

# *Level Design*

The level design in We Are all One is built around the idea that all the fighting takes place within a virtual environment which is why all the textures and colouring of the level is done in white with little color. This was done to make the level more colourful as the game when on and to add to the overall feel of a virtual environment.

For the levels two main options were tried for the game on of which was making a full realistic recreation of a village although this worked, the level limited the flow and free running style we were looking for in gameplay. This lead to the second version of the level design where it was less open-space and more jumping and cover. In the level this worked well with the style of gameplay that we were looking for in the game and as such this is the idea that led to the creation of the levels that made it into the final game.

