**University of Brighton   
Computer Games**

**CI413 – Game Level & Asset Design 2022 -23  
Coursework 2: Individual Unity Prototype**

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Date:**

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# Introduction

Overview of what this document is and what will be covered in each section.

# Recap of Game Idea

The game idea revolves around the main character, David, and his wife, Sheila, who visits a small town to investigate a cult. As the two arrive in the neighborhood, the wife gets kidnapped by a cult member. Now that the wife has been kidnapped, the main goal shifts from investigation to rescuing his captive wife and getting them both to safety and away from the danger of the cult. The player must go through challenges to achieve their goals.

The game will start in the small town where the two protagonists arrive. As the player goes through the levels, they must solve puzzles and stay out of sight while rescuing his wife. He gets help from a shopkeeper and makes the right decision moving forward. After the wife gets kidnapped, then the protagonist wakes up in a house. He must escape, explore the neighborhood, and find his way to the high school where his wife is being a hostage.

## Overall Player Experiences

Trouble in Suburbia is a narrative-focused, action-packed first-person shooter game that aims to immerse players in a thrilling story of revenge and cathartic violence against an evil religious cult. To achieve this, players must master a range of transferable skills, including combat, movement, exploration, navigation, and puzzle-solving, which will challenge them and keep the gameplay engaging.

Featuring a low poly art style that contrasts with the game's serious themes and satirical take on modern American society, Trouble in Suburbia offers a unique and varied gameplay experience suitable for a broad range of ages, from teenagers to adults.

The game is divided into three main acts, each occurring in different areas around the fictional town. The first act occurs in the house where David and Sheila are temporarily residing, while the second takes place in the town park. Finally, the third act unfolds in the abandoned school at the centre of the enemy's operations.

Overall, Trouble in Suburbia aims to provide players with a highly immersive and challenging gaming experience. The game hopes to offer players a unique and engaging take on the first-person shooter genre through its narrative-driven gameplay, transferable skills, and distinctive art style.

### Summary of Overall Game Design Decisions

|  |  |
| --- | --- |
| **Element** | **Detail** |
| Player Experiences | Vengeful fury, reckless retaliation, aggressive outrage. |
|  |  |
| Overall Goal of Game | Defeat the cult, retrieve the PC’s wife, and return to normal life. |
| The Player Character(s) | David is the PC, a trained veteran. Rugged, loyal, and ambitious. |
| PC Motivation | Save his wife from kidnappers. |
| Main Antagonist (is the player aware?) | The main antagonist is the cult’s leader. His name is Isaac Blackwell, and he is a descendant of a long line of cult leaders. The PC isn’t directly aware of them from the beginning, but throughout the game, they will track the leader and discover who they are. The cult leader runs the school as its principal, hence the location of the final level.  Below the main antagonist is the townsfolk who are riddled with cult worshippers who will be hostile towards outsiders, like the PC. These will just be everyday people, or thugs working for the cult. |
|  |  |
| Core Gameplay Styles | Fake religion, cooperative resource management, gruesome territory control. |
| Main Gameplay Challenges | Accurate shooting, movement through the world, navigation, and solving mini in game puzzle levels. |
| World | Taking place in present-day America in a fictional suburban town that’s exaggerated as an outsiders take on Americans everyday lives.  At first glance the town boasts a happy suburban life, but under closer inspection the abandoned buildings and empty streets provide shelter for a villainous cult. |
| Environment Style | Low poly environment, gloomy dark aesthetic to contrast the seemingly lighthearted 3D style. American suburb environment, white picket fences, repetitive houses, square street layouts. |
| Key Locations | The key locations for Trouble in Suburbia are:   * The house the protagonist spends the first act inside. A very average looking suburban house, white picket fence, imagine an American family home. * The park where the next act is set, an open space where the PC will investigate and engage in combat. * The community center, where the town's community spends a lot of time. Hence why the PC goes here, this location will provide more combat opportunities, and where the PC will meet their main ally - the shopkeeper. * The final location is the school where the final act takes place, where the PC will meet the main antagonist and have the final boss fight. |
| Art Style | Trouble in Suburbia will feature a low poly art style, with dark themes. Creating a contrast from the playfulness of the low poly and the serious tones in the story from the game. |

