

ALGONQUIN COLLEGE

Quetzal Studio

Whiskey Business

Level Design Document

Ottawa

2025

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Introduction

This document illustrates and explains the adopted Level Design choices for Whiskey Business. It begins by presenting the first idealization for the game. Containing different references utilized to picture the proper ambience.

Whiskey Business is a multiplayer brawler-platformer video game. Designed to be played between 2-4 players, ideally 4. It contains a fast paced gameplay that takes place in a closed environment.

References and Inspirations

For the references and inspirations, they were selected according to the idea of a western saloon.

With this inspiration in mind, Quetzal Studios began working on the discovery of different references that looked similar to the desired map idealized by the developers.



Dead Dawg Saloon from Dead by Daylight (2016)

One of the first references that looked similar to the ideal camera angle.



Reference utilized for its Candles and Barrels placements.



Booze shelf.



Set dressing - Bottles, Cups and Cards being played



Red Dead Redemption 2 (2018)

The Saloon from RDR 2 was utilized as a reference for its lamp placements.

Wireframes and Sketches

Different wireframes were created in order to better utilize the references and ideas discussed by the developers. This was an important step in order to develop the intended Level Design.

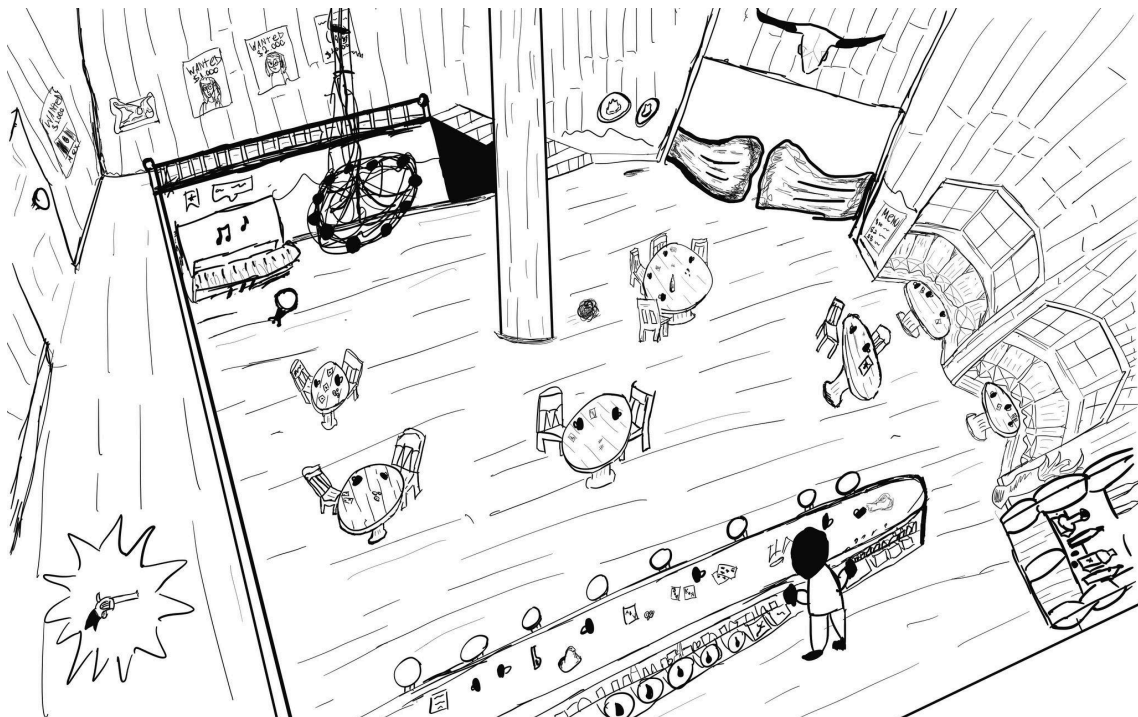
Level Design Wireframe 01 (Saloon)



