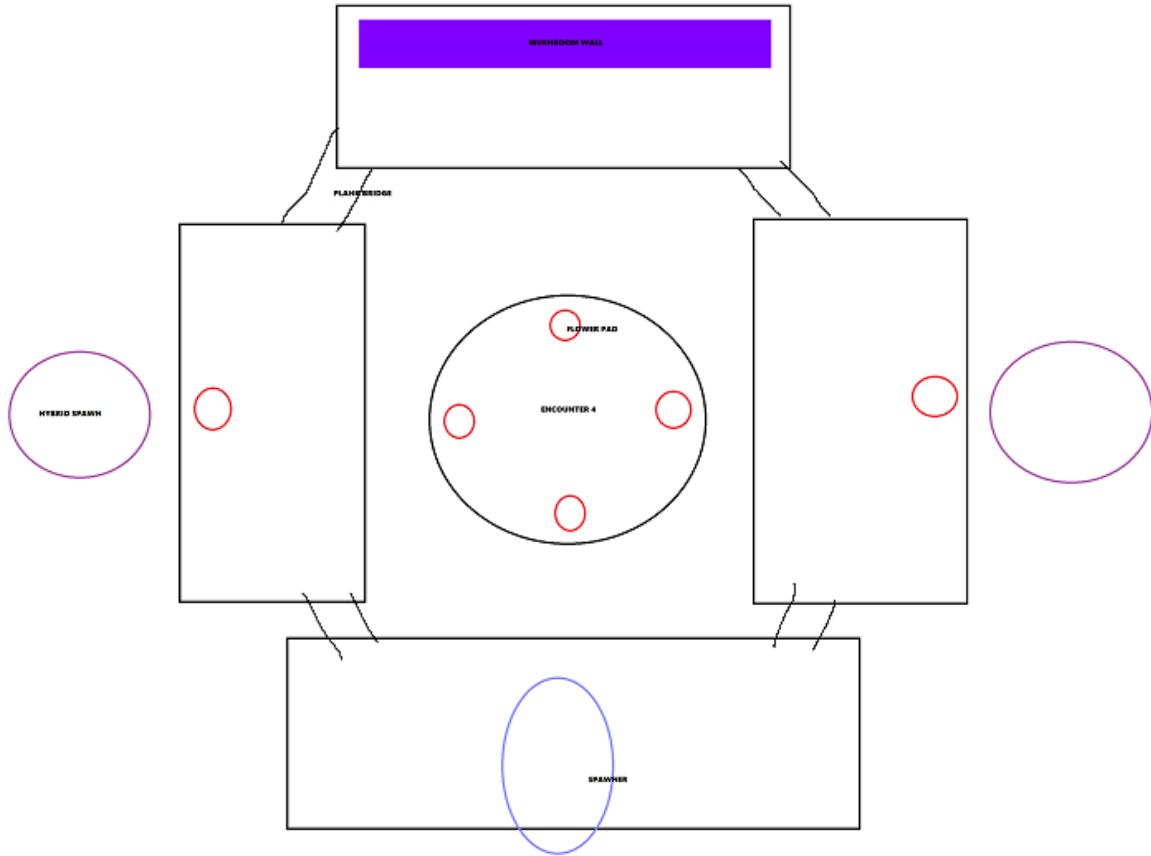
- This was one of the fun encounters and level designs I had to iterate throughout the game.
- We had a previous iteration where planks connected all the pots. Using bouncing flower pads as a traversal help helped quickly define this encounter.
- Players had more fun playing this encounter as they liked using a bouncing flower pad in the middle of the encounter rather than just for platforming.
- The idea for the enemy spawns changed as soon as the flower pad was introduced.
- I redesigned the combat area with sniper towers to add more challenge and fun.

- The Buffshroom spawns in the middle first, prompting the player to move there.

- The hybrid shrooms eventually spawn around the map on the bottom pots and the sniper towers.

		Spawn wave	Enemy type	Delay time (s)	Total spawned
		1	Buff	2	1
		2	Weak	4	6
		3	Hybrid	5	1
Encounter 4		4	Hybrid	5	1
		5	Hybrid	7	1
		6	Hybrid	7	1
		7	Hybrid	7	1
		8	Hybrid	7	1

- The weak enemies cover the hybrid enemies around the map. They are to disrupt players' movement and attacks.
- All hybrid shrooms can be pushed off the pots if the players line up their attacks at a particular angle.
- I would have liked to have a giant map full of encounters as chaotic as this one. However, I enjoyed the iteration of this encounter with the limited resources I had to work with.

