

- **What Went Right**

I was able to fully complete the playlist of 15 levels. Every level felt unique and I didn't feel like I was relying on previous designs as I continued making levels. I got the difficulty down as I wanted the playlist to be more suited towards beginner players and having the levels ramp up in challenge so they always feel engaged. Players are able to see how they are getting better while providing them with new challenges to keep the difficulty to where it needs to be. I got more experience in a 2D-level editor and I pushed myself out of my comfort zone. I like 3D-level editors more because I feel like I have more freedom for set design and design overall so using another 2D editor was a bit challenging. Even though it was challenging I was able to make levels I'm proud of.

- **What Went Wrong**

There wasn't much information on this particular level editor so I wasn't able to figure out how to invite players into levels I made without uploading the playlist until the last milestone when the level itself was already completed. I had to figure out a lot on my own since the information I found was outdated or it didn't exist online at all. Since I didn't know how to playtest with another player until the end a few of the levels need to be adjusted because I forgot how the checkpoints worked. Some of the levels have multiple paths which get messed up when checkpoints are involved since the last checkpoint touched is applied to both players. If one player died on one side they would be teleported to the other if the last checkpoint hit was on the opposite side. My bigger maps suffer from the camera mechanic since if players are far away from each other the camera stretches to get them both within view which can make the characters smaller and hazards harder to see. This is most evident on the levels with multiple paths as it was harder to see what you were doing because of how zoomed out the camera was.

- **Lessons Learned**

I rely a lot on set design for my levels and I was able to learn and experiment how to make my levels visually appealing with not that many items or decorations available to me. The editor itself is pretty limiting in how big a level can be and since they all start as a box layouts had a chance of feeling too similar to one another. I was able to work around this by brainstorming each level beforehand and using methods the game's lead level designer used. I need to experiment with level editors and the games I chose a lot more just in case there isn't much information about them online.