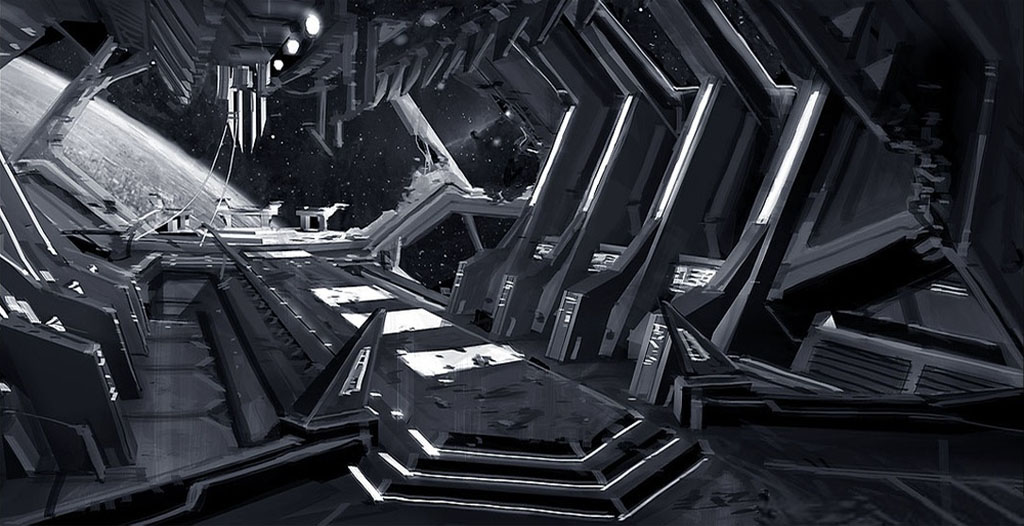
**Game Level Design Project Proposal**

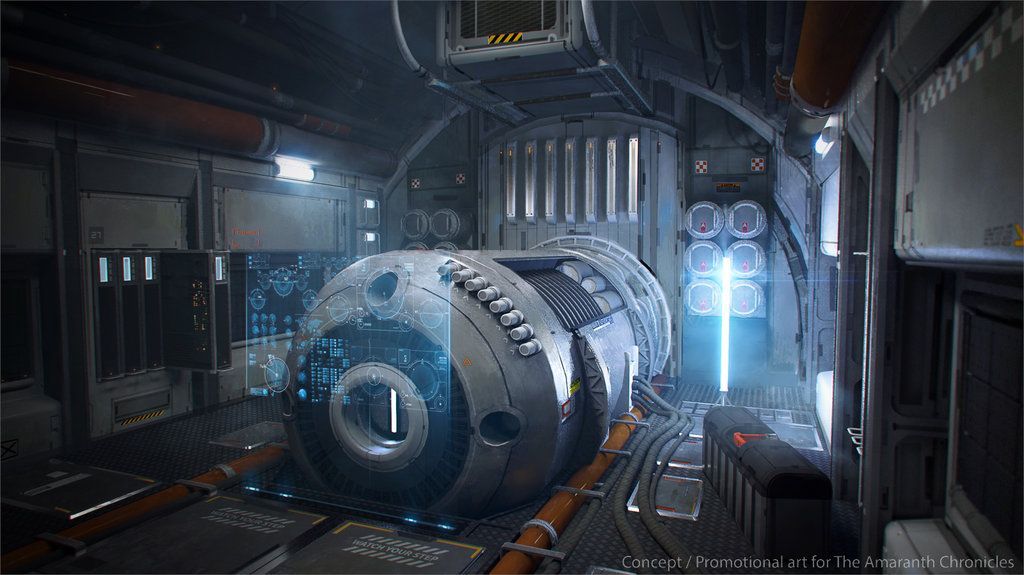
Direlect Spaceship Interior



Spaceship will consist of multiple rooms connected by a hallway: A Bridge, an engine room, a medical bay, a barracks, a reactor room, and a storage room.



