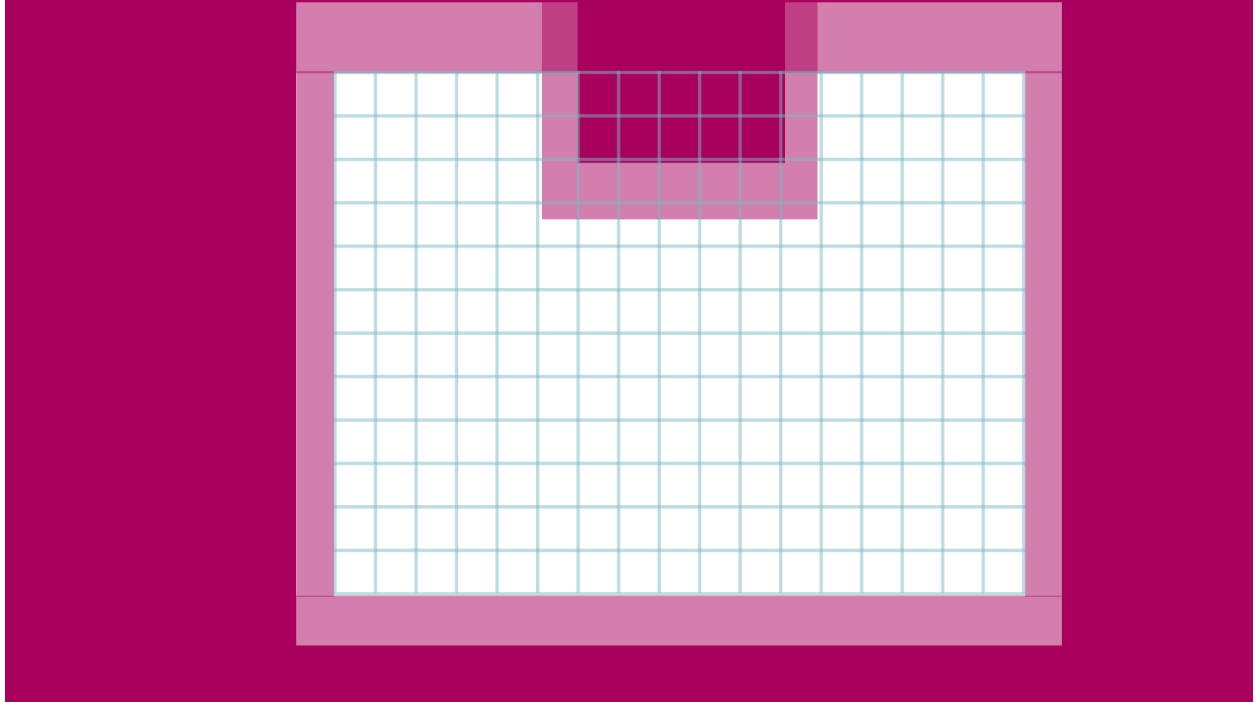


Roundguard Level Design

Level Template Pieces

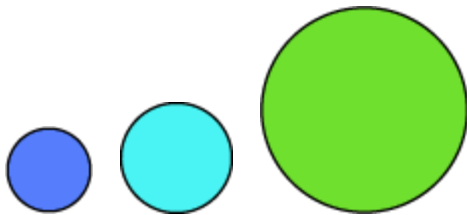
This is the board template.



Dark pink areas are where the game UI, the aimer ballista, and the bottom cushion go. No pegs should ever touch the dark pink. The light pink areas are the danger zone. Generally, it's safest to keep pegs out of there. (Specific rules below.)

The grid lines are just for reference to help you measure distance or keep things at the same height. Pegs don't need to align to the grid at all.

There are small, medium, and large pegs.



Generally, large peg spots mean a large, medium, OR small peg could spawn in this spot. Medium peg spots mean a medium OR small peg could spawn. Small peg spots are only for small peg spawns.

Small peg spawns: potions, rats, goblins, spider eggs, dark elves, war drums, alarm bells

Medium peg spawns: skeletons, orcs, tombstones, runestones

Large peg spawns: giants, spiders, minotaur skeleton, treasure chests

Level Design Rules

1. A board should have around 50 – 70 pegs.
2. Pegs can never overlap.
3. It's okay for small pegs to go into the light pink danger zone on the sides of the board. Medium/large pegs should not touch the danger zone.
4. There should be at least 4 large peg spots.
5. There should be at least 10 medium peg spots. More is good.
6. Generally, only small pegs can go right next to a large peg. A medium peg should be at least one small peg's diameter in distance away from a large peg.

Special Rules for Underground (spider biome) Boards

6. All Underground boards must have one or two spider paths.
7. Spider paths can be a straight line or a circle. If you want to go crazy, we can do an arc or an S curve, but I may not be able to match anything too complicated.
8. Spiders are about the size of a large peg, so you should be able to move a large peg along your path without it overlapping with any other pegs.

Example Boards

https://drive.google.com/open?id=10bFjT0JJbHq8s2N5kHE3BxDDiMbgieR_URI9DxCYSOs