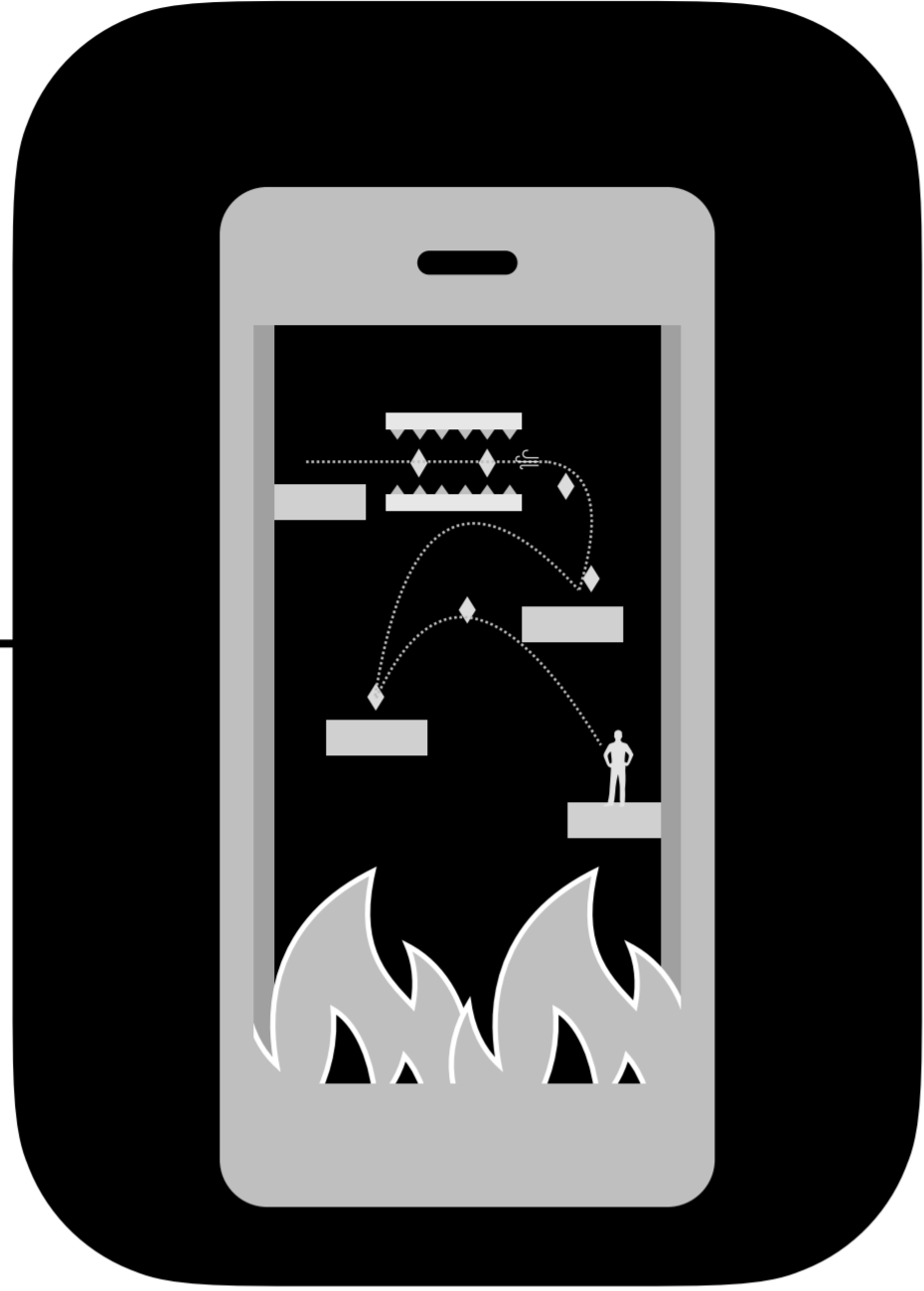


A Barebones mock-up

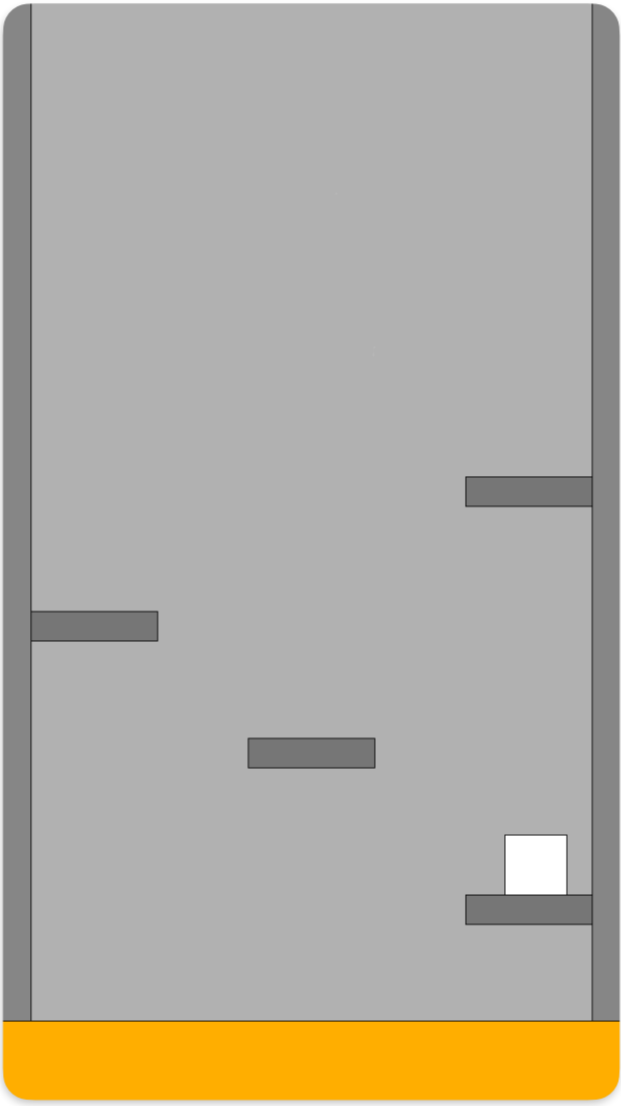


**The Approach**  
Rather than design complete levels at once. The level design approach will focus on platforming combo chains.

