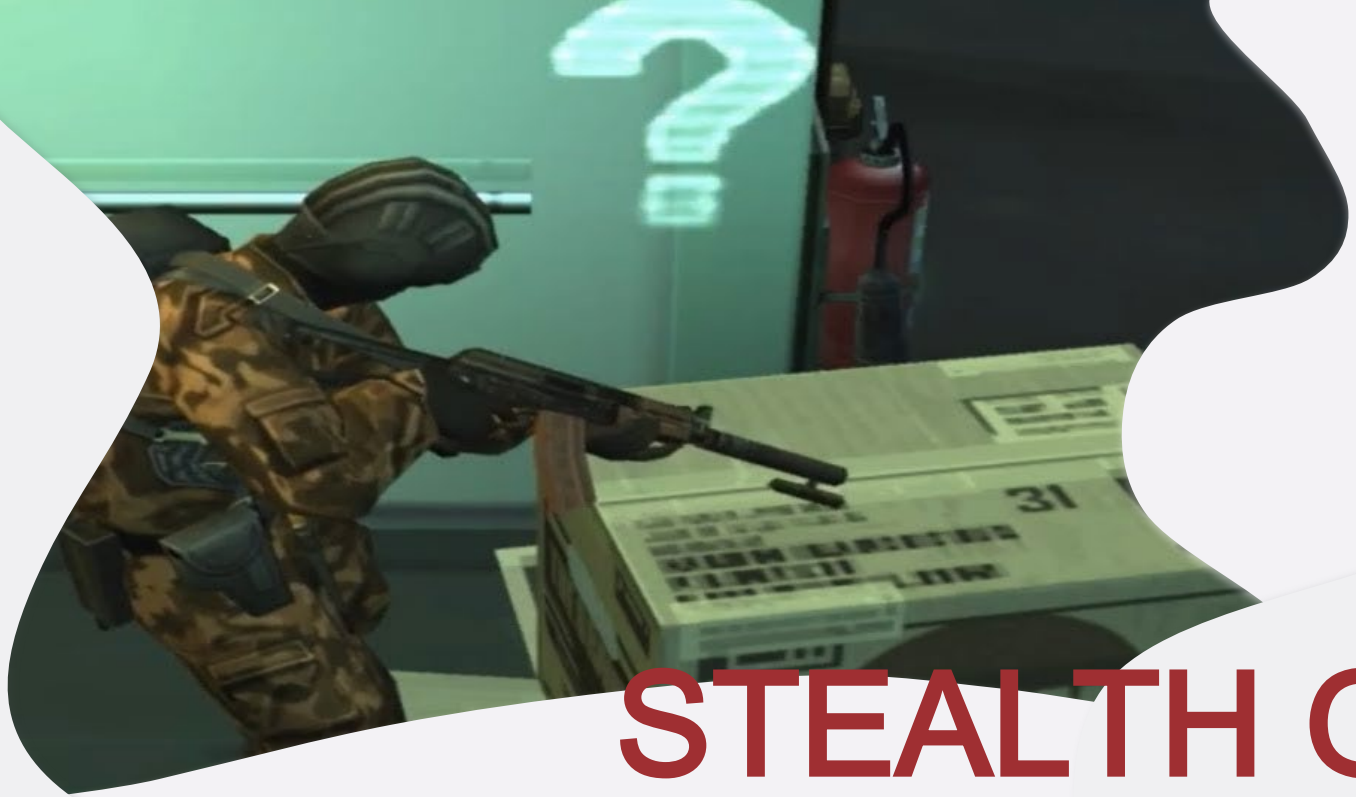


STEALTH GAME LEVEL DESIGN

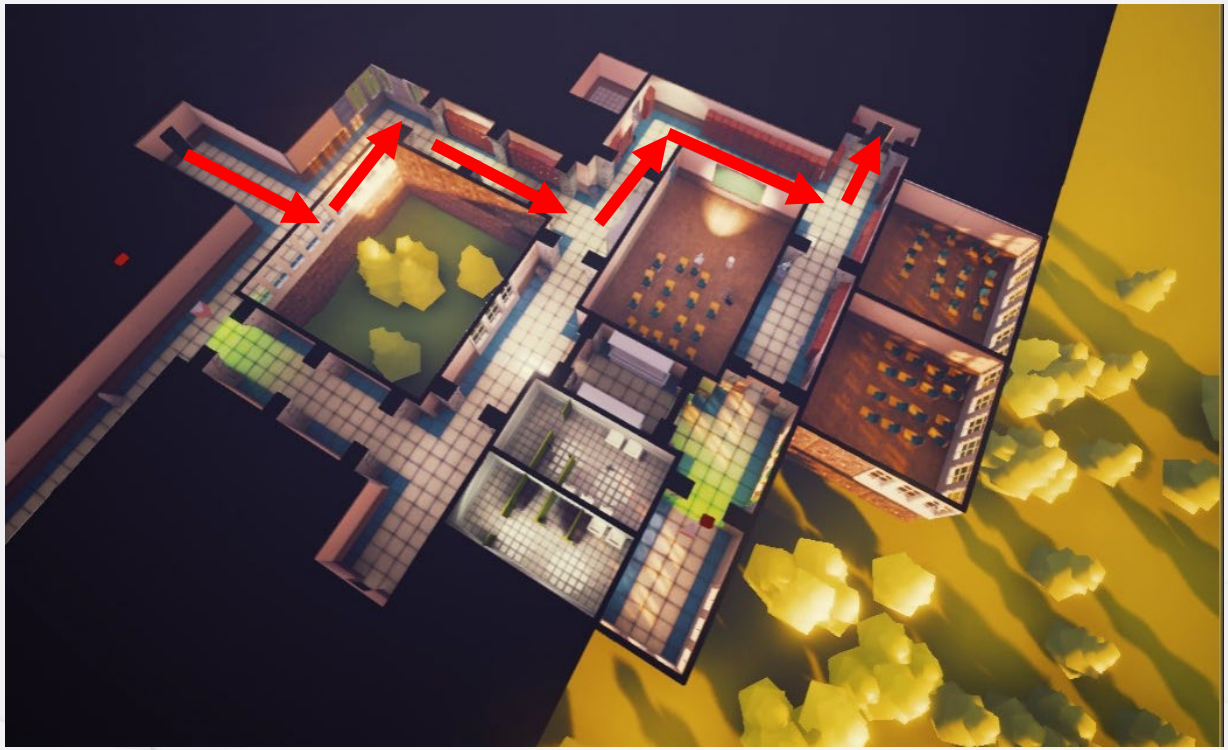
DX1217 3D Level Design

WHAT IS STEALTH GAMEPLAY?

And how to design a stealth game level?