Encounter 5
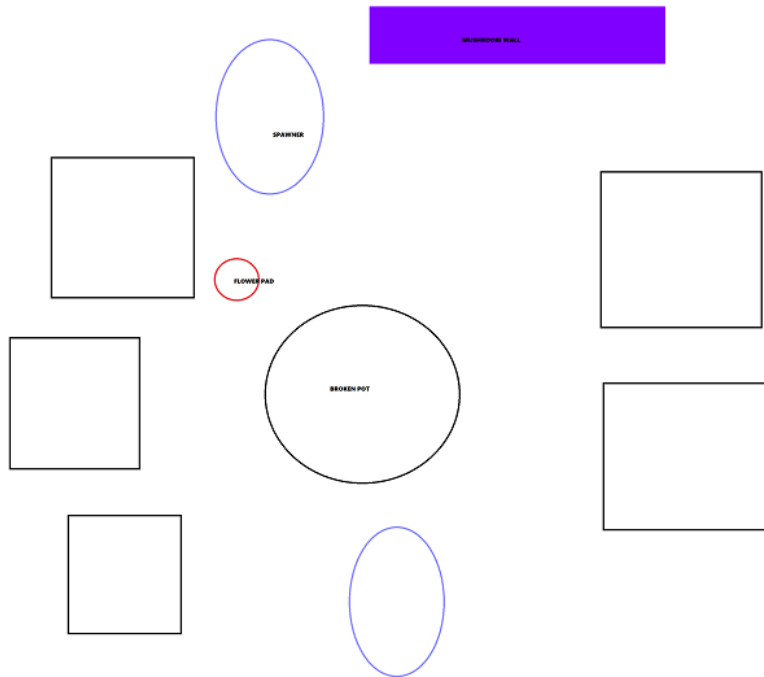
- This was my most challenging encounter with designing and iterating repeatedly.
- The lighting and mood change when the player hits the pot and falls onto the ground, and the combat starts.
- We redesigned the space to accommodate the hybrid, Buffshroom, and the small enemies in a more extensive area than in previous semesters.
- I wanted to reuse all the things we've taught in the game – platforming, combat. So, I made platforming sniper towers on both sides with the elements previously introduced in the game.

- The Hybrid enemies are placed on the sniper towers, and the two platforming challenges include jumping onto the platforms and using a flower bouncing pad.
- The health pickups are placed on the platforming area to inform the players that they can be reached.


- The spatial layout we reworked was enough to accommodate more enemies than in previous encounters. We spawned 3 Buffshrooms in this encounter, and the player had more space to retreat for combat and traversal.

		Spawn wave	Enemy type	Delay time (s)	Total spawned
		1	Buff	1.2	1
		2	Buff	1.5	1
		3	Hybrid	2	1
		4	Hybrid	2	1
Encounter 5		5	Hybrid	2	1
		6	Hybrid	2	1
		7	Weak	3	3
		8	Weak	3	3
		9	Weak	5	5
		10	Buff	5.5	1

- The spawn timing was altered to see where the player wants to focus first.
- The Buffshrooms spawn in front of them to take their attention, and the hybrid enemies spawn on the sniper towers to disrupt the player's flow.
- The small enemies are with the other Buffshroom while roaming around the map looking for the player.

