

MegaBot 2nd boss level layout.

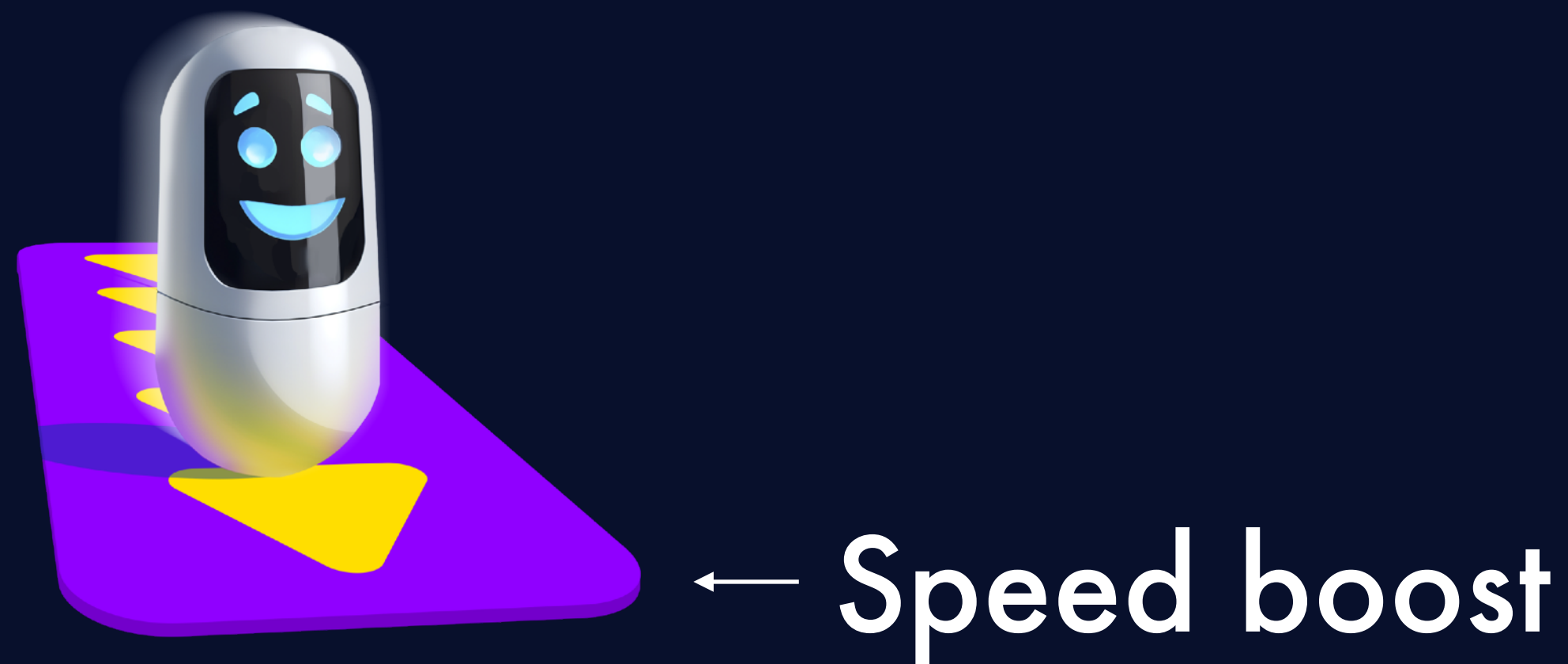
An example of a Boss level in Digi-Dodgy.

