

Level Design

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October 2020

1 Concept

The levels of the team are based on caves. Our levels tend to have certain aspects of caves such as similar lightning, limited space (no open levels), and creating an unknown environment in such a way that the player might be surprised while progressing through the levels. Our interactive objects don't necessarily need to be based around the theme but our levels do. Our levels are ordered in such a way where the difficulty increases the further you end up.

2 Interactive object

My interactive objects are multiple floors that provide different effects when u stand or move on them. Every floor is marked with a different color (or picture) and provides its own unique effect. The first floor named "SlowCube" has a brown color and provides a slow effect. When the player stands on the SlowCube, the movement and jump speed will be halved until the player moves out of the SlowCube's area. The second floor named "FastCube" has a blue color and provides a faster movement and jump speed for the player. The third floor named "PainCube" has a red color and deals damage to the player while standing or moving onto such floor. The last floor is named "RandomCube" and provides one of the first three floor effects when standing on it. Every floor effect has a 1/3 chance to appear on a RandomCube. The random effect appears when u move or stand on a RandomCube, the effect is not determined from the start of the level, this way you'll have a RandomCube with a different effect each time u play the level. There is also a floor named "GreenCube" in which you'll fall through but I don't consider that part of the Interactive object.

3 Level design

My level starts with a room with a SlowCube on it to show the player what will happen when stepping on a brown floor. Each Cube is introduced in a similar way like the SlowCube. The level is designed to jump down rooms to progress the level, this way players won't have a way to retreat from a battle,

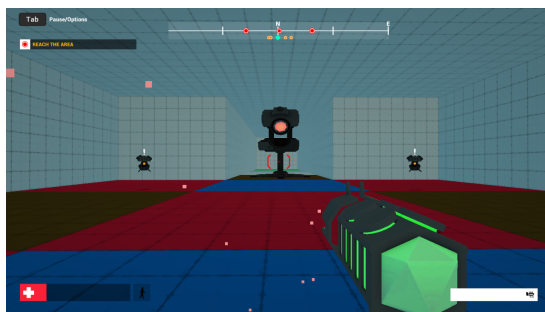


Figure 1: One of the rooms, the rooms are similar yet provide a different combination of floors, changing the playstyle of each room

increasing the difficulty for the player. Most rooms are shaped in a cube-like room with a combination of different floors (including normal floors). The first room (after the startroom) only has SlowCubes, the second has a combination of SlowCubes and FastCubes. The third room has a combination of SlowCubes, FastCubes and PainCubes. The fourth and fifth rooms are bigger and have a combination of all Cubes. The more you progress through rooms, the more difficult the rooms become. The levels also tend to have attributes of our theme by creating a limited space to battle in with no way to retreat, and by hiding what will appear next through the GreenCubes in which you'll fall through. The rooms are also shaped in such a way that rushing through them will punish you, forcing you to fight the turrets.

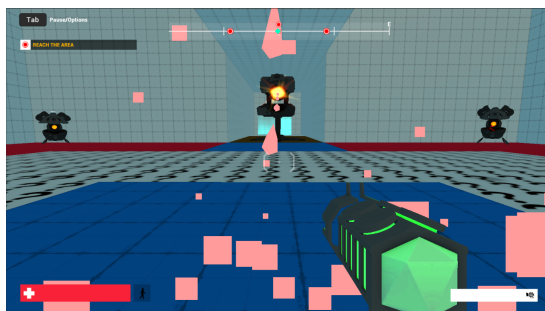


Figure 2: One of the final rooms, RandomCubes are illustrated by the question-marks