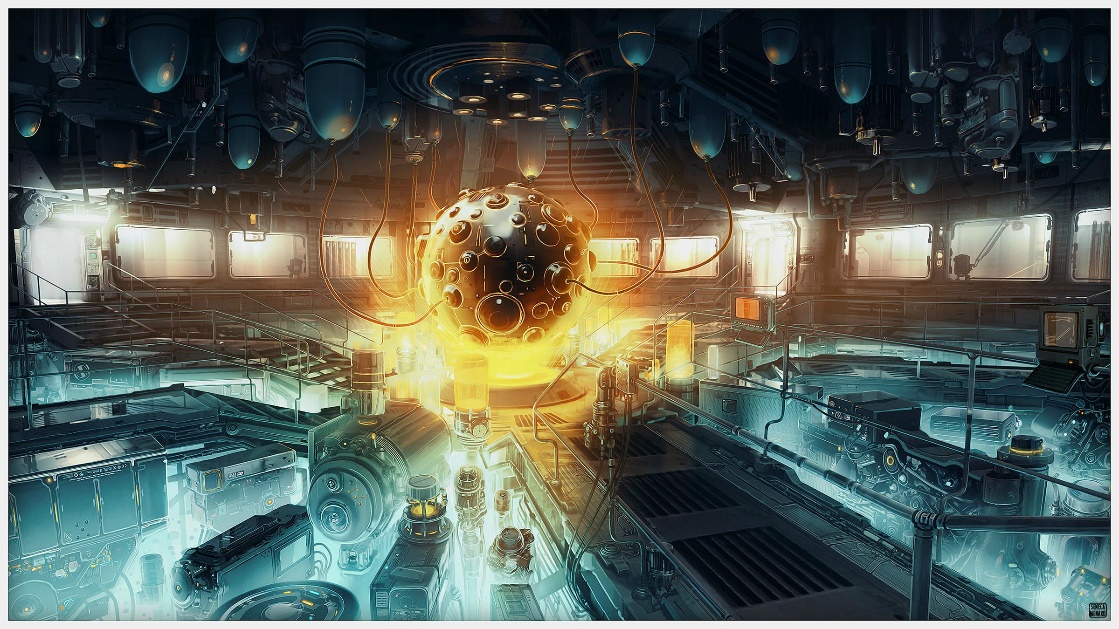
ruined bridge to get an idea of how it will look, the pretty bridge is more in line with the layout I want



