Final Project Level Design Document

Overview

For my final project, I wanted to make a level that is like my favorite type of level, that being an urban sprawl kind of environment. Anytime a cyberpunk or gritty urban environment is shown in a game, movie, or show, I become absolutely enthralled. I think why I am interested in such an environment is because I think about how you take a city or an urban area that is either abandoned by the government in that media or is just not regulated and thus creates this urban yet inhospitable place where somehow people have found a way to live in it. The hardest part of this assignment was finding a consist schedule to build and work. The easiest part and the most fun part of the assignment was setting up all the background elements, which consisted of up placing down building and playing with perspective.

After the midterm, I had decided to add some platforming challenges between each building, along with that I decided to add some trigger volumes that both teleport that player when they fall off or turn on lights. I have also used particle system to add plumes of smog coming from vents and sparks that come from damaged lights. Next, what I consider to be big in term of adding to my level, is the post processing and environmental fog, which not only lights up my level but makes it pleasing to look. The biggest aspect I had added for my project is changing the third person view to first person, I feel like the third person character sort of breaks the immersion. Lastly, I had also added music, though it is more of an ambient drone, to add on to the dystopian mood.

World Narrative

This level takes place in a populated, yet government abandoned sector in the dystopian and somewhat futuristic Spiral City. Many years ago, the people fought a brutal civil war which left many parts of Spiral City uninhabitable or abandoned. Fast forward to the future, the sector, that the level is in, has buildings and utilities that haven’t been repaired, runs on minimal infrastructure, and is generally in a state of disrepair. Despite this, many people have decided to settle down in the destroyed mess of a concrete jungle that is this sector, as many of them don’t have access to safer living accommodations. In some respects, the inhabited of this sector prefer a place like this, as the upper-levels, though safer, restrict a lot of the freedoms of the sector, while the lower-levels are lawless and dangerous to even be in. The player traverses through the upper areas of the sector while the view of the sector is seen in the background, as well as the upper-level walls.

After the midterm, I decided to add further props and post process to make my level reflect the narrative better.

Current Situation

The player has finished their job and is going back home to their apartment but goes through a roundabout way because the apartment building’s elevator has been destroyed. The player starts off at the balcony of a building but works their way around a roof top, a landscape environment area, and finally to their apartment.

The current situation is the same as before, the player needs to follow the path and head towards their apartment. I decided to try to make it more obvious to the player by turning up the brightness of my level. I had felt like my level was to dark for players to see where they must go.

Environment

The overall environment of the level is a semi functional futuristic part of the city, that feel somewhat disconnected to the greater administrative control that resides higher in the city. The whole level takes place at night and because of the lack of infrastructure, many buildings lack lighting and are empty. While some buildings don’t have power, some buildings do and even have fully functioning billboards. When looking down, the player can see the area that the player is standing on is built atop of more skyscrapers, giving the feeling that the city is bottomless.

After the midterm, I decided to really overhaul the environment of my level, using a combination of props, particles, post processing, and atmospheric fog, to sell the idea that the player lives in a dystopian reality.

Indoor Areas

Many parts of the level are indoors, these include the starting building, the observatory part of the landscape environment area and the apartment complex.

Outdoor Areas

Many parts of the level are outdoor, these include the rooftops of the second building, the landscape part of the landscape environment area and the many connecting bridges that connect each building together.

Sketches and Proof of concept

Diagram, engineering drawing

Description automatically generated