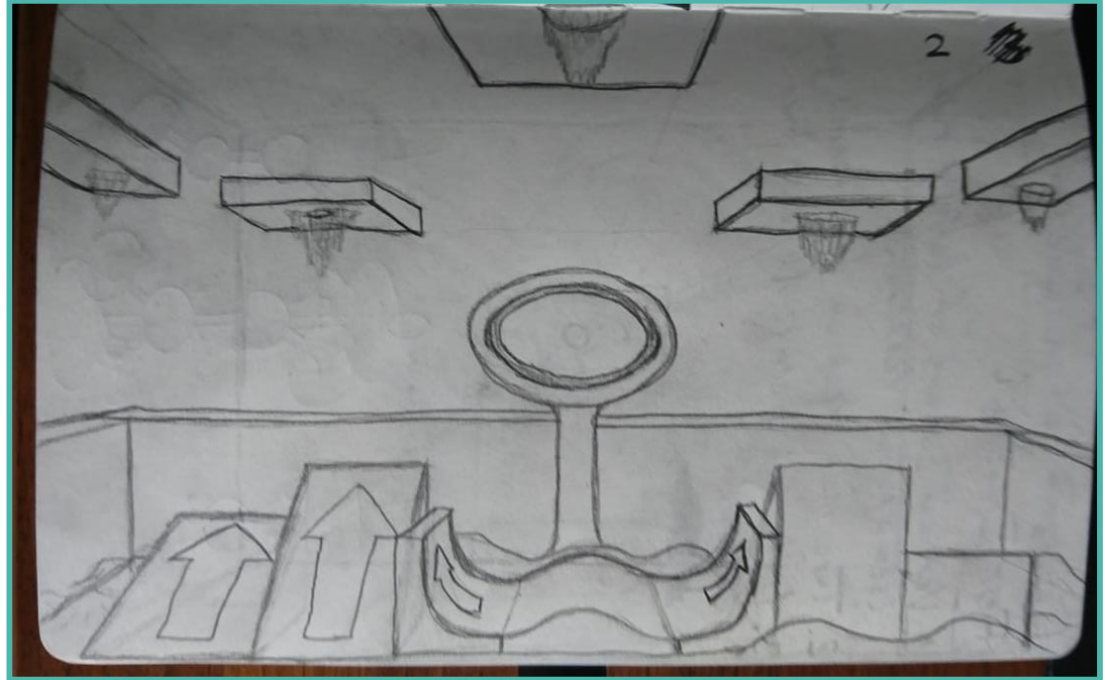
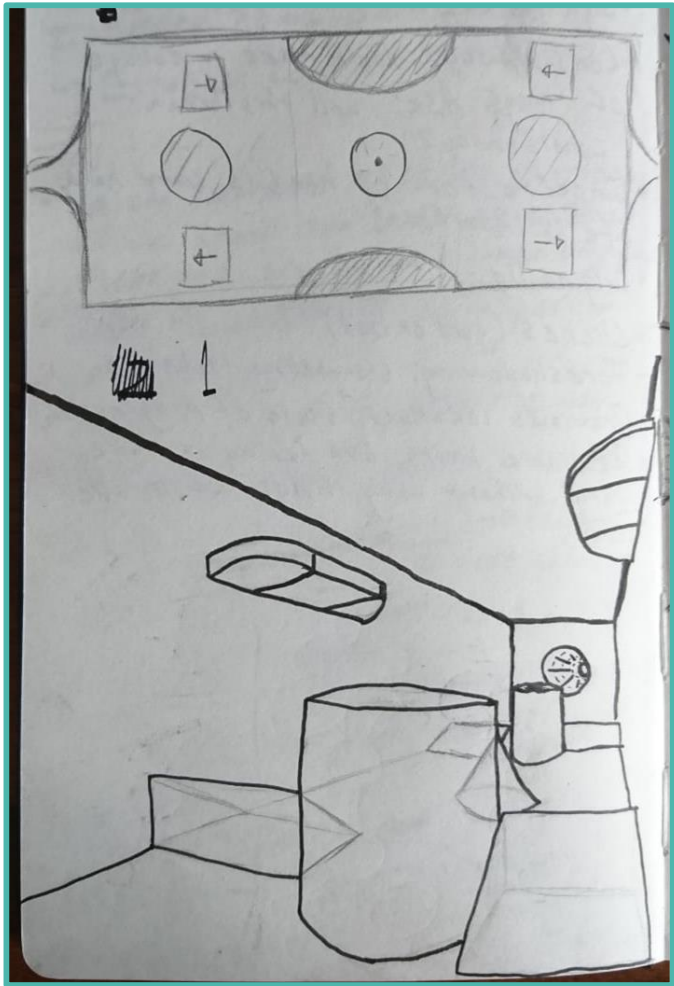
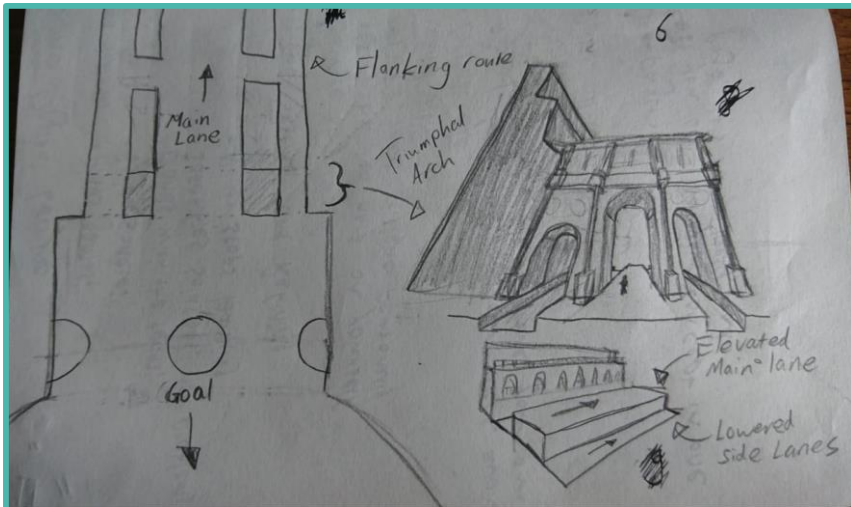