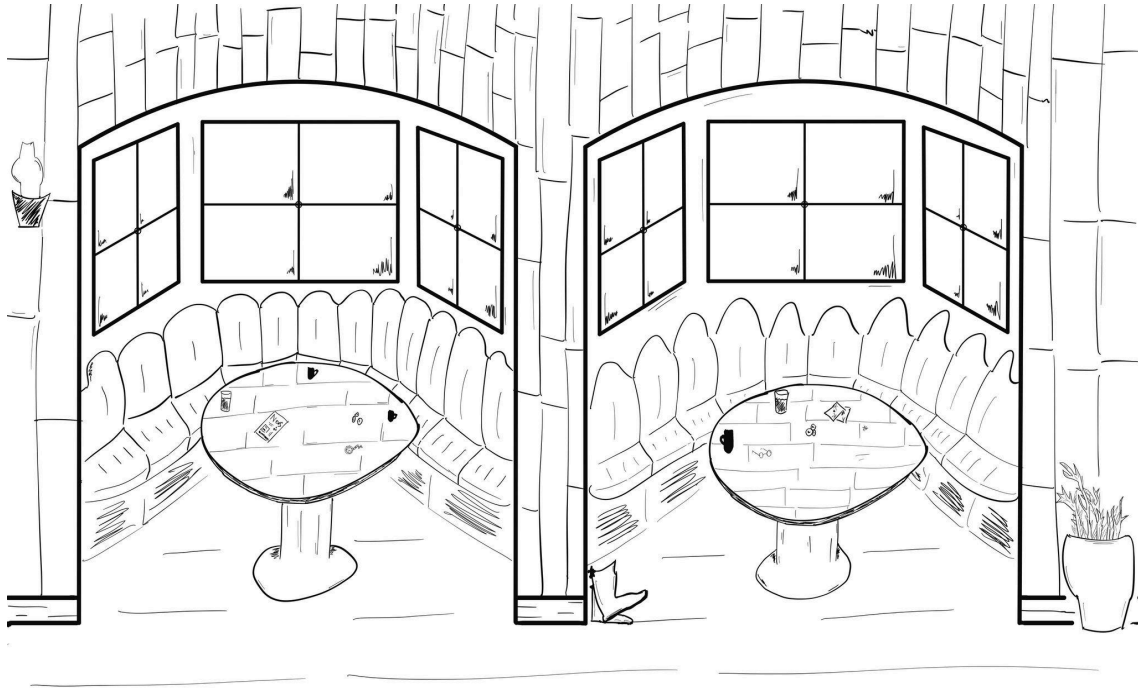
Level Design Wireframe 02 (Main Menu Screen)



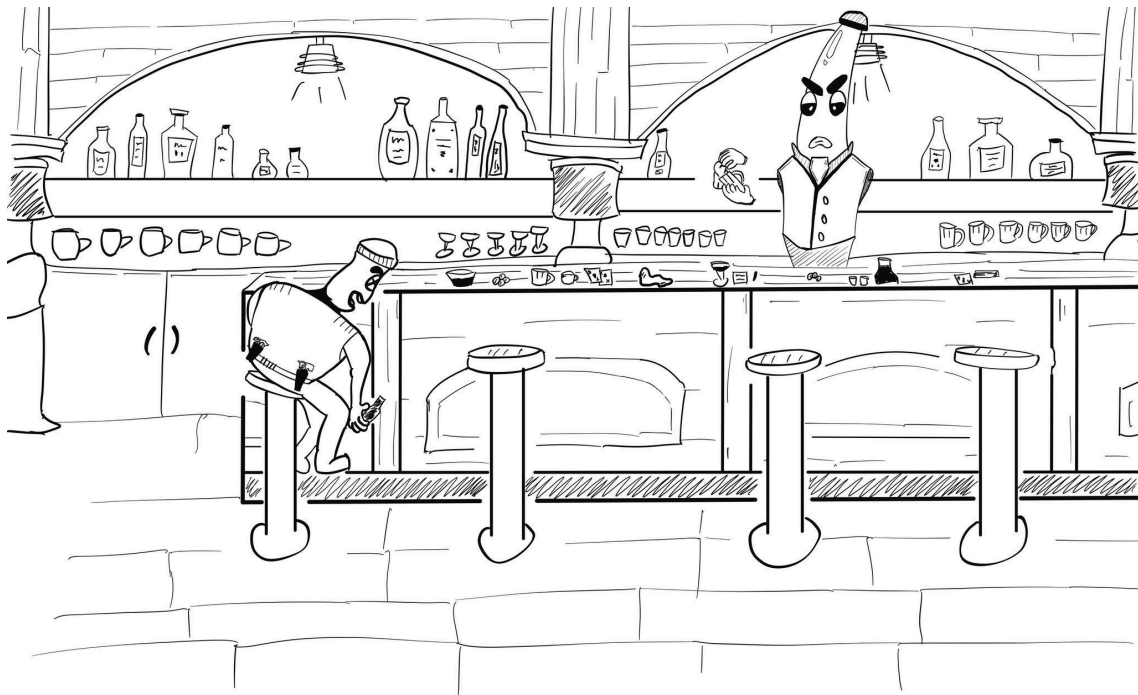
Level Design Wireframe 03 (Camera Angle - Saloon)