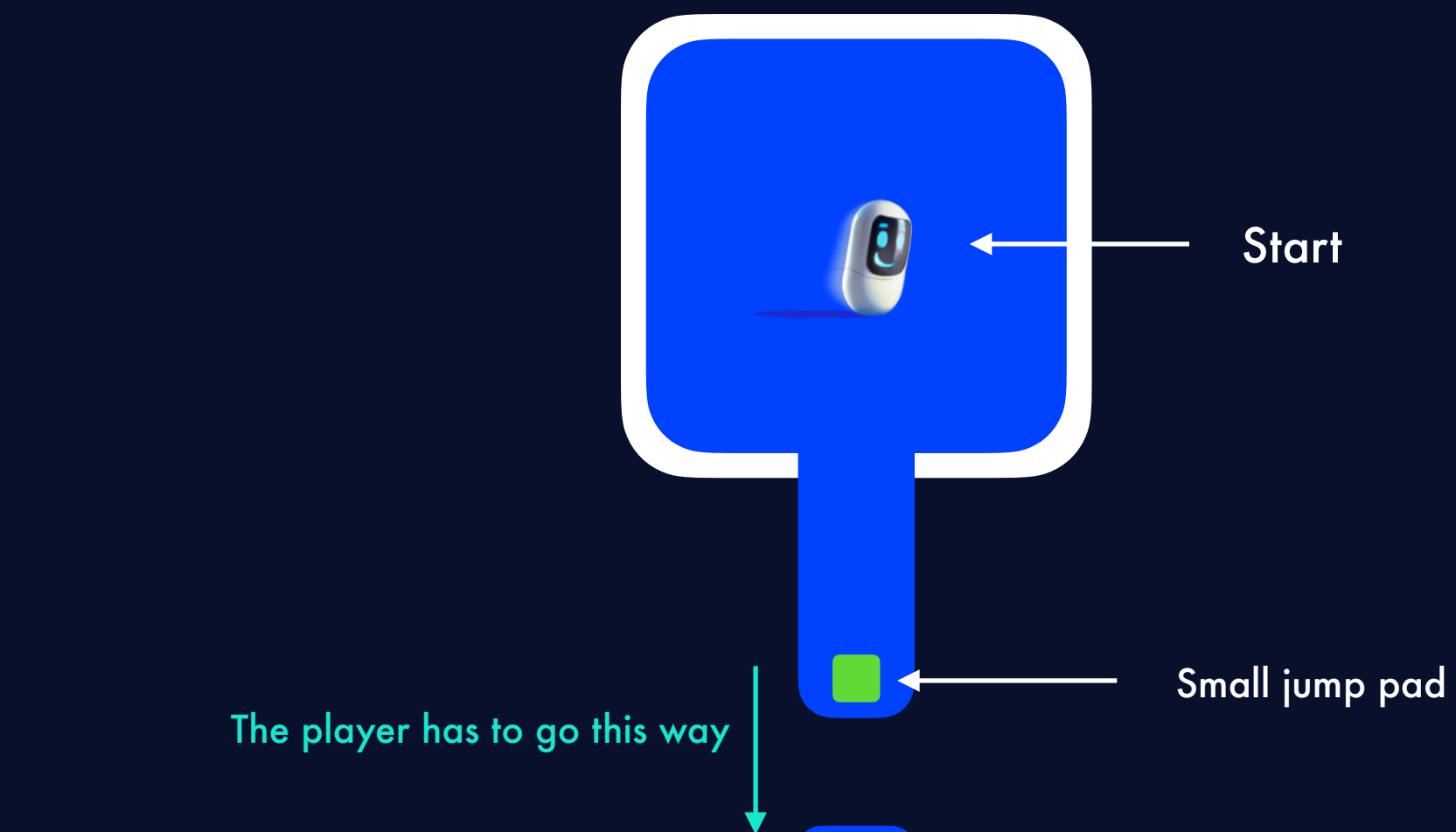


The MegaBot 2nd boss level takes place at the end of stage 2 after 99 levels. It will be the 100th level.

This Boss level adds the 'Speed boost' component & the corrupted 'SpeedyBot' enemies to the rest of the single-player journey. The colour purple is used to indicate speed in the video game.