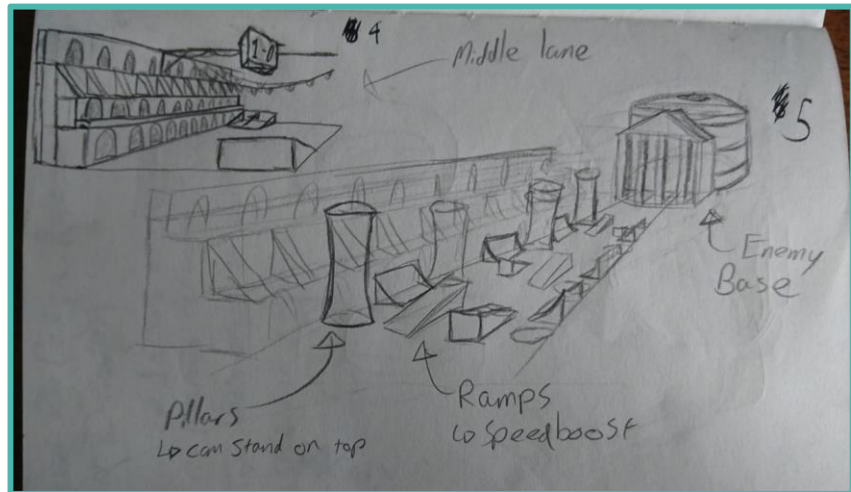
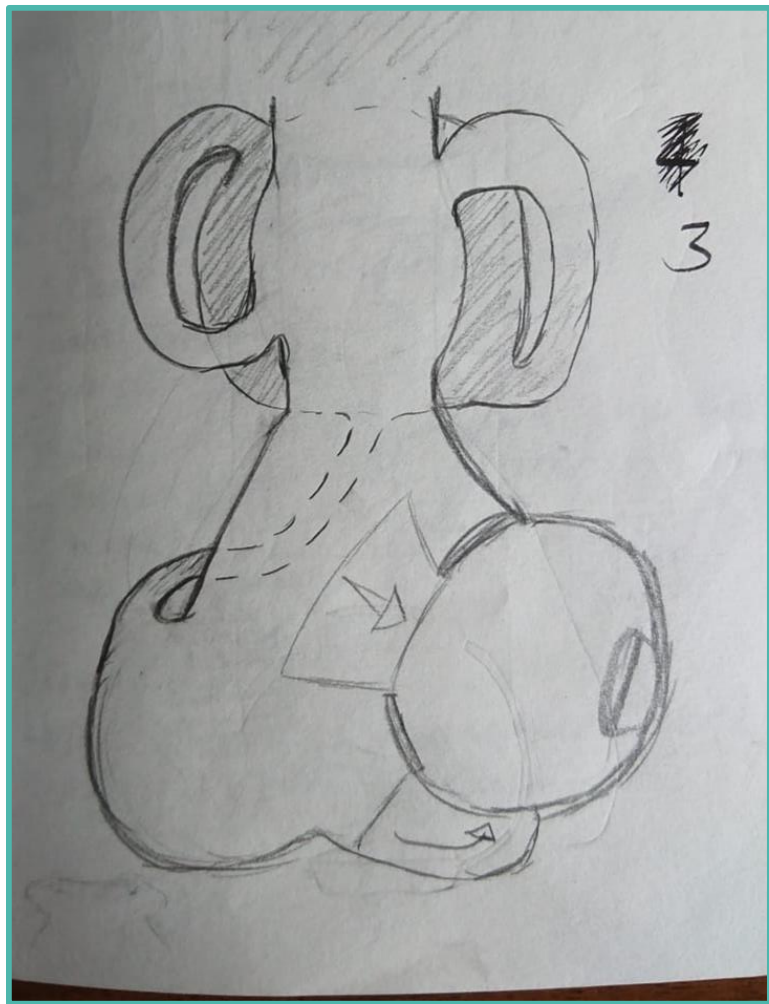