## Level Breakdown

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Act** |  | **Level Title** | **Level Goals and Objective** | **Level Purpose** | Level Plot Points | Level Locations |
| 1 | 1 | The Prologue | 1. Introduce the setting and game area.    1. Add a backstory for the player to understand and invest themselves into. 2. Enter the neighborhood.    1. Results in the wife being kidnapped | Introduce the town.  Introduce the main characters: David and Sheila | The player learns why they’re inside the town.  When they enter the new house, Sheila is kidnapped, and it sets up the PC’s motivation. | The town (viewed from inside the car)  The neighborhood (viewed from inside the car).  The house |
| 2 | Escape the House | 1. Figure out where the wife has gone. 2. Unlock weaponry. 3. Escape the house. 4. Teach the PC how to play the game and how to use inventory items to solve puzzles. | Introduce basic mechanics such as: jumping, crouching, shooting, and dodging.  Introduce the puzzle mechanics. | Sheila is missing (introduce the PC’s motivation).  Figure out why they kidnapped PC’s wife.  PC learns how to navigate the puzzles in the house and therefore the game.  Tutorial boss at the end. | The house. |
| 3 | Explore the Neighborhood | 1. Gather information about the cult through propaganda and abandoned houses. 2. Avoid cultists. 3. Find clues about where Sheila is held captive. 4. Explore the neighborhood. 5. Unlock the park. 6. Unlock new areas. 7. Avoid traps. 8. Unlock the community center. | Give the PC the chance to explore the neighborhood more properly and teach them how to sneak (or kill) the cultists in the park.  More puzzle solving skills to be able to get into the community center. | Find clues of where Sheila is.  Learning the layout of the neighborhood.  Getting a key to unlock the park.  Collect resources and gear up.  Solve puzzles in the park to unlock the community center. | The road behind the house.  Abandoned houses. |
|  | | | | | |  |
| 2 | 4 | The Park | 1. Find clues. 2. Avoid cultist patrols in the park. 3. Solve puzzles. 4. Find information to Solve the puzzle to get into the community center. 5. Defeat the mini boss in the park and get information about wife’s location. | Explore the community park and find information about Sheila’s whereabouts.  Introduce more advanced gameplay mechanics and challenges (hiding and seeking from enemies, solving puzzles that require more critical thinking, etc.).  Further immerse the player into the game world and provide a more challenging experience. | David enters the community park, which cultists have taken over.  PC must explore the park and find clues through notes or objects that tell the cult’s operations.  A mini boss in the park in the form of a tougher cultist.  David learns that his wife was taken to the community center next. | The park.  A fountain inside the park. |
| 5 | The Community Center | 1. Infiltrate the community center. 2. Gather information from the shopkeeper about the cult and Sheila’s whereabouts. 3. Solve puzzles. 4. Avoid cultists. 5. Acquire necessary items. 6. Gather information and necessary tools to progress further into the game. | Advance the story by providing the player with the information they need to progress to the next level.  Serve as a traditional phase between the exploration phase to the infiltration phase. | David goes to the community center to gather information about Sheila’s location.  The shopkeeper informs him that she is being held at the high school, which is now the cult’s HQ. | The community center.  The outside road area. |
| 6 | Infiltrate the High School | 1. Infiltrate the high school. 2. Avoid cultists patrolling the school. 3. Collect items. 4. Discover secrets. | Infiltrate the high school and find Sheila.  Introduce the final difficulty of the world. | David infiltrates the high school.  He learns more about the cult through environmental storytelling.  He finally makes it to the auditorium where the cult leader is. | The high school:  The auditorium  The hallways  The classrooms  The cafeteria.  The head office. |
|  | | | | | |  |
| 3 | 7 | The Showdown | Defeat the cult leader in a boss battle by using the skills and weaponry acquired in the game. | Serve as the final boss battle in the game. It is designed to be challenging and to provide a climax to the player’s journey. It is also intended to test the player’s skills and abilities.  Provide a sense of accomplishment and closure to the player as they defeat the final obstacle. | David confronts the cult’s leader in a boss battle.  After the battle, the cultists prepare to sacrifice Sheila.  David then must fight his way through the cultists and stop their leader before it is too late. | The auditorium. |
| 8 | Rescuing Sheila | 1. Fight through the cultists. 2. Stop the cult leader 3. Save Sheila. | Serve as the true final level and the game’s climax.  The player must face the ultimate challenge and overcome the final obstacle to achieve their goal.  Provide a sense of culmination and resolution to the game’s storyline. | David defeats the cult leader, but the battle isn’t fully over.  David must fight his way through the cultists in the auditorium before they sacrifice Sheila.  Once he finally kills Isaac, he can take Sheila and leave. | The auditorium. |
| 9 | The Epilogue | 1. Successfully escape the collapsing high school with Sheila. 2. Provide a satisfying conclusion to the game’s story arc. 3. Provide closure to the story and to allow the player to successfully complete the game’s mission. | Have the player control David as he rescues Sheila from the cult’s sacrifice ritual and escape from the collapsing high school.  Serves as a denouement to the story, providing closure and resolution. | David and Sheila escape the school.  With the cult gone, there is no reason for David and Sheila to remain in the town, so they pack up and leave the next day, saying goodbye to the shopkeeper who says he will help restore the town to its former glory.  The game ends with the player getting into the car and driving away. | The school.  The house (from the outside). |

