Level Design Process

Introduction:

The objective of this document is to provide insights into the level design process, highlighting the integration of new mechanics and enemy types. The level incorporates a health bar, collectibles, and three distinct enemy types: Patroller, Mortar, and a unique third enemy. Additionally, the design ensures player engagement, challenge, and pure parkour and exciting chase gameplay experience.

The level layout was designed to provide linear and most of time unidirectional pathways, clear and easy to understand.

The health bar and collectibles were seamlessly integrated into the environment, strategically placed to incentivize exploration and risk-taking, some can be traps. Health packs were positioned at strategic intervals to provide relief and promote cautious gameplay without compromising challenge. Enemy placement was meticulously planned to create dynamic encounters and strategic decision-making.

Patroller:

Placed in areas with wide visibility to allow players to observe its patrol patterns.

Designed encounters to incentivize stealth or quick evasion when detected.

Ensured sufficient cover (most in 1st island) and escape routes for players to outmaneuver patrolling enemies.

Mortar:

Positioned in elevated areas to leverage its ranged attacks and create vertical challenges.

Implemented cover elements to mitigate damage from mortar projectiles.

Incorporated environmental cues to signal impending mortar attacks, promoting anticipation and strategic positioning.

Third Enemy:

This enemy type was designed to introduce a mechanic combining above 2 enemy types.

Its behavior and role were carefully crafted to complement existing enemy archetypes and enhance gameplay variety.