**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 flat platform held up by supports in a construction site. 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:** Grey/green bean shape up-right
* **Zombie:** Green bean shape up-right

## 3.2 Theme

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

# 4.0 Level Information

## 4.1 Level Location

* A high platform held by support beams from the construction site below.
* A block of land within the bustling city, surrounded by tall, traditional residential buildings

## 4.2 Level Setting

* Dark, opaque colour palette across all assets
* Spotlights surrounding the site illuminate most of the platform.
* Artificial green lights scattered across the platform.

## 4.3 Level Layout/Architecture

* Approx. three quarters of the traversable level will consist of a large, flat platform held up by support beams.
* 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 spotlights across the level (no roof)

## 6.3 FX

* Sound bites for zombie death, gun shots and player damage
* Flames from the Moving Platform’s thrusters

# 7.0 Level Asset List

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Assets** | **Description** | **Dimensions** | **Poly/Tri Count (max)** | **Texture Resolution** | **Status** |
| **Static/Environment** |  |  |  |  |  |
| Floor Tile | Used for **building** floor | 1 x 0.25 x 1 Cube | 6 | 1024 x 1024 | Done |
| Guard Rail (side) | Metal pipes, **Seamless** attachment to Side and Corner Guard Rail | 0.25 x 0.5 x 1 Cube/Cylinders | 500 | 512 x 512 | Done |
| Guard Rail (corner) | **Bent** metal pipes, **Seamless** attachment to Side and Corner Guard Rail | 0.25 x 0.5 x 1 Cube/Cylinders | 600 | 512 x 512 | Done |
| Ramp | Wide enough to support both **player and zombies** to traverse | 1 x 2 x 3 Cube | 7, 2 | 512 x 512 | Done |
| Ramp Platform | Platform which seamlessly **attaches to ramps** | 1 x 0.25 x 2 Cube | 6 | 1024 x 1024 |  |
| **Characters** |  |  |  |  |  |
| Zombie (body) | Body size **related to head size**, has simple arms | 0.5 x 1.5 Boolean | 500 | 512 x 512 | Done |
| Zombie (head) | **Exaggerated facial** features | 0.5r Sphere | 300 | 512 x 512 | Done |
| Player (body) | Arms positioned for gun | 0.5 x 1.5 Boolean | 50 | 512 x 512 | Done |
| Player (gun) | Basic **pistol** shape | 0.5^3 Cube | 450 | 256 x 256 | Done |
| Player (head) | **Tactical helmet** on head | 0.5r Sphere | 300 | 512 x 512 | Done |
| **Feature** |  |  |  |  |  |
| Moving Platform | **Detailed** elements, rocket **underneath** | 1.5 x 0.25 x 1.5 Cube | 1000 | 2048 x 2048 | Done |

# 

# 8.0 Iteration and Results