# Specific Level Design Decisions

## Level Design Decisions

|  |  |
| --- | --- |
| Level Position in Overall Game Structure | *Act and level (Not beginning or End)* |
| Level Purpose in Game Progression | *What this level is for? (Not the plot)* |
| Level Title | *Level title, hinting at the style of play* |
| Level Goal (and sub goals) | *What are the level and event goals?* |
| Level Location and Key Settings available | *Where does this level take place?*  *Which types of buildings, structures, locations are used?* |
| Significant Plot Points |  |

## Level Overview with Events

* One paragraph (<100 words)
* Briefly describe how the Level flow and how the events are structured



* Diagram the flow of the overall Game through the events
* Please label the boxes with specific names for events, flags & Information etc)

## Level Events & Gameplay Systems

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| System | A1 | A2 | B | C1 | C2 | D |  |
| Movement | Essential | Essential | Essential | Essential | Essential | Essential |  |
| Acrobatic Traversing | Option | Essential |  | Option | Essential | Option |  |
| Range Com | Option |  |  | Option |  | Option |  |
| Object Move | Essential | Option | Essential | Essential | Essential | Option |  |
|  |  |  |  |  |  |  |  |

What systems are essential to completing each event   
Add comments for clarity if required

## Level Gameplay Events Details

|  |  |  |  |
| --- | --- | --- | --- |
| **Event** | A | B | C |
| **Title** |  |  |  |
| **Event Location** |  |  |  |
| **Situation** *Where is the player, what are the relevant surroundings?* |  |  |  |
| **Problem** *What does the player have to do or overcome* |  |  |  |
| **Type of Challenge** |  |  |  |
| **How is the Player informed**  *of the problem and solutions* |  |  |  |
| **Solutions** *the player can choose* |  |  |  |
| **Start Trigger** |  |  |  |
| **End Trigger** |  |  |  |
| **Success Consequences /Rewards** |  |  |  |
| **Failure Consequences / Risks** |  |  |  |

## Flowcharts of Events

Draw.io / <https://app.diagrams.net/> can be used

|  |  |  |
| --- | --- | --- |
|  |  |  |
|  |  |  |
|  |  |  |

# Level Layout

|  |
| --- |
| Molecule Diagram of level |
| http://www.gamasutra.com/db_area/images/feature/184783/figure6.png  A – Location B – Location C – Location D – Location E – Location F – Location |

|  |
| --- |
| Level Map |
| Drawn to approx scale – use square paper or an electronic map tool Show all Events - You can use separate maps if appropriate (internal / external / underground)  With a legend showing   * Level Goal * Event Goals * Buildings * Types of Terrain * Player Paths * Limit of the level / how the player is constrained * Key item locations * NPC locations * Triggers * Interactive environmental Objects * Spawn points * Event Zones / regions |
| Level Prototypes |
|  |
|  |
| 2017-03-31 15.33 |

Briefly Describe what is demonstrated.

# Asset Production

Briefly discuss the assets you produced for the level created.

# Implementation,

* Discuss briefly the process used to develop, elaborate and possibly redesign the original game idea.
* Discuss the Theoretical Concepts included in Implementation.
* Consideration of how level was laid out.
* Combat zone layout
* How the Player is Guided
* Use a reference

## Testing & Problems

|  |  |  |  |
| --- | --- | --- | --- |
| **Priority** | **Problem** | **Solution** | **Implemented** |
| Low/Med High | Nature of the problem e.g.:   * Object shape not correct (too angular, round, jagged) * Size is incorrect * Camera Jitters * Functionality not working * Bugs * Sounds | What could be done to rectify the problem if known.  State if you do not know how to fix the problem | Solution has been implemented within timescale  Could not have been applied in current timescale  Need to research problem |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

# Critical Review

* identify three reasons why the design and implementation of the level are good.
* Further identify three reasons where the implementation could be improved and a summary of how the improvements could be made.
* What did not go as well as it could have
* What could you have done better
* How would you improve the gameplay
* What have we learnt from this process

# Conclusion

* what are the main take-away messages –
* what are the key concepts that you learned during the development.

**References**

**Bibliography**

# Appendix

## Walkthrough and Cheats

* Controls
* How to play through your game
* Clear precise bullet points
* Cheats to get to the next events or bypass challenges.

## Game Assets

All graphical assets were purchased via ‘HumbleBundle’ and are therefore allowed to be used for personal/commercial use.  
  
Bundle Link: https://www.humblebundle.com/software/polygon-assets-animpic-studio-software

Audio Assets

|  |  |  |
| --- | --- | --- |
| **Sound** | **Used for** | **File & Source** |
| Background Music | Level 1 background | Littlest\_hobo.wav  www.soundforce.net |
| Arrow whoosh | PC Attack | Arrow.wav  Author Recorded in Audacity |
| Pig squeel | PC hit | Squeee.wav www.soundforce.net |
|  |  |  |
|  |  |  |