Balanced First Person Shooter Level-Generator

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# Overview

Having played various First-Person Shooters (FPS), since my early teenage years, as well as having seen the competitive play of more recent FPS titles (such as Counter Strike: Global Offensive (CS:GO)), it has become apparent to me, that there are certain FPS tiles, which have levels, that have not completely (or on rare occasions, at all), considered balanced level design. That is in a nutshell, levels that would not favour one side or the other, on an overall basis (with advantages and disadvantages for each team, given where they start in a level, that the Players must overcome).

For context on this issue, there are various groups of Players who feel as though certain levels of certain FPS titles, favour one side far more greatly than the other. This leads to Players having feelings of unfairness, in relation to how they are at a disadvantage from the start of a game (irrespective of Player skill-level). This is in respects to the paths Players can take through the level, along with where they would have to look to find enemies at certain points in a path, or from exits from a path, as well as entrances to other paths. (LevelCapGaming, 2014)

The scope of the project, will be broken down into three main phases (with two bonus phases):

* Greybox Phase: In this phase, the initial framework for the level generator will be implemented, so that it can produce the geometry for the level (such as the walls, entry and exit points, as well as obstacles to provide cover)
* Collision Bounds Phase: After the geometry for the level has been generated, one could import this level, as a mesh into a game project. The problem with that is, the project handling system (e.g. a game-engine), would consider the level asset as one asset, applying a collision box or sphere, that envelops the whole level. For this phase then, the Level-Generator would have to create collision bounds for each piece of geometry it has generated in the first phase (for walls, obstacles, doorways and other entry/exit points to name a few)
* Texture Phase: After a level with suitable geometry and collision bounds has been generated, comes that of applying appropriate textures to the geometry, as per the setting of the game’s level (such as clinical, office related textures, for the corridors/cubicles and walls, of an office building)
* Bonus Phase One: Prop Phase: This is a bonus phase (a stretch goal), as it is not critical to the purpose of the project and will only receive implementation, if there is suitable time for such, after completing the first three phases of the project. In this phase, props (either dynamic or static) will be added to the level accordingly (such as chairs, desks, stationary equipment, water-coolers, given an office setting). These can either be destroyed, moved or broken through, to remove them as additional obstacles in the level.
* Bonus Phase Two: Lighting Phase: This is a bonus phase (a stretch goal), as it is not critical to the purpose of the project and will only receive implementation, if there is suitable time for such, after completing the first three phases of the project. If this phase is not undertaken in the project’s development timeline, an ambient (global) light source, will be applied evenly to the whole level, but if this phase is undertaken, then appropriate lighting for each section of the level, will be generated by the Level-Generator (coming from ceiling lights, lamps, torches, external sources (such as from windows), as well as from certain other props in the level (such as a mobile-light source, provided to one or both of the teams)

Considering this, the overall aim of the project will be that of generating a level, for an FPS, that has an interior basis (such as a cave or an office building), with one main degree of level gradient (as this level will take place on one level of a building, with minor ascent possible via obstacles that the Player can get on top of, if accommodated for in the level). In addition, the generator will produce a ‘balanced’ level, that takes account of various properties for a balanced level, such as movement paths through the level (to objectives or otherwise), choke-points in the level, as well as where Players will want to check for enemies, given the route they have taken through the level.

# References

1. LevelCapGaming, 2014. *FPS Level Design – LevelCap Bashes BF4 Map Design* [viewed 02/12/2017]. Available from: <https://www.youtube.com/watch?v=FN7iLKUR8eY>