Level Design Wireframe 04 (Booths - Saloon)



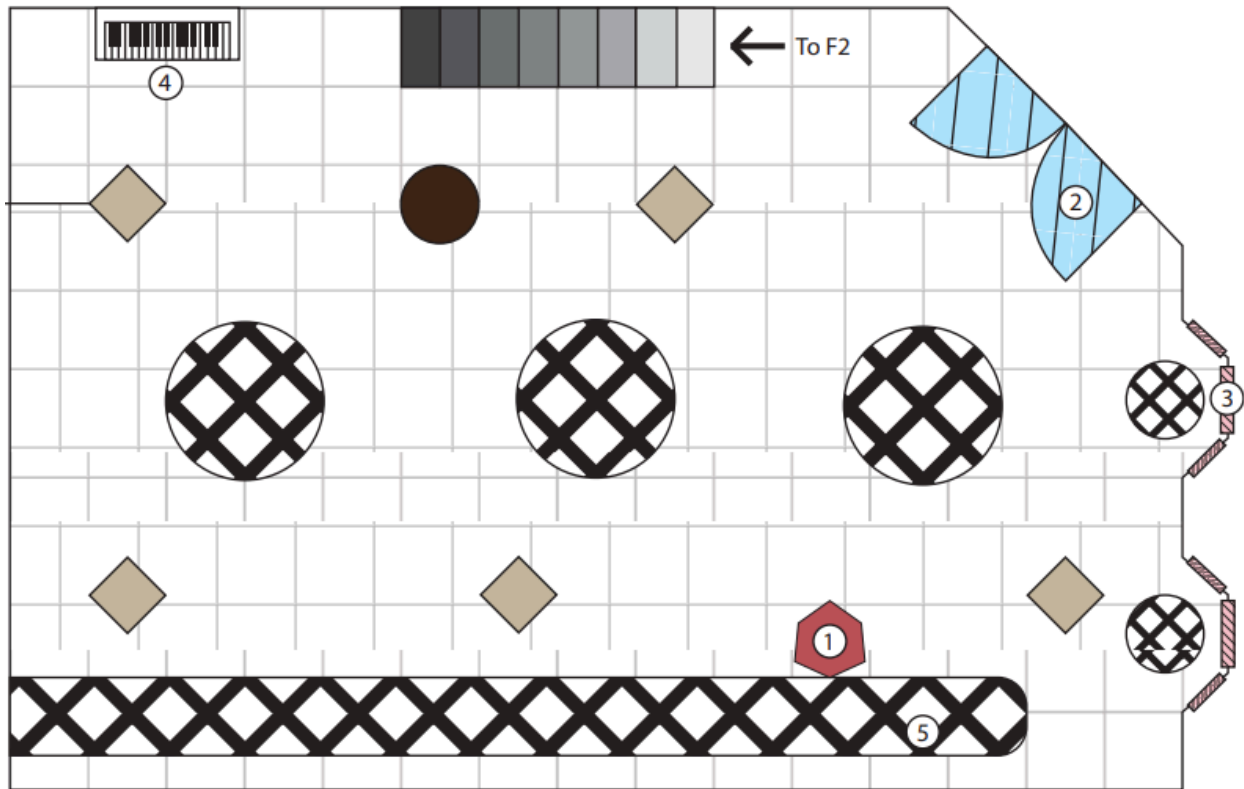
Level Design Wireframe 05 (Bar Side - Saloon)



Map Overview

The idealized map contains 2 floors. With both areas being able to be accessed by the players. Since the game takes places inside a western saloon, the environment can be interacted with and modified according to players actions throughout the gameplay.