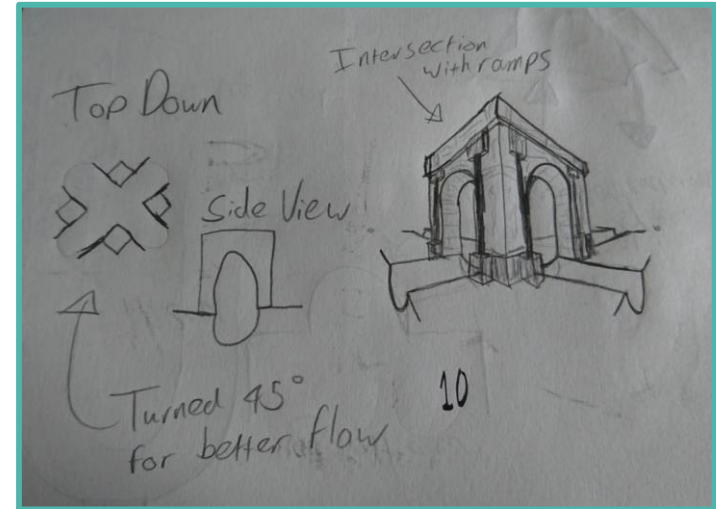
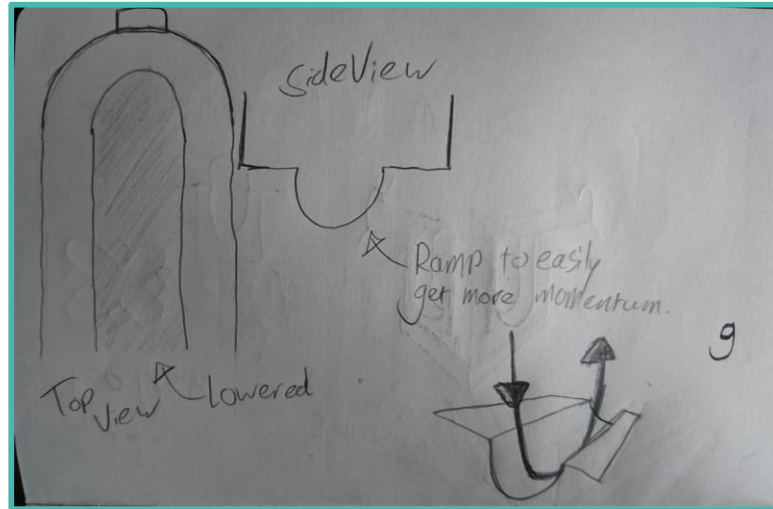
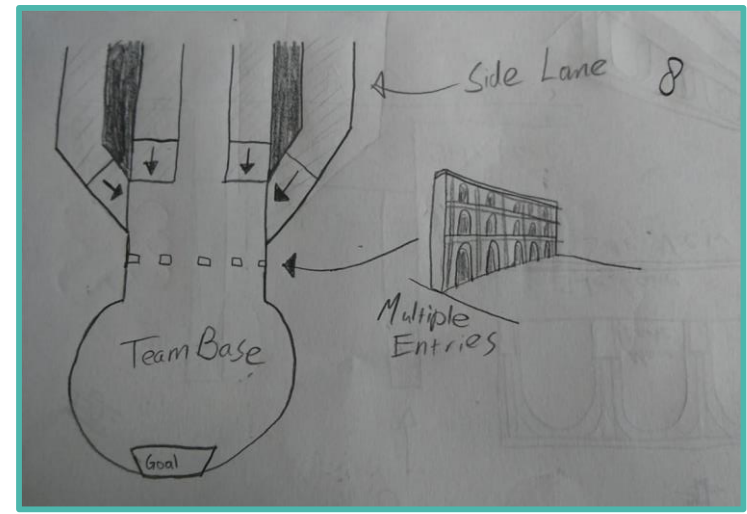