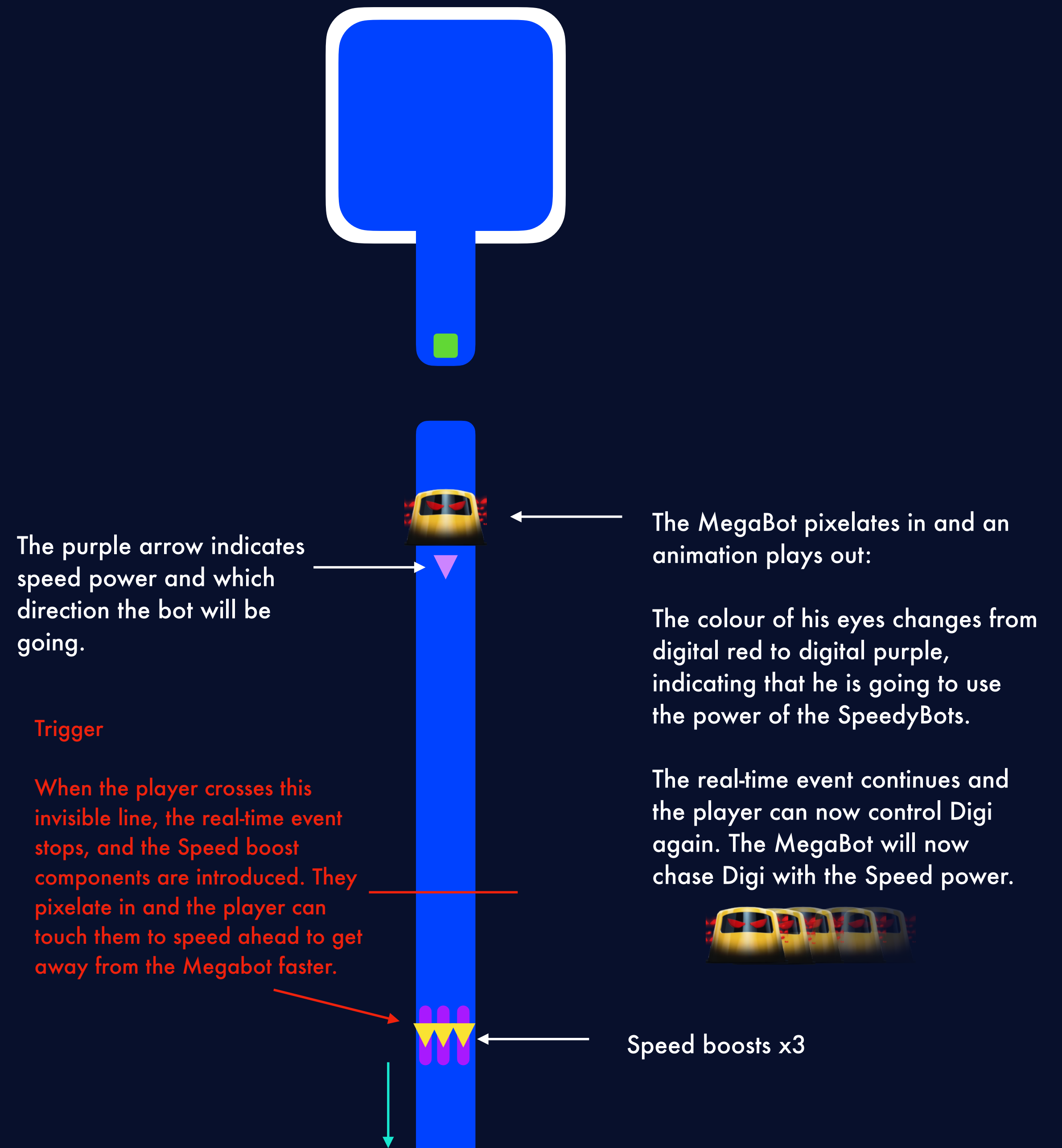
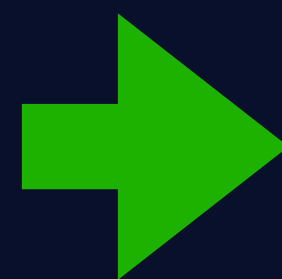
(Digital pixelation animation brings characters and environments into and out of existence throughout as it suits the digital theme of the video game.)





Trigger

When the player crosses this invisible line (box collider with a c# code), the real-time event of the game stops and pauses everything. the Megabot then pixelates in.



Trigger

When the player crosses this invisible line, the real-time event stops, and the Speed boost components are introduced. They pixelate in and the player can touch them to speed ahead to get away from the Megabot faster.

The MegaBot pixelates in and an animation plays out:

The colour of his eyes changes from digital red to digital purple, indicating that he is going to use the power of the SpeedyBots.

The real-time event continues and the player can now control Digi again. The MegaBot will now chase Digi with the Speed power.



Speed boosts x3

The speeding MegaBot continues to chase the player.

Yellow arrow indicates the direction of the speed boost.

Trigger
When the player crosses this invisible line, the MegaBot pixelates onto the platform.