Platforming 1
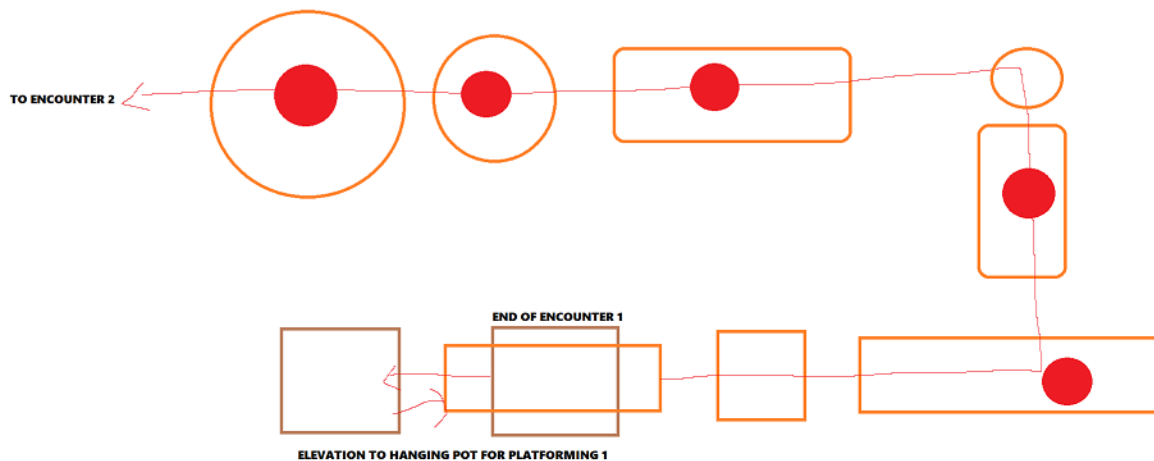
- The Players encounter many enemies here because some of the combat tutorials are being taught here.
- One Hybrid shroom is introduced at the first point to force the player into using dodge to escape the projectiles.
- Then, a few small enemies are placed for the players to use heavy attacks, which is an area of effect attack.
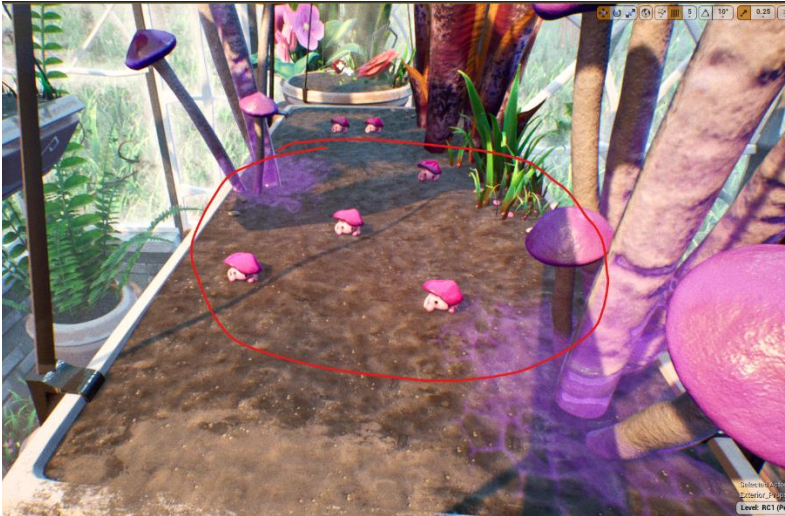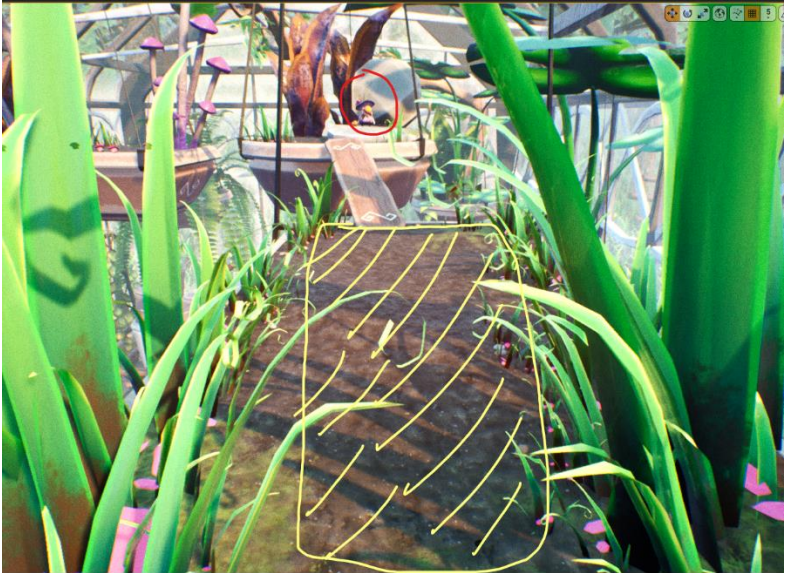
- The ambush enemies are introduced here – they wait for the opportunity to attack, which is the range. They are the same as the small enemies but have reduced vision for an ambush.