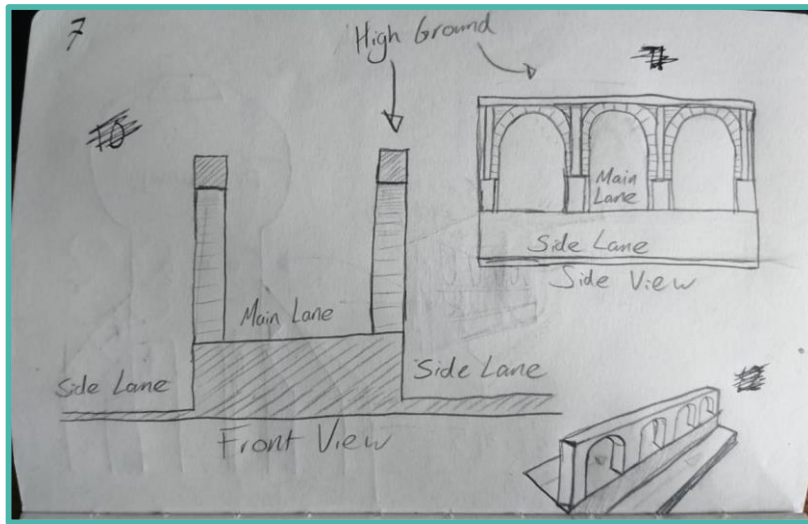
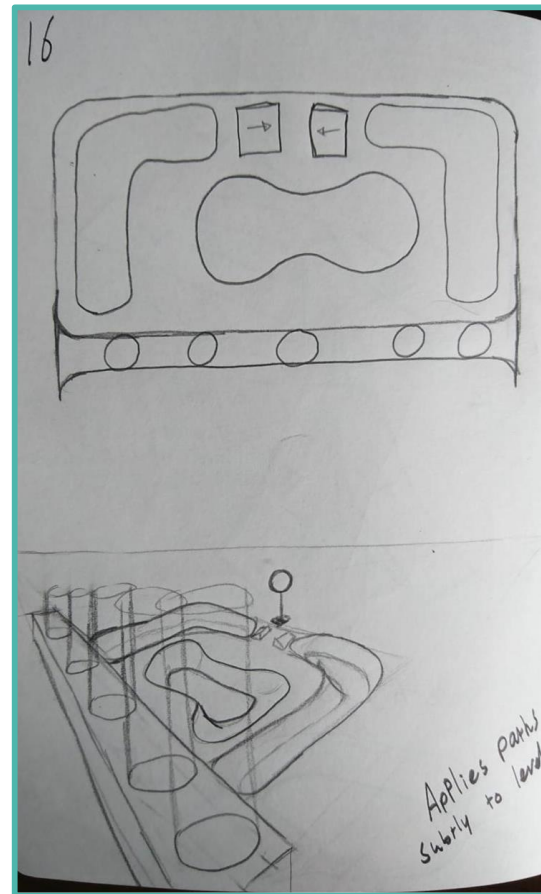
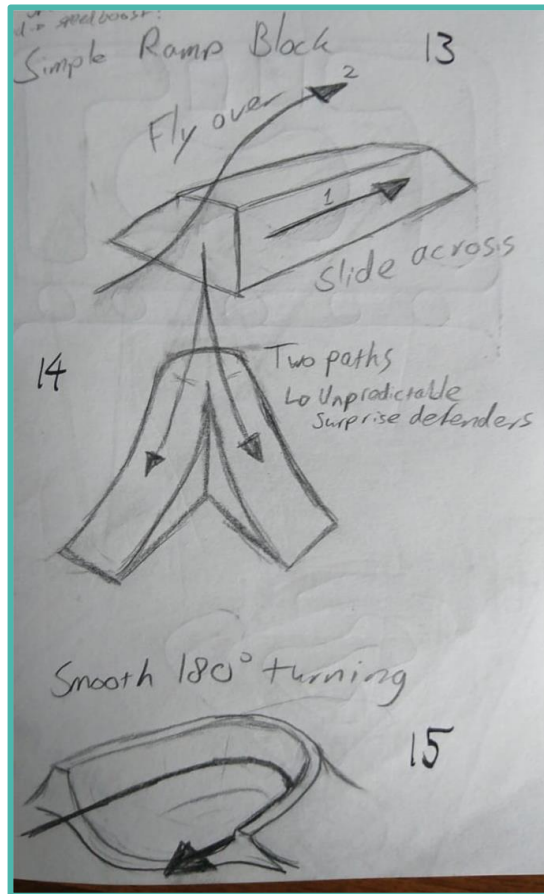