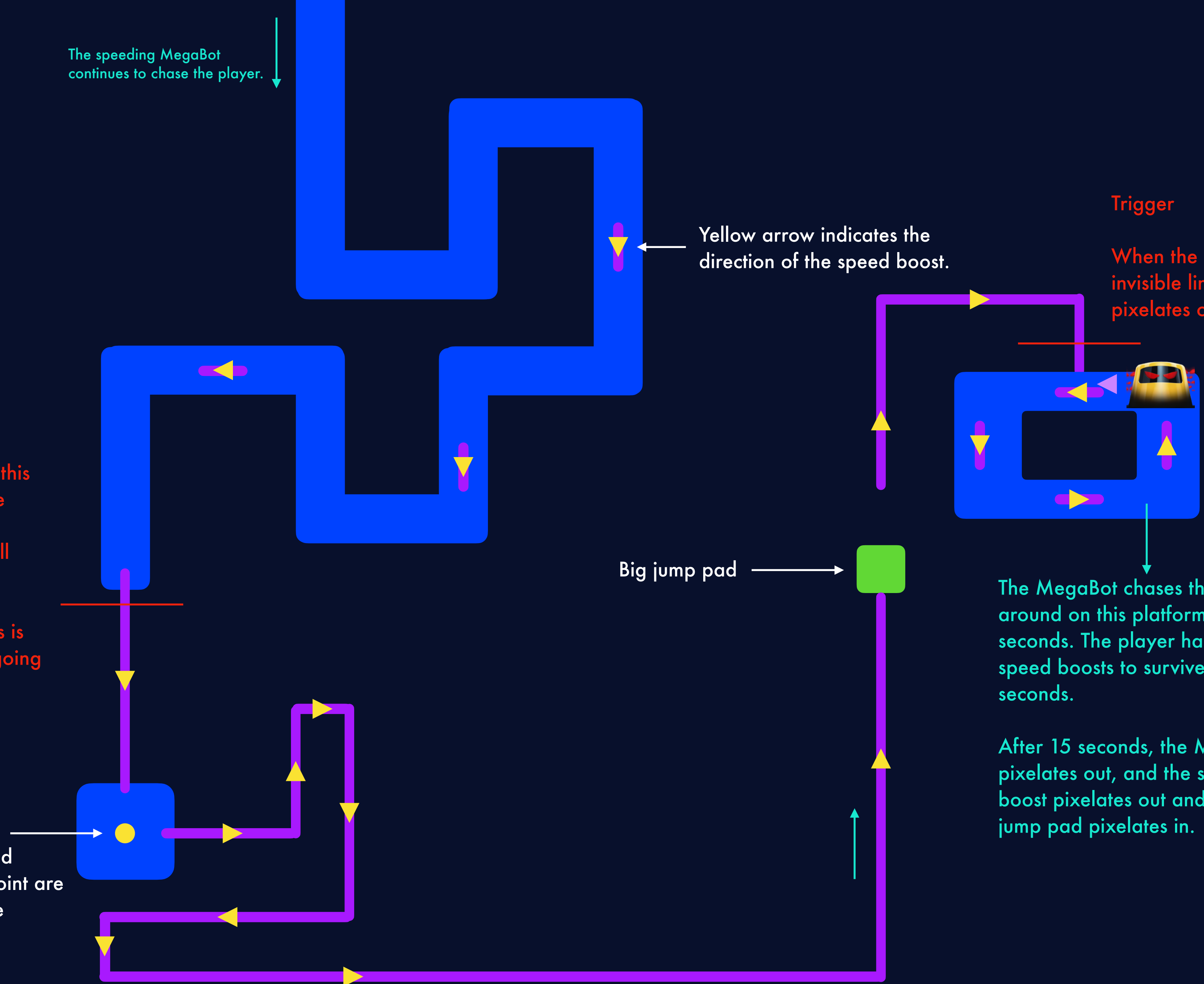
Trigger
When the player crosses this invisible line and is on the speed Boost. The chasing MegaBot behind them will pixelate out. The player cannot get off the speed boost and go back so this is good to stop them from going back. The player has to progress.

Checkpoint
If the player dies, all the animations and pixelations that come after this checkpoint are reset. So the player can go through the events ahead again.