Engine room



Medical Bay



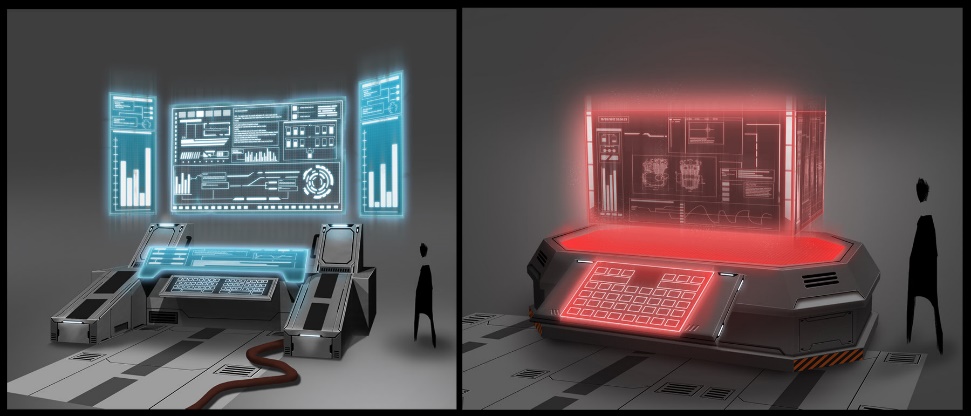
Reactor Room

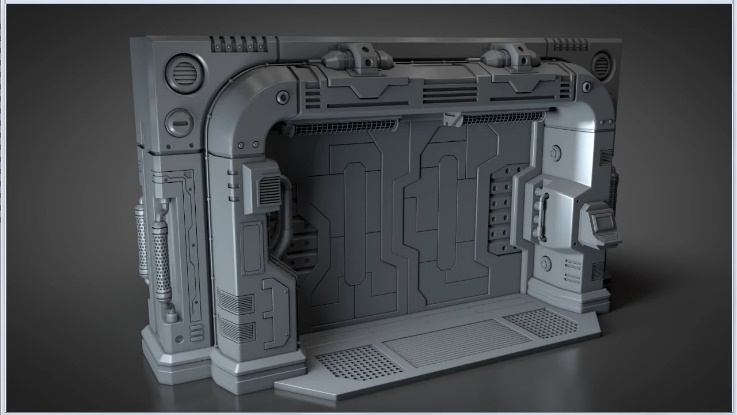


Storage Room

**Individual assets**

Many of these assets should be able to be done with Houdini, the ones I’m thinking of doing with Houdini will have [H] by them.

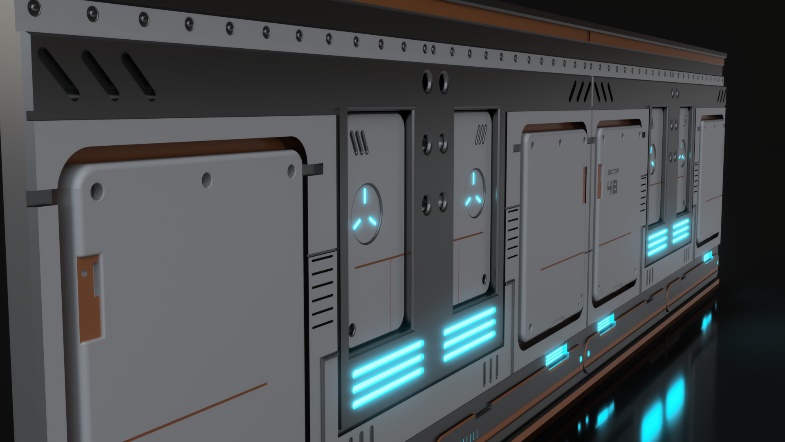
Command Chair [H] Computer Console [H]

 Misc. Small Containers [H] Door

 Misc. Medical Gear

 Misc. Tools

 Pallet Jack

 Wall Panels and decorations

 Pipes [H]

 Power Core

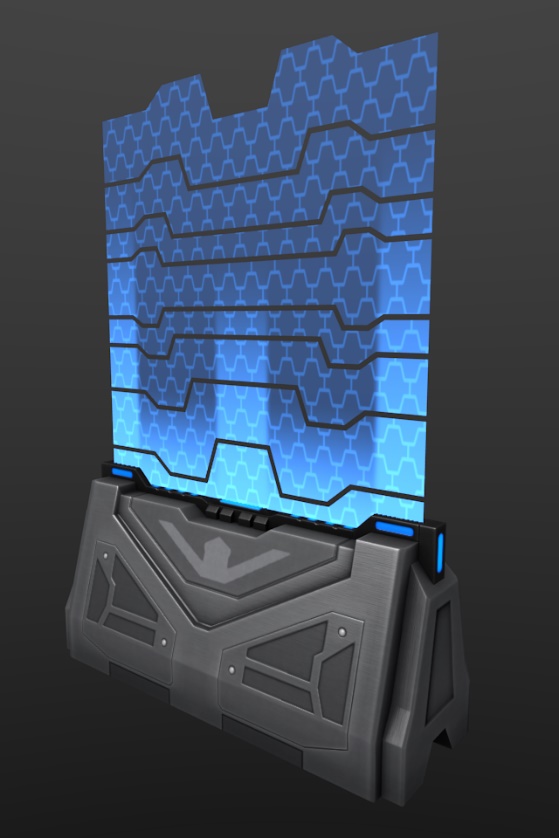
 Medical Cryo Tube

 Wires [H]

 Broken weaponry

 Busted security turrets

 Ditto

 Shield barriers [H]