Platforming 2
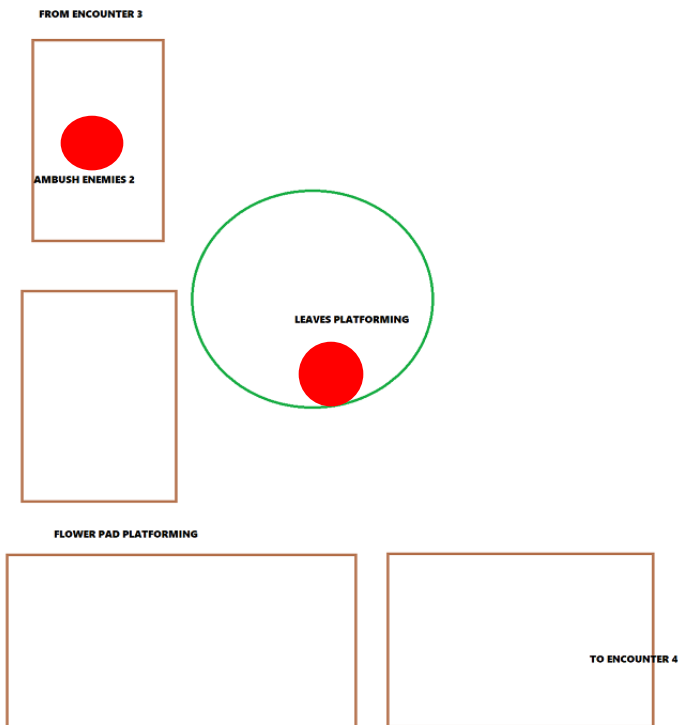
- The ambush enemies and the hybrid enemy are to provide a challenge right after encounter 3.
- The difficulty increase is to inform the player's situation of their progress. The increase in difficulty means that they are moving toward the end.
- The hybrid enemy addition increases the tension while platforming the leaves.
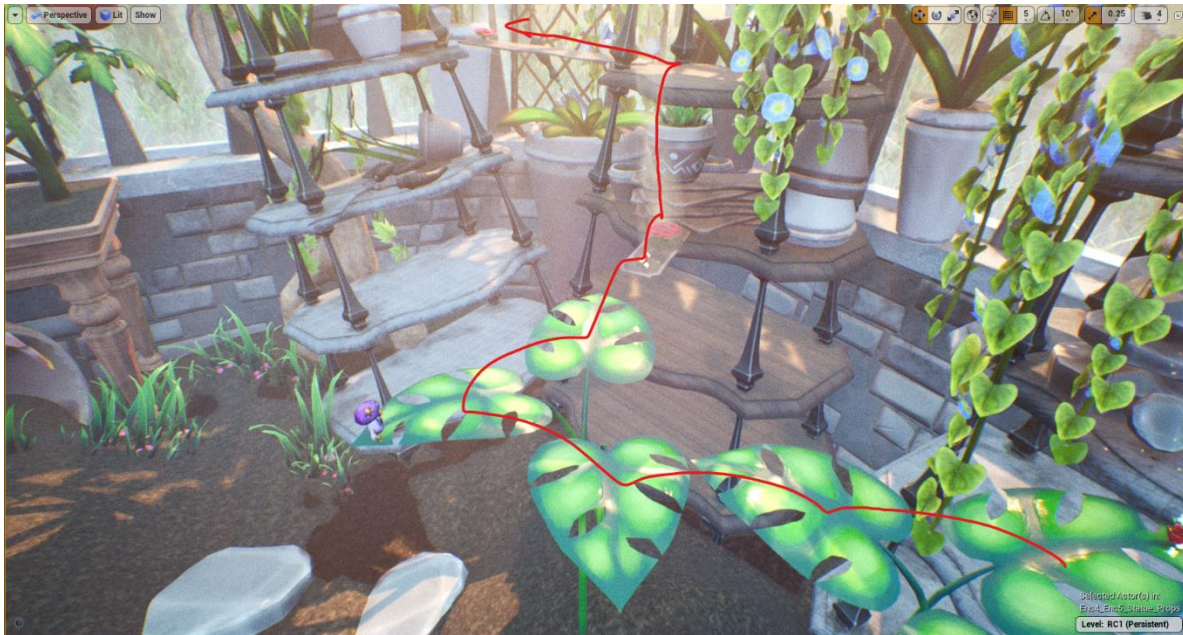
Minespores

In addition to the enemies, we have minespores. They are small, corrupted mushroom beads that self-destroy if the player is close to their vicinity.

They are placed around the map during platforming and, in a few encounters, arenas to provide challenge for the players.