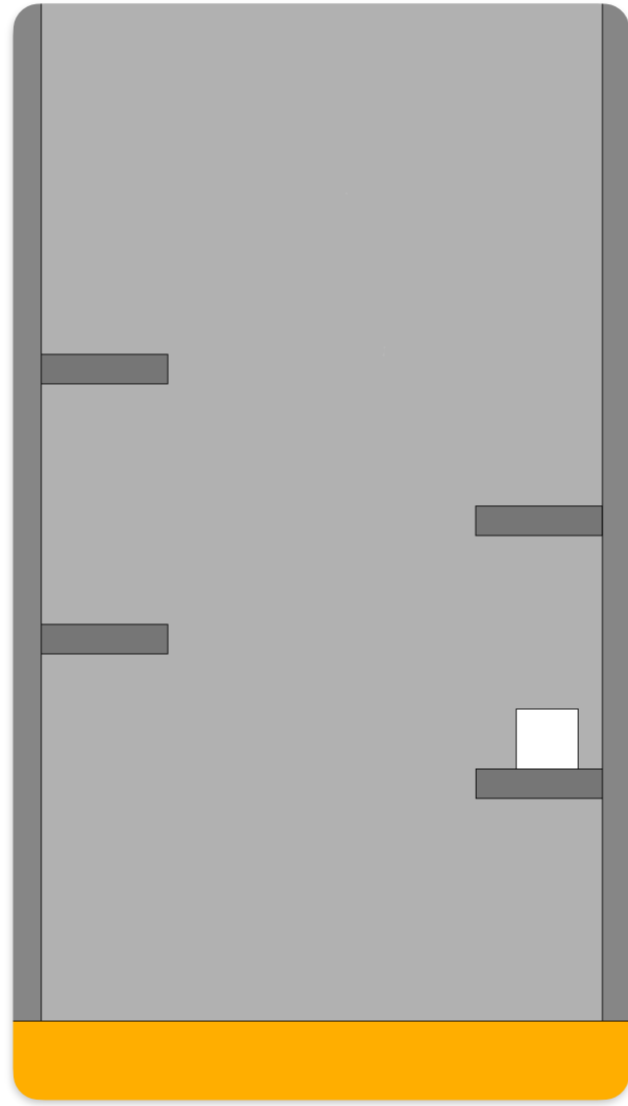
**Why?**  
I intend to create an experience in which the player feels skilled and powerful through fast paced gameplay. The player should feel the thrill of clearing levels and obstacles by making split-second decisions and reactions.

