Level Setting: The Arena of Order, an arena for the training of champions to fight in the great war to decide the fate of the universe.

\*Has many adverse conditions such as limited vision.

\*Has forests on each side of the lane of battle.

\*Has groups of neutral monsters in the forest that aids combatants.

\*Has friendly minions marching down lane to fight.

sounds like a MOBA level?

So which side are these champions training for in the great war? certainly both sides aren't training in the same camp, aside from traitors! is the war going well for this side of the war? is this the defending world against the rebels and therefore a very populated world with a rich history? or is this the last bastion of strength and the front lines of battle are right around the corner? The arena of order makes it sound like it's been around for a long time and perhaps was used for a different purpose before the war started.

This level is steeped in fantasy and I'll bet there's an unlimited supply of monsters in the forests that join the battle, can you explain how that works? a portal from the netherworld that the builders of the arena conjured, or was it a natural phenomenon that they harnessed for public safety as well as for champion training? a complex system of caves hollowing out the ground underneath the arena? are they held in man-made cages like the coliseum of Rome?

how long has this arena existed? how long has the war been going on? do champions die in training, should we expect to see gouges in walls coated in dried blood? if all of these minions and monsters are slain daily, monthly, etc, where do the bodies go? who gets rid of them? will we see a legion of workers cleaning up after every champion? will this world look like earth? will the champions be humanoid?

How big is this arena in yards or meters? a football field is 100 yards, if there are going to be forests, maybe this should be at least 300x300 yards? are there elevation changes affecting the visibilty? are there rivers to cross? will it be slower going uphill vs downhill? (this last paragraph doesn't deal with the story of the level, but i'd hate to delete it since you'll still want to think about these things.)