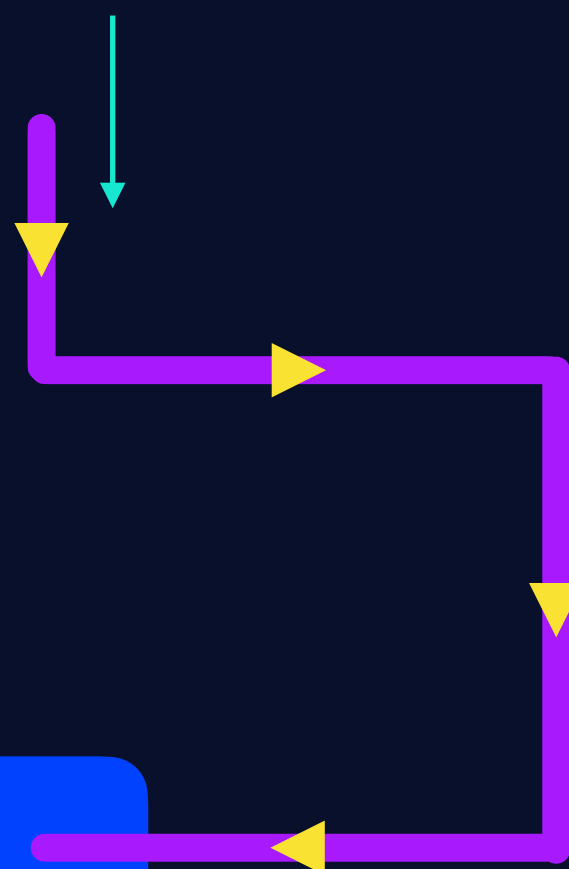
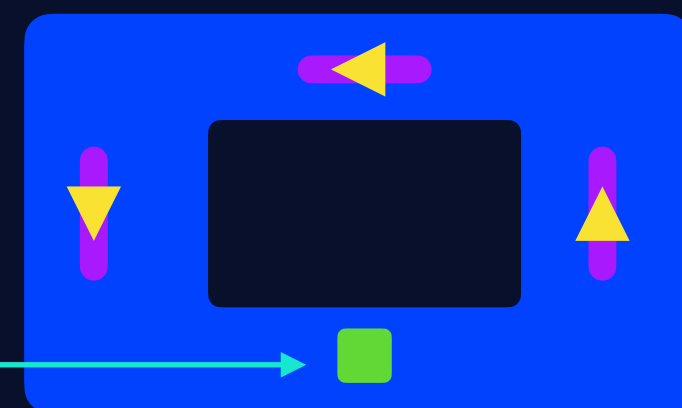
Big jump pad

The MegaBot chases the player around on this platform for 15 seconds. The player has to use the speed boosts to survive for those 15 seconds.

After 15 seconds, the MegaBot pixelates out, and the south speed boost pixelates out and a small jump pad pixelates in.

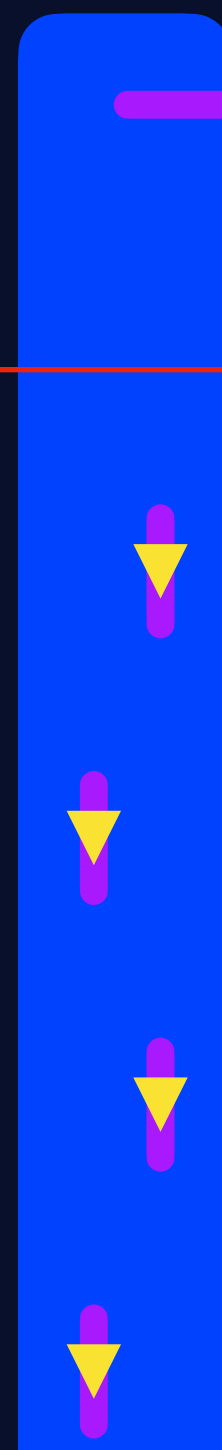


The small jump pad pixelates in and the player has to use it to jump to the next speed boost.

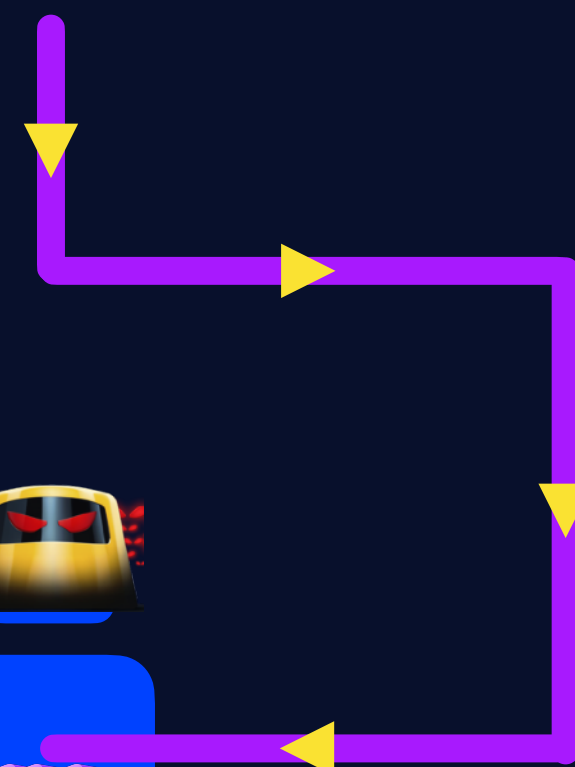


Trigger

When the player crosses this invisible line. The real-time event of the game pauses, and the Megabot appears.