I am taking inspiration from the souls-bourne formula - through difficulty and trial and error the player's inputs come from muscle memory making them very skilled at fighting the respective boss after the first victory.

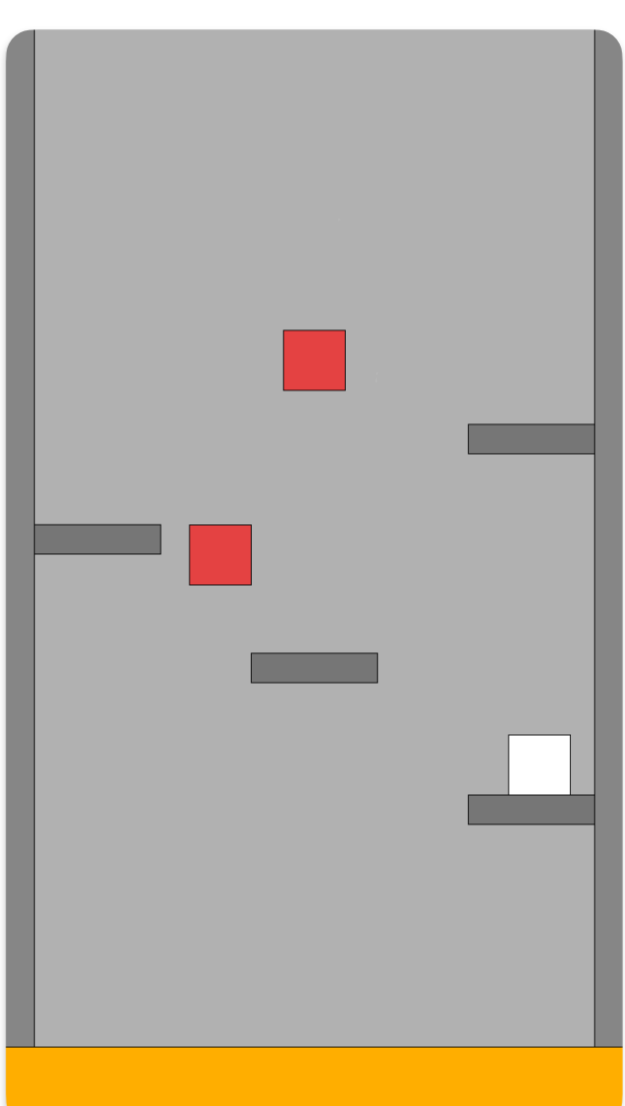
Level Design of  
**The Fire Rises**



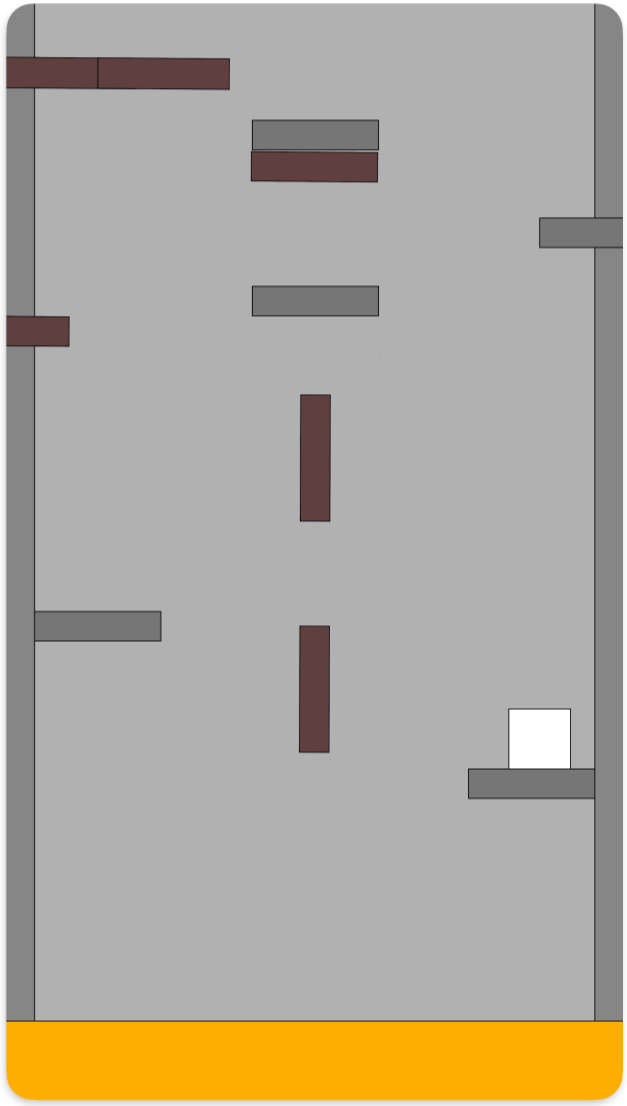
The Freshman



