Anthony Carr

8/20/15

Game Level Design Document

Dr.LazorToes

Origin Story.

Louis LaZorvie was a baby when his dad had to run away with him. Louis's mother was killed by his birth. Duke Industries was world leader in AI and robotics. They were developing the ground breaking technology to allow the robots to act as if they were conscious and self-aware. After completion the robots began to assimilate the world for its own protection, now the robots have taken action and released a pesticide that kills all crops world round forcing humans(the surviving ones) to agree to the new world order. The compliant humans receive a bare bones nutrition pack every week and are forced to work in camps.

Now that all of the food was eradicated, humans were starving to death if they did not die from the gas firstly (besides ones in camps. (The few left.)). It was 17 years before the “Dukes” (Robots) found Louis’s dad and killed him (while Louis was the age of 17). Louis being the child of a well know bio-engineer continued his father’s research on a cure for hunger so the survivors could live. The idea was that if you could rub this chemical on your skin you would gain the ability to nourish yourself via photosynthesis. After creating a serum that might work (“Synthine”), he accidentally dropped the concentrate of it on his toes. Now he can fly around uncontrollably and shoot beams of light from his feet, as well as getting his nourishment from the sun. Dubbing him the name form the survivors as DR.LAZORTOES.

Level Concept.

Now Dr. LazorToes has to find the AI core and destroy it, he will be in a chemical warfare fallout and have to deal with mutated animals, mutated plant life that had to adapt to overcome the pesticides, along with future architecture. The levels will be more organic to start then changing into more industrialized ruins to move on, then finally into the heart of one of the transmitters will be fully operational and high end architecture. Transmitters are placed around the world, this will allow for in depth tuning to each setting to make each mission interesting and different. Along with setting the camps free to make a resistance it will make for a very in depth game. Also each time you take a tower you will be hunted and wanted by the AI, increasing the difficulty.

Frist Level.

The first level is a village left in ruins surrounded by land structures and uninhabited suburban areas. There will be a large power line leading into the village from a tunnel to the west also leaving room for a road in the tunnel that allows for passage to the city (also to the east). To the west there will be a large fresh body of water close to the size of lake. This lake will be enclosed by the new plant life that has adapted to overcome the pesticides released by the overtaking Duke Industries Robot’s Towers. This will be a large portion of the level. In the forest will be your home. A half way underground bunker.

It will be night time. You will not start at the bunker though. The starting point will be you waking up near a cliff on the north side of the map. This means you will have to pass through the town to make it home. The town is being patrolled by robots looking for survivors. They are heavily arm at this point because there was a large explosion from where you accidentally dropped your “Sythine” extract on your toes near the bunker. The objective is to get back to your bunker through the robots. Making you way into the bunker then destroying the formula and taking what you can and then leaving. You will head south and make camp for the night. Then you quest to learn about your new powers and free the enslaved human race begins. Map Depicting below.