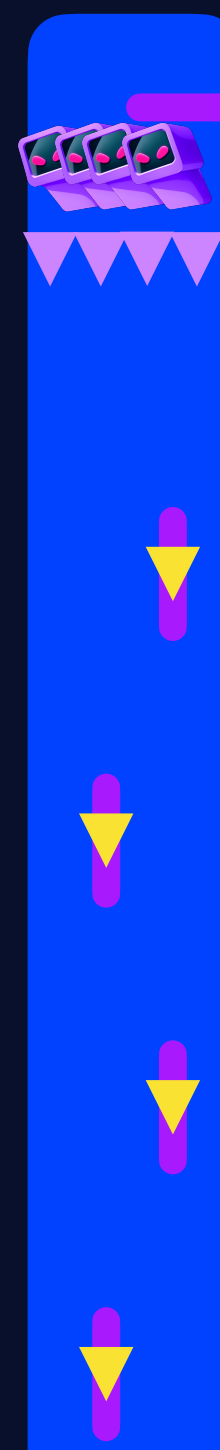
An animation plays where the Megabot projects and introduces the player to a new threat Bot. The corrupted SpeedyBots. The MegaBot then pixelates out.



4 SpeedyBots pixelate in and will chase the player.

The real-time event continues, and the player can control Digi again.

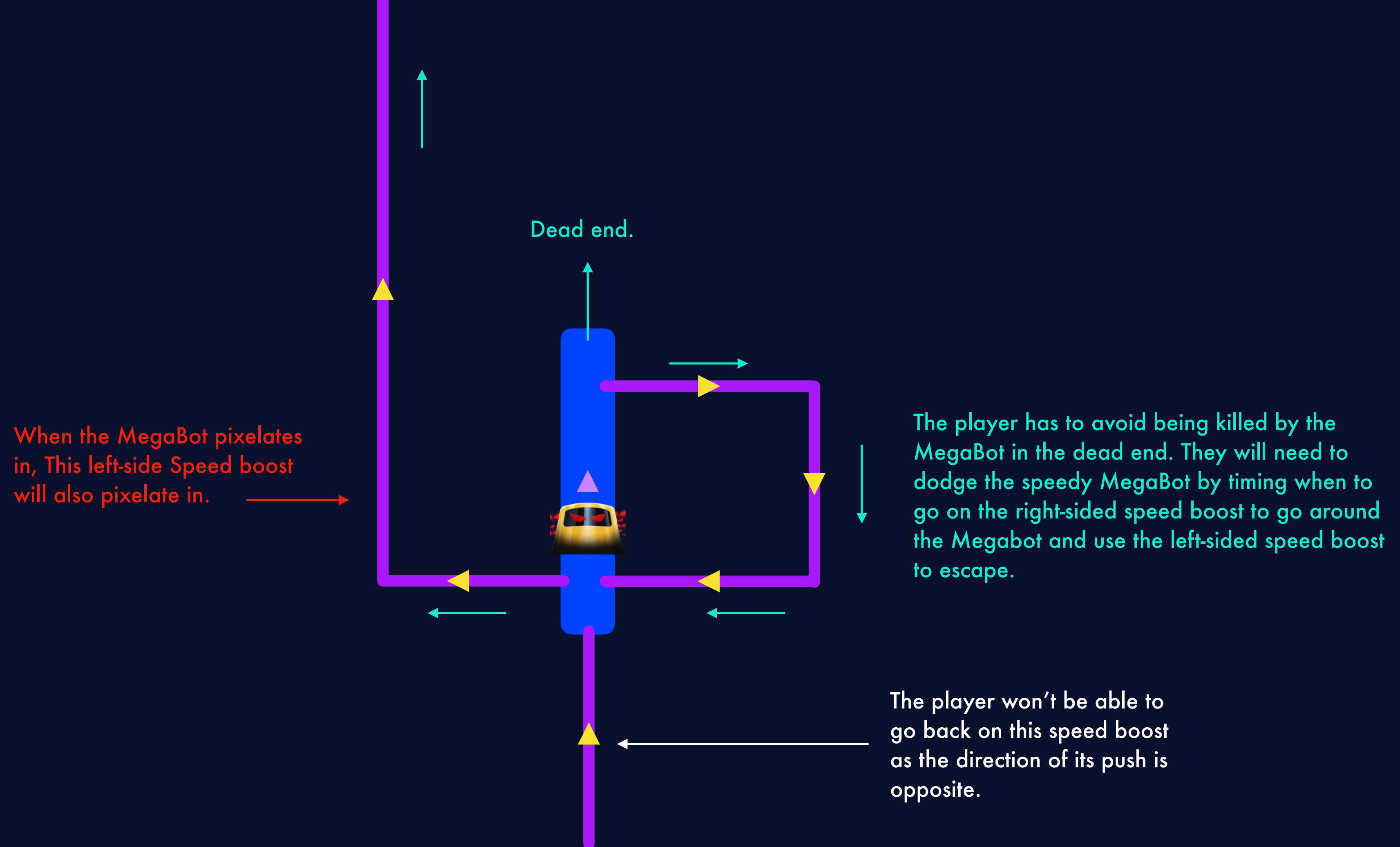
The Player will need to use these speed boosts to get away from the SpeedyBots.

