Level Design

Game Scenario

The players have all been entered into a deathmatch for the honor of providing the human sacrafice of the beating heart to the sun god.

Asset List

* Architecture
  + Walls (made from the colourful and easy to cut tezontle as the base of constructions, additionaly using rubble and limestone). Pine/oak wod for beams/doors. Symbols carved into stones. Inside decorated with paint and statures
  + Symbols – Eagle(represented the sun and of warriors). Serpents(represented water or fire). Conch shell(fertility). Frogs/sea creatures(tlaloc symbols).
  + Staircases face west towards the sun and compromise of 13 steps. At the end of the stairs were dragon figures (stone serpent heads). Also an eagle.
  + Top of temple is flat.
* Props
  + Statues
  + Furniture
  + Light fittings
  + Alter

Floor Plans

Design And GamePlay

* Rewarding to go though, to create challenge and interest for the player
* Using sight lines to direct players attention to something(door, weapon, power-up), or to add strategy to gameplay
* Symbolic arcitecture – e.g. monumental architecture focused on links between pharohs and gods (Totten)
* Break up big rooms for cover mechanics/gameplay strategy/comebacks for a loosing player.
* Avoid long straight sections for the same reason
* Have secret hiding spots (e.g. high points, hidden holes in walls) so encourage diversity in strategy and give players “breathing room” in a particularly challenging match.
* All objects serve a purpose, for example beams as walkways. All decoration should be functional, and serve to create immersion and improve the atmospheres.
* Dynamic Z-Axis, so players can engage in map-play instead of just core gameplay (players can “cheat” and get up onto the frieze on the wall).
* The player must be able to continuously move, stopping will cause frustration as it increases the likelihood that another player will catch up and kill them.
* High-worth pick ups are placed in places that will be difficult to exit/get to in order to add challenge in order to attain them, and therefore the reward for attaining them will be greater.