

Five rooms: design a sequence

In groups of 3–4, invent one new enemy for a twin-stick shooter like Mutant Storm, then plan five rooms that introduce it: teach, test, breather, twist, finale. Paper first; then enter your plan in the slide planner to check the curve, and swap sheets with another group.

1 · YOUR NEW ENEMY (10 MIN)

Name	
Role	drifter, chaser, turret, swarm, mini-boss, or something new? What does it ask the player to do?
Behaviour	how it moves and attacks
Tell	what the player sees or hears before it hurts them
Look	colour and shape: can you spot it in a busy room?
Sound	its cue, and how it differs from the others

2 · FIVE ROOMS (15 MIN)

Change one or two difficulty dials between rooms: count, speed, mix, spawn timing, space, timer, resources.

Room	Role	Enemy mix and space	Timer	Dial you turned, and why
1	Teach			
2	Test			
3	Breather			
4	Twist			
5	Finale			

Planner intensity weights: drifter 1 · chaser 2 · turret 2 · swarm 1 · new enemy 3 · mini-boss 6 (per enemy).

3 · DRAW TWO ROOMS TOP-DOWN (10 MIN)

Room 1 · Teach	Room 4 · Twist
walls, player start, enemy spawns (mark with arrows), pickups	what makes the same enemy harder here?

4 · HIGHER BELT (5 MIN)

At a harder belt, your finale room changes like this:
faster? more? a new behaviour? keep it readable

5 · SWAP AND CRITIQUE (10 MIN)

Another group walks through your rooms aloud and writes here.

Check	Yes / no, and a note
The new enemy appears alone, in a calm room, first	
Its tell can be seen and heard before it hurts you	
Each room changes one or two dials, not all of them	
There is a breather, and the finale is the peak	

One thing that works

One room where you'd die without knowing why, and the fix