

Level Design Document

Andrew Gacek

andrewg3

Design

The level I designed for MP2 can be split into two distinct parts: the tutorial and the challenges.

The first part of the level is the tutorial. The tutorial consists of a series of mini challenges together with text explaining the controls or mechanics. The player can only progress through these mini challenges after learning the appropriate controls. For example, the first mini challenge is using 'WASD' to move. The player must move to the coin in front of the spawn to complete this challenge. Next, there is a gap that the player must cross in order to complete the next mini challenge. In this way, I can ensure that the player understands how to use the controls. If the player does not know how to jump, they will not be able to reach the challenge introducing the pursuer. Thus, I do not have to worry about players being unable to understand how to jump on the pursuer to conquer that challenge. In the pursuer mini challenge, I place a static pursuer (or one without a nav mesh) with a coin above it. In this way, I can get the player to jump on top of the pursuer without explicitly telling them. I attempt to use this "show, don't tell" approach whenever able. The combination of gating player progress behind understanding controls and introducing concepts such as jumping on enemies motivates the designs of the tutorial section.

The second section consists of two challenges that incorporate the tutorial controls. The first one places a mortar above the player with towers of boxes leading to the top. This challenge combines the concepts of enemies, flying and the custom blinking mechanic into one. The player is motivated to reach the top in order to stop the mortar at the top, and the path up is clearly shown by the boxes. Additionally, medkit powerups are placed on these boxes to further show the path. This challenge is not possible without understanding movement from the tutorial. The second challenge consists of a flier enemy in an inaccessible location being powered up by the custom buffing enemies. This challenge uses less movement than the previous one, but requires the player to understand the concept of "line of sight" in order to proceed. The flyer must be defeated while it cannot see the player, as shown in the flyer tutorial. The custom buffing enemy must be beaten to hurt the flyer, as denoted by the particle effects. Pursuers that move extremely fast will easily catch up to the player when seen. This section is similar to a labyrinth, where the player must find the buffing enemies while avoiding being seen.



The custom enemy, the "Buffer", can be seen standing on the right box. The player must utilize the custom "Blink" mechanic in order to teleport on top of this box and defeat this enemy.