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GAM 170: Level Design 1

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Asylum

Synopsys

1 – Start

1.1 - Gameplay

2 – Lobby

2.1 - Gameplay

3 – Elevator

3.1 - Gameplay

4 – Office

4.1 - Gameplay

5 – End

5.1 - Gameplay

Props

**Asylum:**

**Synopsys:** You’re a patient in a mental hospital and you feel trapped. You need to get out and try to find the outside so you make your way to the roof.

**1 – Start:** You find yourself starring at a mirror in the bathroom. You don’t feel yourself and it feels like something it trying to come out of you. A pressure rises from your gut and the space around you feels smaller and smaller. You need to get outside

* **1.1 Gameplay –** Starting room for the level, positioned in front of the mirror for symbolism. To give the player the feeling of freedom the room expands past the dedicated path.

**2 – Lobby:** Outside of the bathroom is a large room where the lights are dimmed as to not disturb sleeping patients. On the other side of the room, you see the elevator giving a warm noticeable light drawing you in.

* **2.1 Gameplay –** Uses lighting carefully to draw the player to the next area.

**3 – Elevator:** When you enter the elevator it starts going up. You can’t seem to take the small space easily but you feel relived once you get a nice view outside of the city skylines.

* **3.1 Gameplay –** Mostly an inside level but the skylines are supposed to be the land mark. The elevator is also supposed to spark some interest of like “what’s outside?”.

**4 – Office:** You’ve now entered and office part of the building where they do paper work for patients. On the other side of the room is a way outside so you don’t spend too much time looking and head straight outside.

* **4.1 Gameplay –** A transition room to the outside with also gentle lighting.

**5 – End:** You’ve finally got outside; the fresh air feels nice. You step to the edge of the platform to admire the view of the skylines you saw earlier. You wish to get closer so you step forward.

* **5.1 Gameplay –** The last part of the game in which the player gets to see the landmark again and gets a change of environment. There should be a sort of fog effect here.

**Props:**

* Mirror
* Sink and counter
* Toilet
* Door
* Elevator Doors
* Desk and desk chair
* Buildings