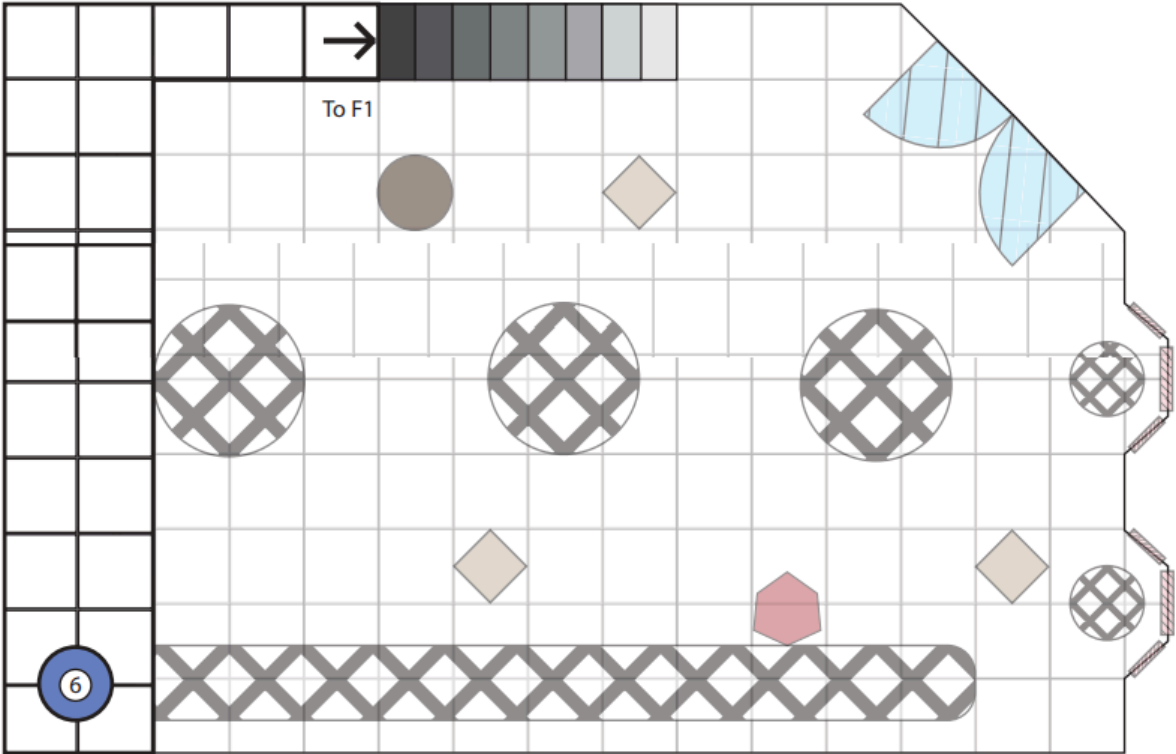
First floor (saloon)



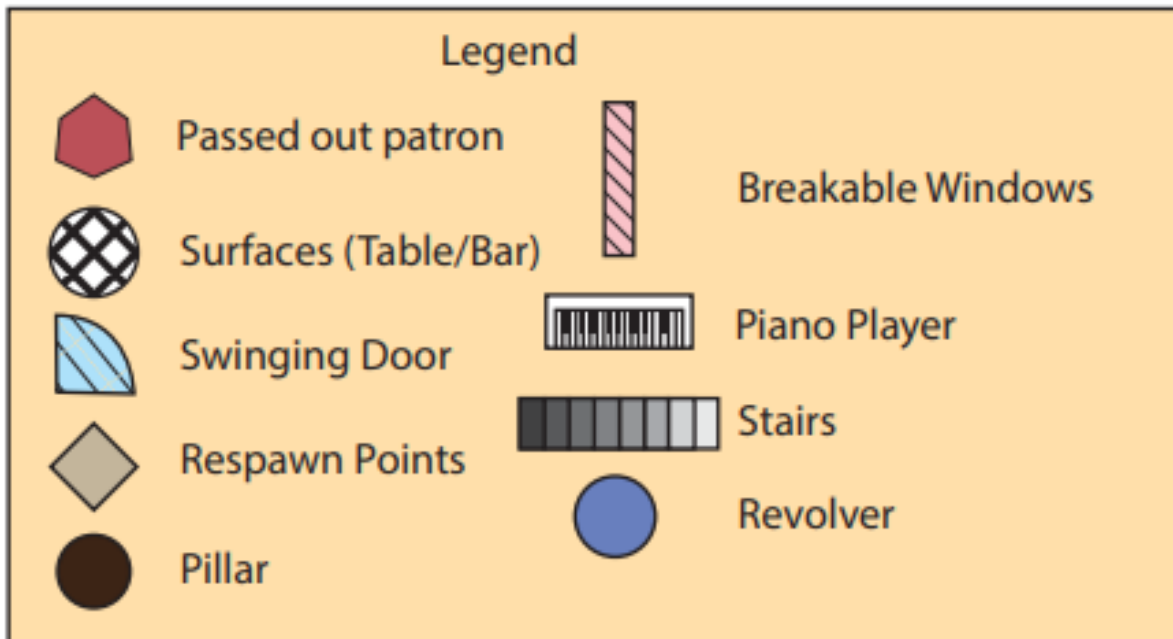
1 Square = 1 Unit


A player size is considered to be 1 unit.

Second floor (saloon)



Iconography



The Respawn Points () take into consideration the location of other remaining players to decide its utilized location.