

# LEVELS DEVELOPED

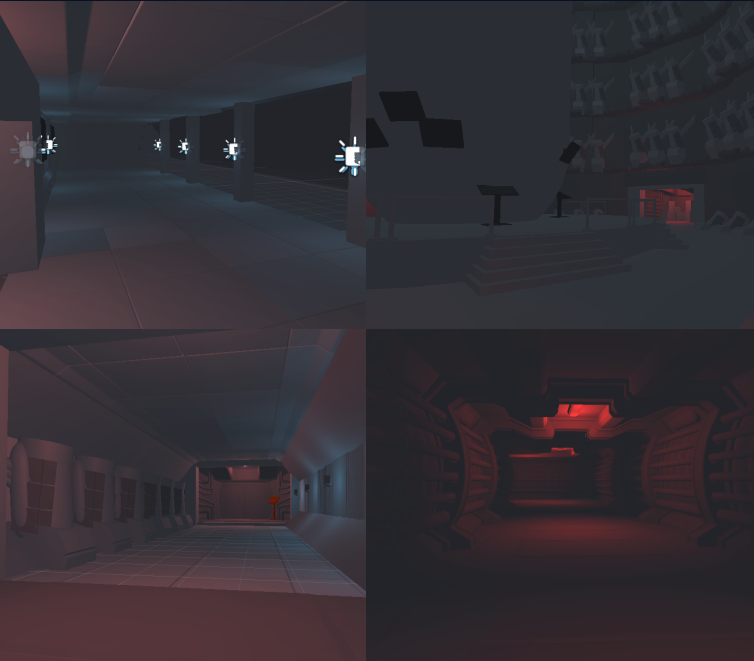
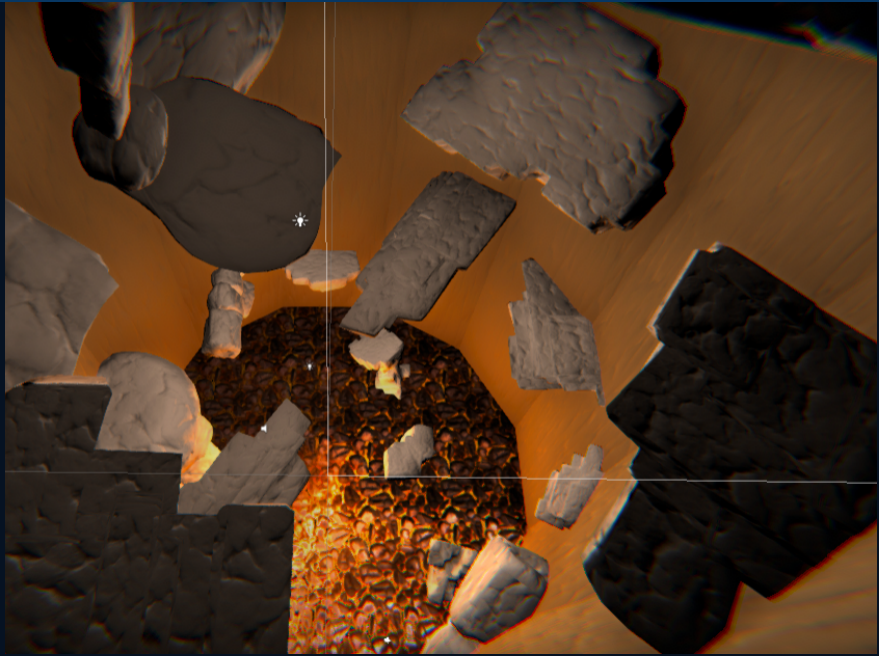
## THE TRIALS OF POMPEII

### One Hurdle, Then a Sprint

- Built to give a quick rush-through followed by a challenging jump/maneuver
- Encourages the player to maintain a fast pace

### Short Paced, Fast-Acting

- Levels can be completed in between 20-40 seconds by experienced players
- Failure doesn't result in overwhelming frustration.



## THE TENEBRIS (GREYBOX)

### Claustrophobia & Darkness

- Sources of light are contrasted heavily by darkness, rarely allowing the player to see beyond the room they are in
- Used to stoke fear & make rooms feel labyrinthian

### The Central Hallway: A Safezone

- In the center of the ship, there are hallways that are much better lit, where enemies are rare & Rooms more open
- Player's 'safe zone' used as a break to the tension & outside dangers

## TABLETOP LEVELS

### Mythos Map Making

- *Making a world feel lived in*
- Track a spaces 'use' by 3-5 people, how do they use it? Incorporate hints of that usage into the design

### Warhammer 40k Battle Maps

- *Verticality & the 3rd Dimension*
- Add path making strategy as a core gameplay element

### DnD Board Set-Up

- *Density in Design*
- Areas with interactables > big levels