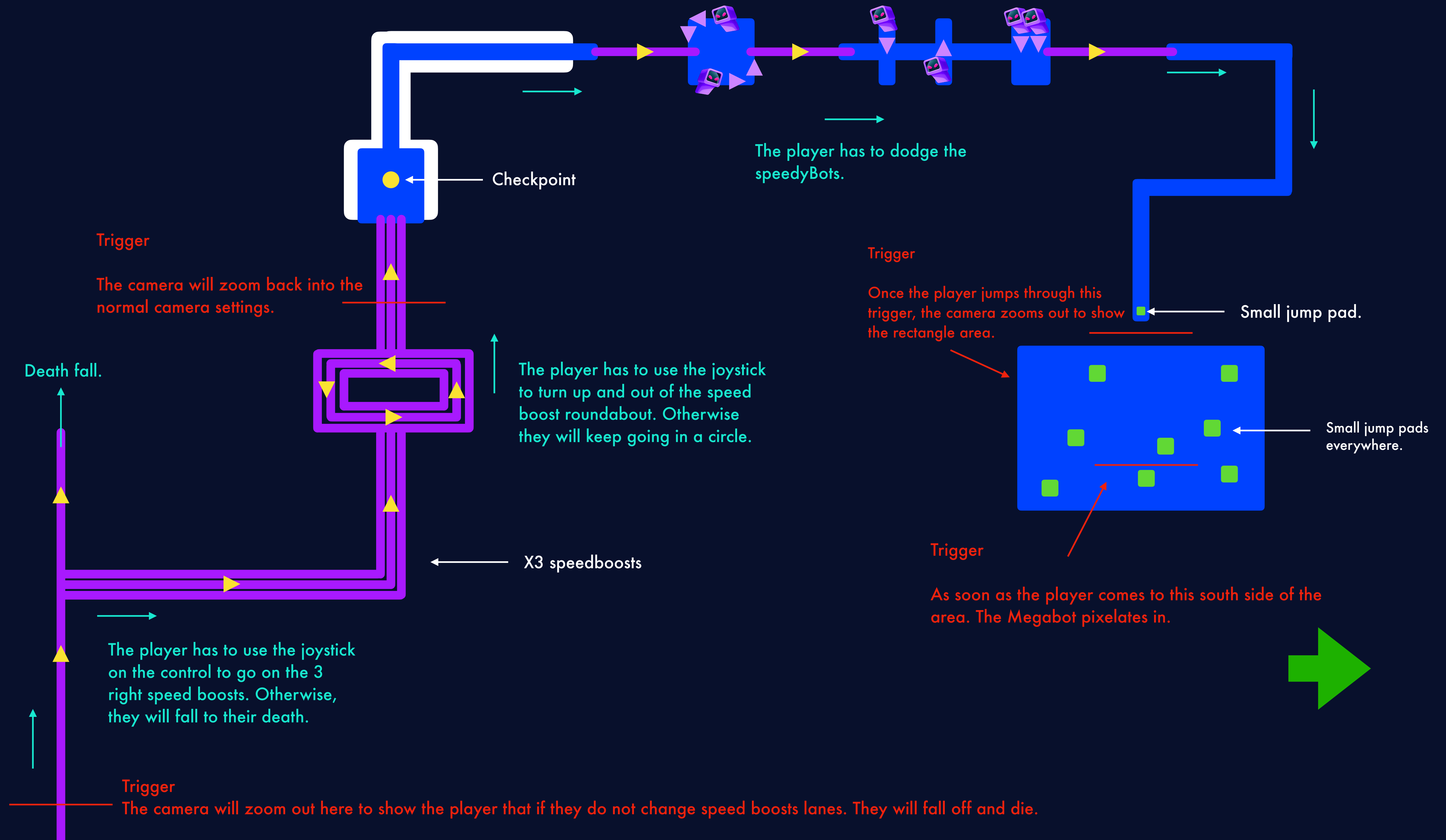


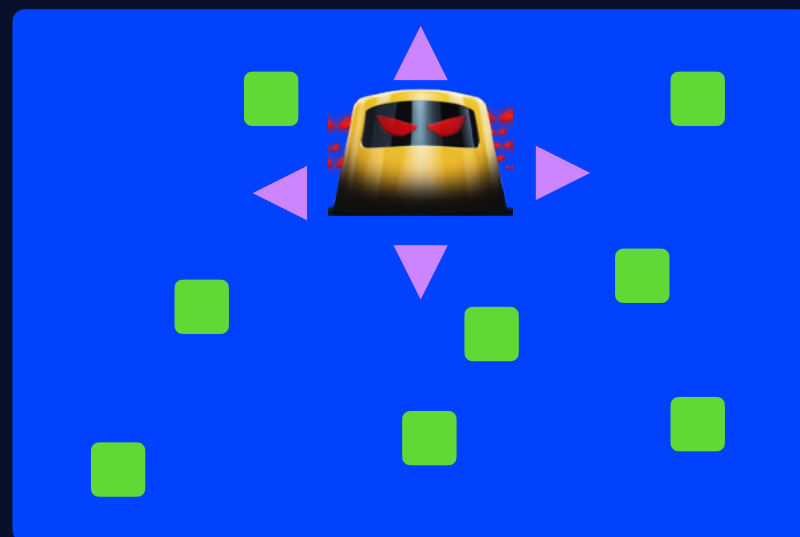


When the player crosses this invisible line. The MegaBot will appear behind the player.



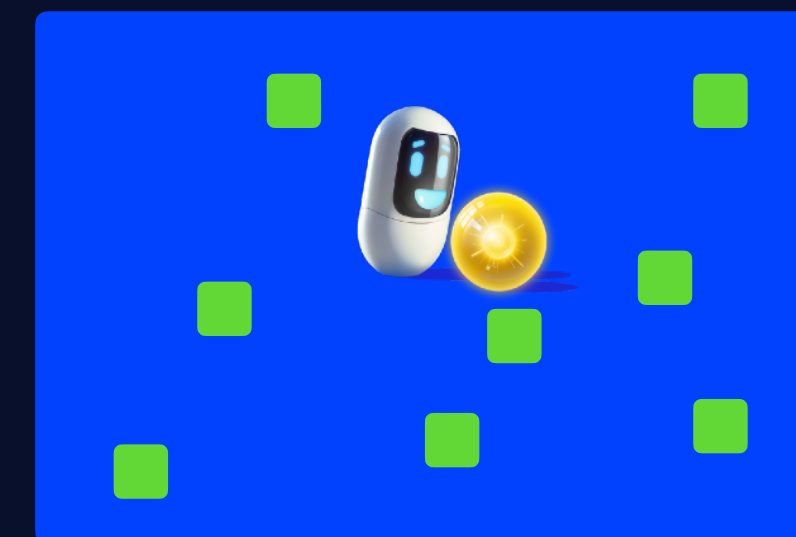
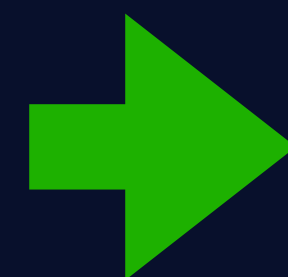






The MegaBot with the speed power will chase the Player around this area for 20 seconds. The player will have to use the small jump pads to keep jumping over the fast MegaBot to survive.

After 20 seconds. The MegaBot stops, and an animation plays where he shakes off the Speed boost power up and his eyes go back from digital purple to digital red. indicating that he is no longer using the speed boost power. He then growls with frustration as he is unable to kill the player and pixelates out.



A MegaOrb pixelates in, the background music stops, and The camera zooms back into the standard position following the player.

The player then has to collect the MegaOrb. Once collected, Digi's celebration animation will play on a loop as the continue button UI appears on the screen and the player can press continue to go back to the chapter select screen to advance to the next stage.

End of MegaBot boss level 2.