Game Level Design

Treasure of AgonDray

LEVEL DESIGN DOCUMENT

Level Design Document (LLD) is a document that provides the plan for the level. This document should be included in the master Game Design Documentation (GDD) and is often written as part of the **GDD wiki pages**.

WRITING A LLD

The LLD should include the following information:

1. **Overview** – Briefly describe the level
   a. **Requirments** – What <u>**has to be included**</u> in this level {e.g. *Introduce and teach a new mechanic (item). Must take place off-world(not Earth). Needs to introduce and use a new enemy type throughout the level. Needs to meet up with a friendly NPC at the end of the level.*}
   b. **Features** – What unique elements do you <u>**want to include**</u> in this level {e.g. Lots of verticality, should create a sense of acrophobia (fear of heights). Alternative routes to specific locations}
   c. **Context**- What <u>**considerations do we need to make**</u> to the level, in terms of the placement of the level and progression of the narrative? {e.g. 7th level in the game that roughly takes place during the midpoint. There are already X and Y types of levels planned, how will your level be unique? How should the player feel in this level, apprehensive, hopeful, confused? }
2. **Level Units**
   a. What is the small unit of measurement
   b. What is the overall scale of the level
   c. What is the smallest modular pieces {e.g. 5m x 5m x 1.5 m wall panel, 10m x 10m x 1m floor panel}

3. **Player Consideration**
    a. **Scale** – what is their size in relation to the world. Does the character change dimension based on their position (i.e. standing, crouching, jumping)
    b. **Movement/Controls** – How will the player move in this level (e.g. will the player be able to jump? What is the max step height)
    c. **Items & Abilities** – what items and abilities will the player have in this level? {e.g. Will the player be shooting at range, will cover need to be provided? Will the player be able to swing off rooftops, will there need to be tall platforms for swing points}
    d. **Player Objectives** – What objectives must be met in this level, and what additional objectives are in this level?
        i.   Main Story objectives
        ii. Level or Sub objectives

4. **Other Characters**
    a. What characters (e.g. non-player characters, enemies, etc.)
    b. **Scale** – what is their size in relation to the world. Does the character change dimension based on their position (i.e. standing, crouching, jumping)

GAME DESIGN BRIEF

Title: Treasure of AgonDray

Genre: RPG

Platform: PC/Web

Target Audience: E for Everyone

Game Concept: A 3D, third-person action-adventure game, in which the player controls the unlikely hero as they explore the world, solves puzzles, and battles enemies in search of the stolen treasure.

Premise: The player takes on the role of an ordinary college student who, after preparing for a crucial exam all night, mysteriously wakes up in a quaint village. To their astonishment, the villagers mistake them for a chosen hero destined to seek the mystical Treasure of AgonDray Castle. Armed with a sword and devoid of any heroic skills, the player embarks on a comical and perilous action-adventure journey. Players will face the challenge of navigating through treacherous landscapes, solving whimsical puzzles, and confronting foes, all while coming to terms with their newfound destiny. The mysterious AgonDray Castle is rumored to harbor a forbidden treasure guarded by a formidable fire-breathing beast. Will the unlikely hero rise to the occasion and unravel the mystery behind their sudden heroic role, or is the village's faith misplaced?

Game Level Requirments:

- **Minimum of 4-5 levels**. A main menu and ending scene will also be included in the final game build.
  A minimum of 1 level should be an **outdoor environment**, developed using **terrain tools**.
- **Minimum of 1 interior** structure per level.
- **Heads Up Display (HUD)** that is consistent and employed throughout the game.
- **Consistency** in feel. Each level feels as if they are part of the same game world.
- **Good Flow**, levels have a logical progression and follow an s-curve challenge flow

Level Objectives:

Each level in the game should include the following player objectives:

- **Learn** at least one new element of the game. Such as how to use a new mechanic or item; or how to interact with a character or world objects.
- **Defeat** at least one unique enemy
- **Solve** at least one puzzle. Puzzles can vary by level but there should be a logical consistency.
- **Collect** at least one unique game resource that is required by the player to accomplish a goal or task.

Level Details:

- **Terrain levels** should include:
    - An open-world preception
    - Clear Pathways and Landmarks
    - Elevations and Slopes
    - **Natural boundaries**, that keep players from venturing too far (i.e. falling off the world). No invisible walls at the edge of the world.
    - Accessible areas that make use of the game mechanics
    - A **minimum of 1 interior structure** with **2 rooms**

- **Interior Levels** should include:
    - A **minimum of 15** rooms
    - Rooms are connected by hallways.
    - Entrances to rooms should be set up to have doors.
    - Two of the 15 rooms should be isolated from the rest, and include one of two bosses or puzzles to complete the level
    - Level should make use of repeating elements

Level Assets:

- Environment (Modular) assets:
    - Bridge
    - Walls
    - Turret
    - Holding Cells
    - Doors
- Prop assets:
    - Tables
    - Chairs
    - Chests
- Nature assets:
    - Trees
    - Foliage
    - Rocks

Game Controls: The standard 3rd person controller will be used in this game. By default, the standard Keyboard keys will be used to control the character. These should be explained to the player on your first level.

Game Flow and Mechanics: When the game starts the player will need to find their weapon to equip. The Player must move around the level battling enemies/puzzles to make their way to the final boss/treasure. The game is over when the player has defeated the bosses and won the treasure, or the player has lost all lives.