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Level Design Document

**Title and Version History**

Cube Hero

Version 0.1

**Level Overview**

The player loads into the beginning of the level as the main character “Cube Boy”. The level is designed to move in two paths. The one path moves in an upwards direction and comes to the crossroad at a moving platform and dropping platform. At this crossroad if the player fails to navigate the obstacles, then they will drop down and must go through the more difficult and slower path. In comparison if they succeed in navigating the obstacles then they go through the much faster and easier path above the slower path. There are three enemy types spread across the level with the bottom slower path being more populated than the faster path. The level ends when the player gets to the end of the path they took.

**Level Location**

The level is located on the smooth and clean hills in a world overrun by plants. Many years ago, plants gained sentience and overthrew humans. To combat them humanity created the Cube Boy, a friendly war companion equipped with a chest laser. The player is playing as the last Cube Boy left to fight off the plants, sentries and enslaved humans.

**Difficulty and Game Design Philosophy**

**Level Metric**

**Overview**

**Theme**

**Pacing and Progress**

**Actors**

**Technical Limitations**

**Concept Art**

**Level Diagram**