

# Level Design Document

# ALIEN CONQUEST

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Done by Lim Rui Xi Coleman (IM01)

S10256996C

## Concept

You (Player) have crash landed on an Alien Planet and has to retrieve screws and a Power Crystal to repair the ship's damaged components.

Along the way, the player encounters many hazardous elements that seek to harm him, such as aliens, lava and even a giant dragon! Can you navigate through the dark and foggy environment to fix your spaceship?

The Environment consists of 3 different terrains, which includes an open area where the spaceship crashed, lava and a foggy forest, bordered by high mountains. It is a forested Planet with similar terrain to Earth but inhabited by aliens.

Beginning:

The Player spawns inside a damaged spaceship with half health (50)

Ending:

The game ends when player either dies and have to restart to checkpoint, or player collects the Power Crystal and repairs their ship.

Goal:

There are 5 main stages of challenges to this world:

Stage 1:

Player tries to find a keycard to exit their spaceship

Stage 2:

Player tries to cross an open area filled with hostile aliens to the next stage

Stage 3:

Player tries to cross their way across a lava pit while avoid dying from falling in

Stage 4:

Player enters a dark and foggy forest and have to navigate their way out while avoid hostile aliens as well

Stage 5: Player enters a large castle and has to kill the dragon boss to get the Power Crystal.

## Potential Challenges:

Player is unable to escape the spaceship as they are unable to find the keycard

Fog and Darkness makes it hard to see in front

Limited Med Kits available meant that players must watch out for their health to avoid dying.

More ambush occurs as more aliens roam around the area deeper into the level.

Dragon Alien Deals a high percentage of damage towards player's health

## Reward:

Player collects bolts and screws

Player collects Power Crystal from boss drop

Player escapes the planet and wins the game

Way of Failure:

If player dies, they respawn back to the checkpoint or they can hit the escape key to return to main menu.

## Constraints

This is a short level, about 10 minutes long. Players would navigate through different scenes to try and finish the game.

I had designed a lot of cool futuristic models to be use for STLD game development and 3RT Sci-Fi Project, so I plan to showcase my spaceship interior and other sci-fi models. Furthermore, I took a very long time to tinker around with the terrain, so I want players to be able to think more about how to navigate through the terrain by implementing natural element such as fog and lava.

The Platform that I had envisioned during the development of the game caters towards PC users so as to utilize optimal graphics to run the game

As the game is mainly a scifi-game, it is fairly violent. However, as I did not implement any blood splatters, violent kill scenes or any death animations, I feel like if this game were to be released, it would garner

attention and be fairly popular among young teens such as people of age 12-14.

Sentence to summarize game:

The goal of this game is to find components to repair the spaceship, whilst avoiding death.

- Start scene shows spaceship interior, a good utilization of the models that I have made.
- Fight a boss in a castle at the end of the level.
- Collect loot from dead aliens and boss to fix spaceship.

Types of Enemy in this level:

1. Small but speedy skeletons, low health but deals damage in crowds
2. High Risk, High Reward Boss, High health and damage but slow in chasing.

3. Natural Terrain, complicates the path progress and forces players to think how to deter groups of enemy while avoid dying.

## Research

Here are some reference images for which I got my inspirations from:





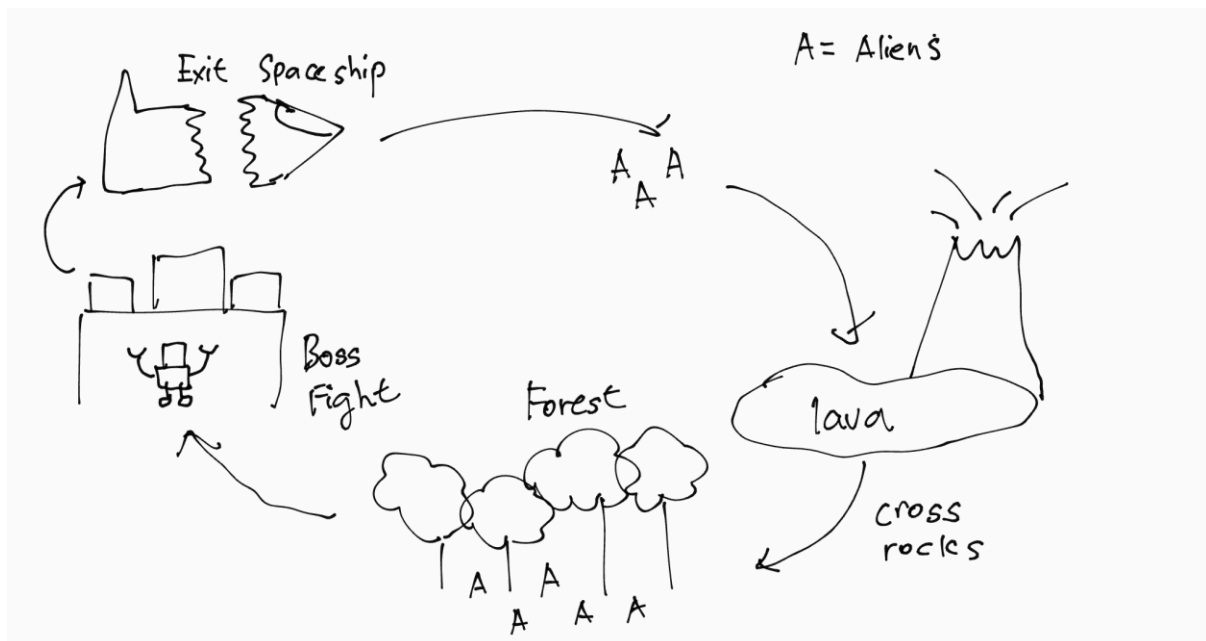


As can be seen, these pictures help me craft out my models and plan out my terrain.

## Design Rationale

As the main goal of the aesthetic of the game is to confuse and terrify players, whilst blending in Sci Fi elements, I utilized the terrain to create a spooky environment, which is dark and foreboding, in order to hide enemies with the fog system. For the Sci Fi portion, I added bright colours to stimulate the calmness of being in such a high tech transportation, and having the Sci Fi portion of the environment at the start keeps up the suspense as players do not expect the dark environment that came later. Lastly, the use of limited lighting helps to increase fear within players.

## Diagram of Game Level Sequence



By making the game level be an open map, player can explore their surroundings and discover new areas or collectibles.

Having a natural terrain meant that i can set up more ambush traps to make the game more suspenseful for players