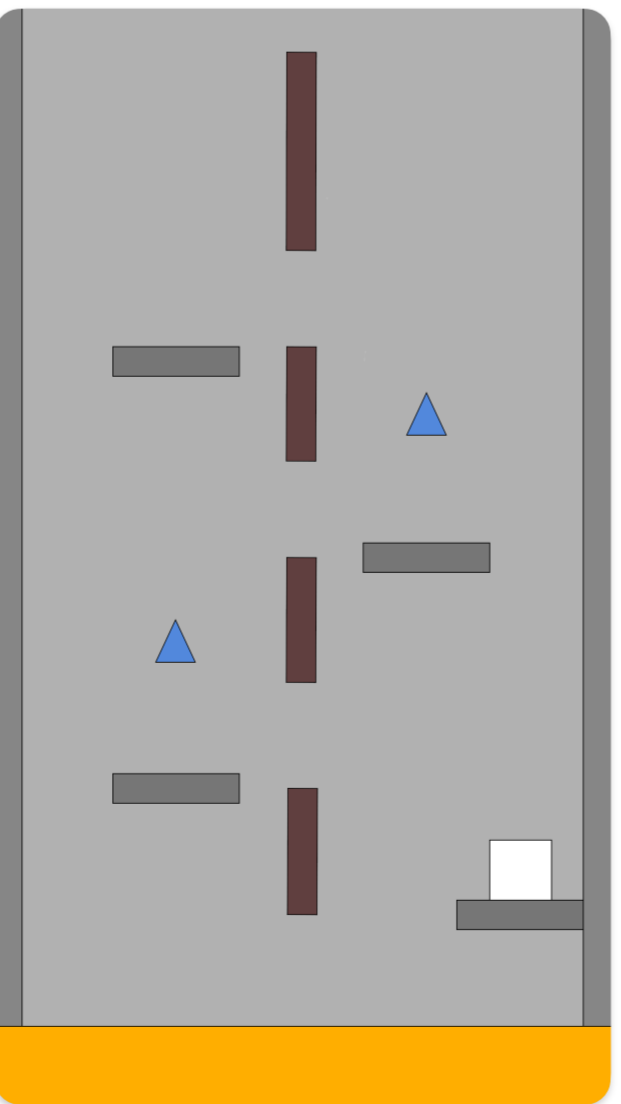
The Sophomore



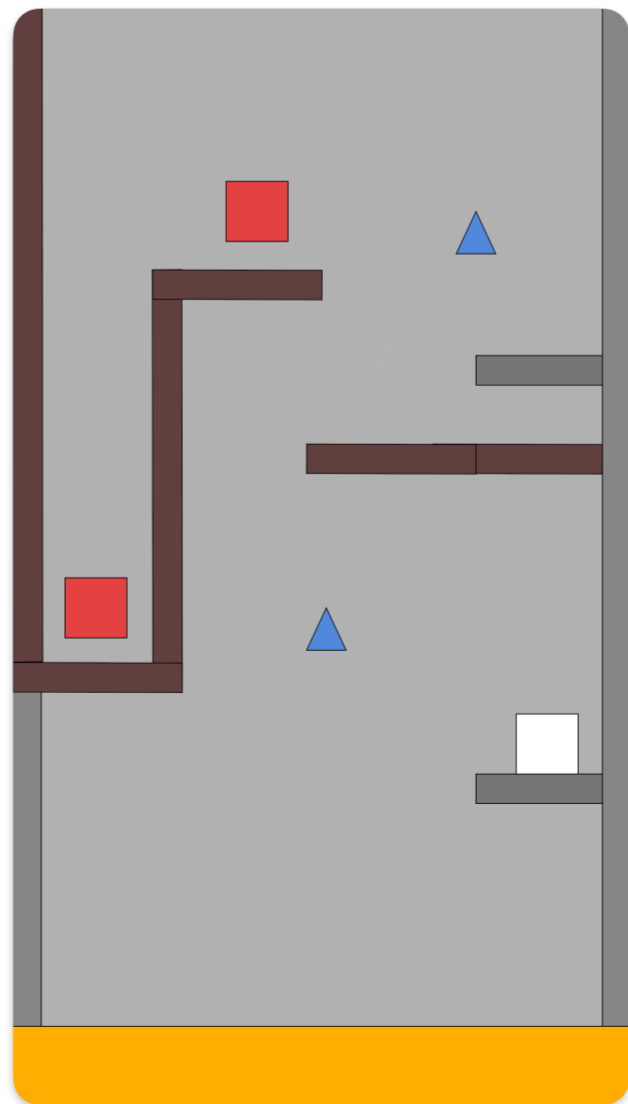
The Junior



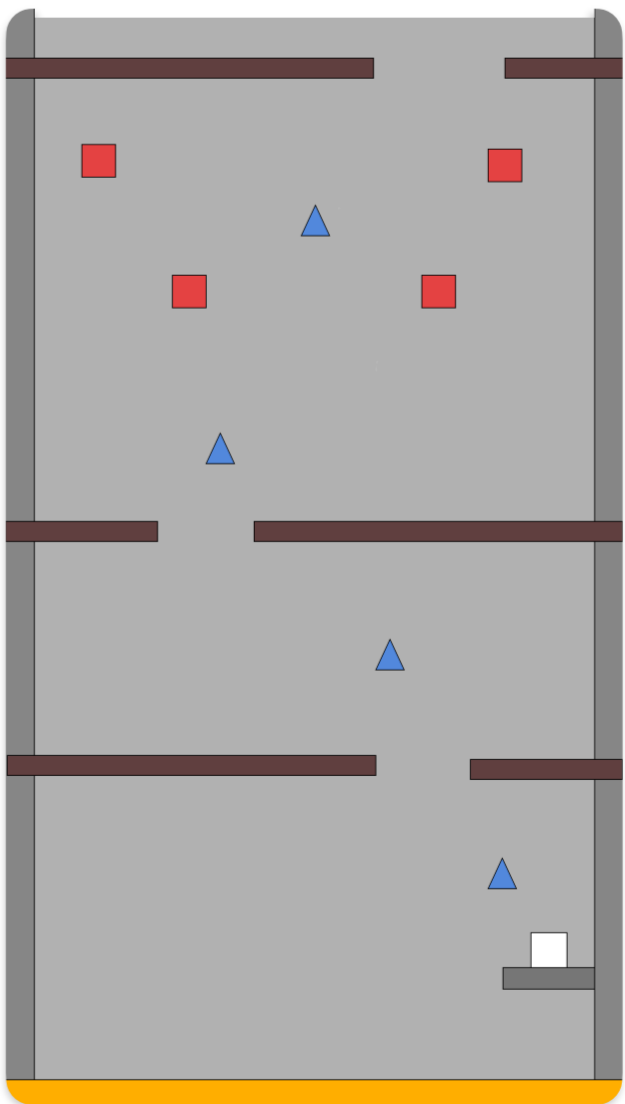
The Senior



The Corkscrew



The Piledriver



The Jet