**Level Design Document for:**

**Zombie Platformer**

All work Copyright ©2021

Written by James Webster

Table of Contents

1.0 Revision History 4

2.0 level Design Overview 4

2.1 Level Design concept 4

2.2 Gameplay Mechanics 4

2.3 Camera 4

3.0 Theme and Characters 4

3.1 Characters 4

3.2 Theme 4

4.0 Level Information 5

4.1 Level Location 5

4.2 Level Setting 5

4.3 Level Layout/Architecture 5

5.0 Level Design 5

5.1 Main Objectives 5

5.2 Optional Objectives 5

5.3 WOW Moments 5

5.4 Level Progression 5

5.5 Player Experience 5

6.0 Art Style and Aesthetics 6

6.1 References 6

6.2 Lighting 6

6.3 SFX/Music 6

6.4 Particle FX 7

7.0 Level Asset List 7

8.0 Delivery Milestones 7

# 1.0 Revision History

<As you revise the document, list what was changed and when it was changed>

|  |  |
| --- | --- |
| Version | Description |
| 1.0 | Initial Template |
| 1.1 | Updated Asset List |

# 2.0 Level Design Overview

## 2.1 Level Design concept

The player is placed on a primarily flat area floating in the sky. Zombies spawn in regular intervals across the map, and a certain number of zombies must be killed in order to pass the level. This can be done by either shooting the zombies or leading them off the level.

## 2.2 Gameplay Mechanics

* **Movement:** 
  + WASD controls
  + Short Jump
* **Player UI:**
  + Player ‘Health’ displayed
  + Current ‘Kill Count’ displayed
* **Gun:**
  + Always shoots on a horizontal trajectory
  + Slow fire-rate
  + One-shot kill
* **Moving Platforms:**
  + Linear movement back and forth
* **Kill Floor:**
  + Instantly kills both player and zombies
  + Covers map below level

## 2.3 Camera

* **Third-person** perspective (behind the player)
* Follows **Player Mouse** movements

# 3.0 Theme and Characters

## 3.1 Characters

* **Player:** White bean shape up-right
* **Zombie:** Green bean shape up-right

## 3.2 Theme

* Bright/Colourful aesthetic
* Survival game, employing action and problem-solving skills

# 4.0 Level Information

## 4.1 Level Location

* A mysterious platform floating in the sky.

## 4.2 Level Setting

* Bright, opaque colour palette across all assets

## 4.3 Level Layout/Architecture

* Approx. half of the traversable level will consist of a large, flat platform
* A large gap in the level will make space for the moving platform
* Platforms will repeat a linear path from point A-B-A
* Ramps will act as an obstacle for the player
* Guard rails will surround the entire level, except for the hole with the moving platform

# 5.0 Level Design

## 5.1 Main Objectives

The goal is to kill a certain number of zombies by any means necessary.

## 5.2 Optional Objectives

* Kill zombies using gun
* Kill zombies by luring them into the kill floor

## 5.3 WOW Moments

A final wave of zombies will appear immediately after the kill cap is reached, acting as the final challenge.

## 5.4 Level Progression

The rate of zombies spawning will slowly increase overtime.

## 5.5 Player Experience

The difficulty curve created from the spawning zombies and the increasingly complex problem solving necessary to complete the level.

# 6.0 Aesthetics

## 6.1 References

## Fall Guys: Ultimate Knockout Review – Takeshi's Castle: Jelly Bean Edition! | DigitOvercooked 2 Review | NDTV Gadgets 360

## 6.2 Lighting

* Dominant use of sunlight across the level (given with no roof)

## 6.3 FX

* Sound bites for zombie death

# 7.0 Level Asset List

# 

# 8.0 Iteration and Results