Action Puzzle Game

Going from **Pt A** to **Pt B** while **avoiding detection**



PLAN

EXECUTE

Stealth Level Design

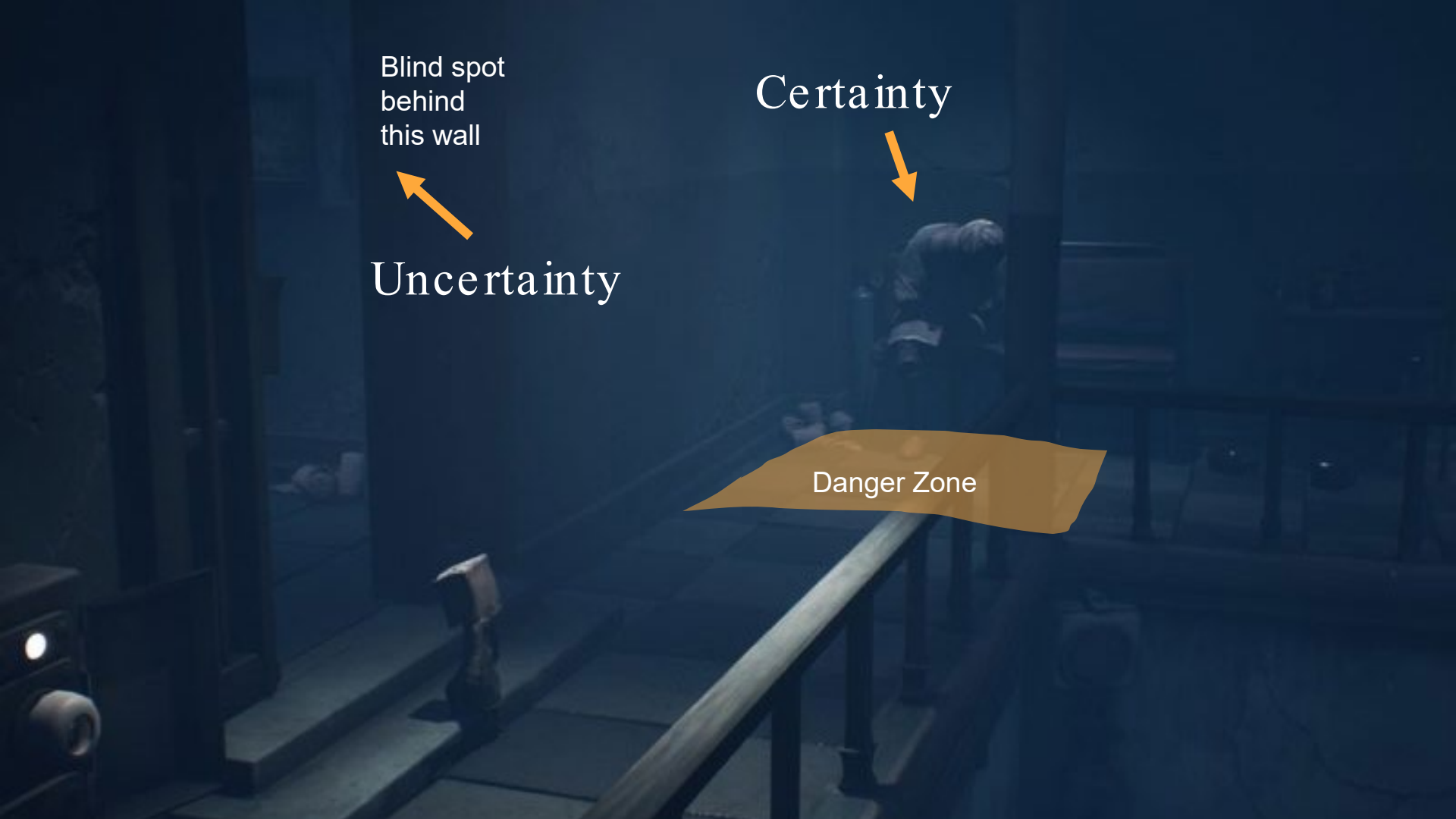
Is achieved by providing **information** to the player that allow them to **plan** their route of advance and **execute** it while avoiding detection.

Information

Since stealth gameplay is **non-combative**, it is therefore primary focus on the strategic gameplay based on **information**.

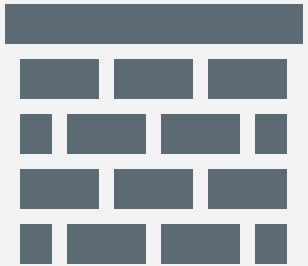
There are **two** type of information that you can have in your stealth level design:

- **Certainty**
- **Uncertainty**


Blind spot
behind
this wall
Uncertainty
Certainty
Danger Zone

Certainty
Regular patrol routes
Might have guards
in the room
Uncertainty

STEALTH 101

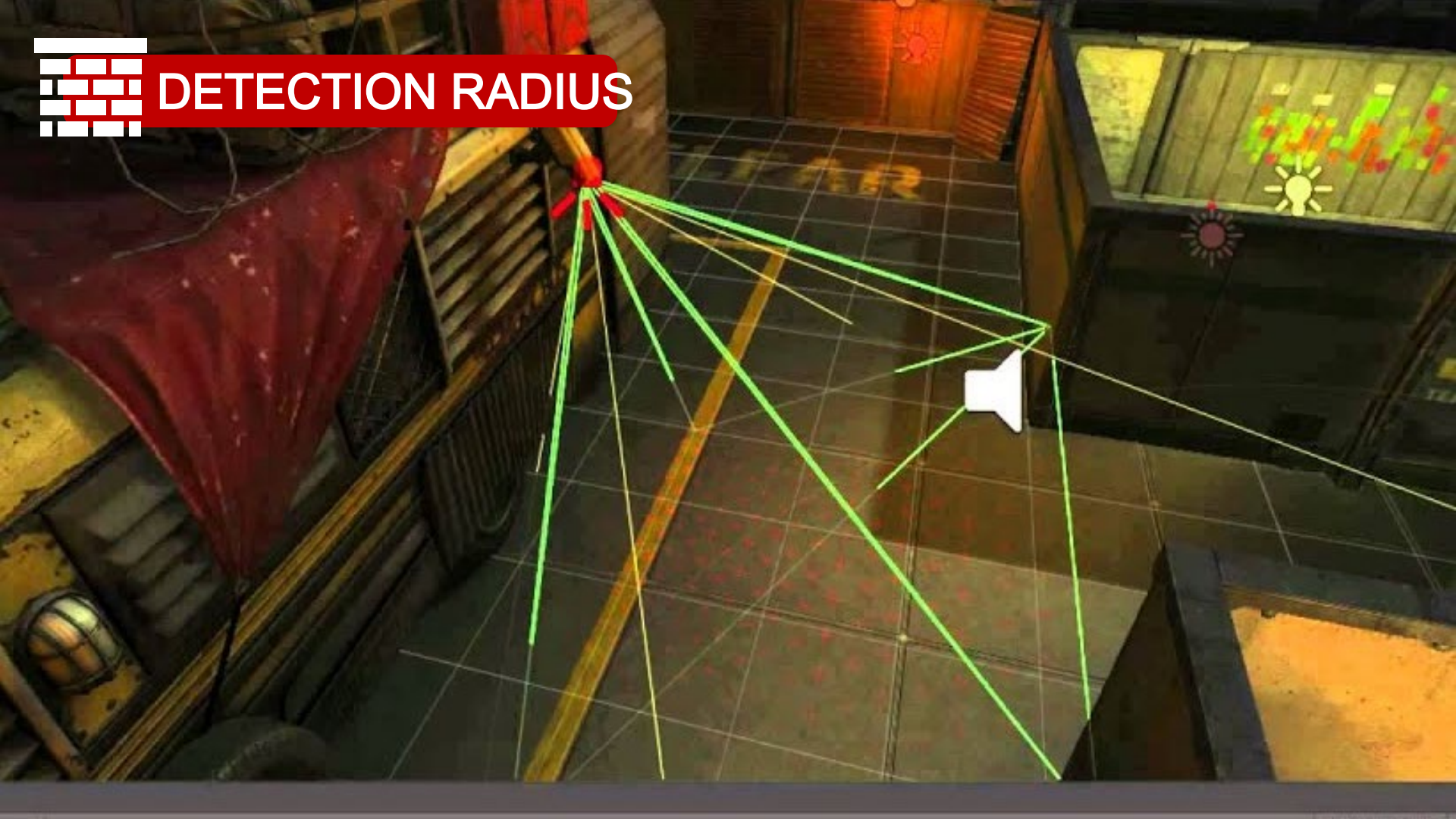


VS

OBSTACLES

BOOSTERS

DETECTION RADIUS



DEADEND PATHWAY

Score
1,900
Health
Time
95
NOISE DETECTION

side activities
Gang headquarters
rescue the British soldiers
locate and kill the gang leader
cut down the gang flag
14 m
shoot Y
SCOUTING LOCATION

COVER LOCATION
1 0

HIDING LOCATION
SE
S
SW
105
120
150
165
195
210
240
0:55
8
0
73
99
30
8 25
100 | 100
100 | 100
33
64
13
1
10
F1
F2
F3
F4
F5
1
2
3
4
5
6

TENSION

Put the player into a state of tension, without breaking them

10/20 PWR
399 CR
ACCESS INCOGNITA
TACTICAL VIEW
TURN 20 / DAY 04 / EXPERT PLUS / OMNI Mainframe
SECURITY LEVEL
6
11 AP
14 AP
KO
11 AP
11 AP
14 AP
14 AP
INTERNATIONALE
AUGMENTS
INVENTORY
ACTIONS
TOO MUCH TENSION?
OBJECTIVES
Access the Corporate Mainframe
Bring Monst3r to the final security console
END TURN

10/20 PWR
399 CR
ACCESS INCOGNITA
TACTICAL VIEW
TURN 20 / DAY 04 / EXPERT PLUS / OMNI Mainframe
SECURITY LEVEL
6
11 AP
14 AP
KO
11 AP
11 AP
14 AP
14 AP
INTERNATIONALE
AUGMENTS
INVENTORY
ACTIONS
NOT IF THIS IS THE FINAL LEVEL
END TURN