

# Level Design: Multiplayer FPS

Your Level Design Task is to design the Environment and Level Layout for a Multiplayer First-Person Shooter game.

- You will be making **the beginning touches of the Environment Design** by creating a mood board and doing some sketches to your best abilities.
- Using paper for your level layout, you will brainstorm **and design various level layouts for the given game constraints.**

**The game you are Designing for will feature:**

## **Game Type:**

- Capture the Flag
- Deathmatch
- Team Deathmatch

## **Mechanics:**

- Running
- Jumping
- Taking Cover
- Shooting – Grenade launcher
- Shooting – Shotgun
- Shooting – Assault rifle (Default)
- Jetpack

## **Pickups:**

- Health
- Guns
- Jetpack

## **Environment:**

- Various Spots for Cover
- Hazards

**Step 1: Decide on and note down your game's constraints.**

- Choose a Game Type.
- Decide on the types of guns in your level and their characteristics.
- Decide on pickups.

- Do you need to pick-up ammo and guns?
- Your level design will need to consider these things.
- What Hazards will be present in your level?
- What interactions can the player have with the environment?

## **Step 2: Create a theme and setting for your game level and its environment.**

- Think about the world or theme your game takes place in.
  - Is an alien planet?
  - Is it World War 2?
  - Is it a fantasy world?
- Think about the setting of your game level.
  - Is it set on a space station?
  - A chemical factory?
  - An elf village?
- Create a **mood board** with reference pictures found online to represent your environment and setting.

**Step 3:** Come up with a range of simple symbols or icons that you can draw to represent each of the items when designing your level. (e.g. a symbol for an ammo pickup, a symbol for a crate you can hide behind, a door, a spawn point etc.)

**Step 4:** Remember the Game Type you chose and **begin drawing out the Level Design** of your game. Remember to **include all key items** in your level and consider how many players the level is for.

- If you have chosen Capture the Flag, don't forget the flags!
- Spawn points, items, obstacles, pickups, the environment, include everything. o Annotate any special information.
- Do some concept sketches and/or describe unique qualities of your level.
- As with the previous lesson, you may want to brainstorm sections before putting it all together. It is up to you how you want to approach this.
- Show/Present your level to your peers and teacher, get feedback, and iterate on your designs.

## Examples of 3D Top Down Level Designs:

<http://wontwothree.net/blackops4-map-design/>