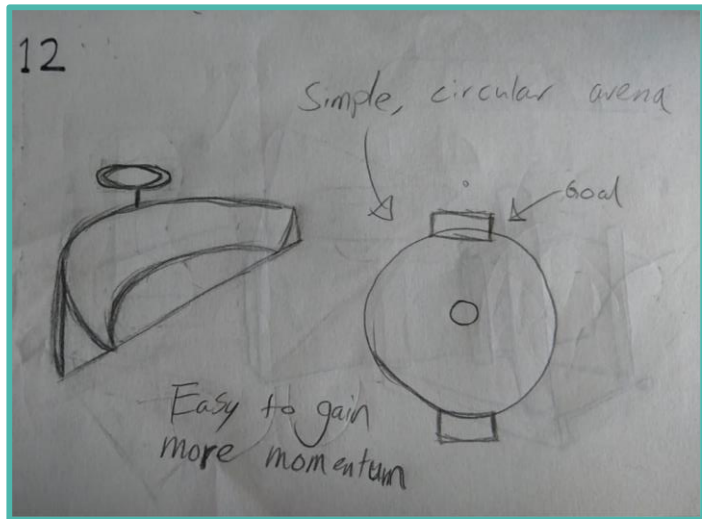
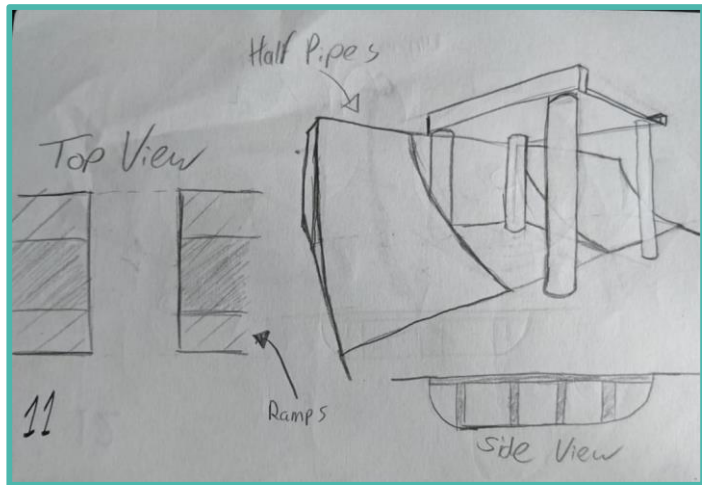

Level Sketches

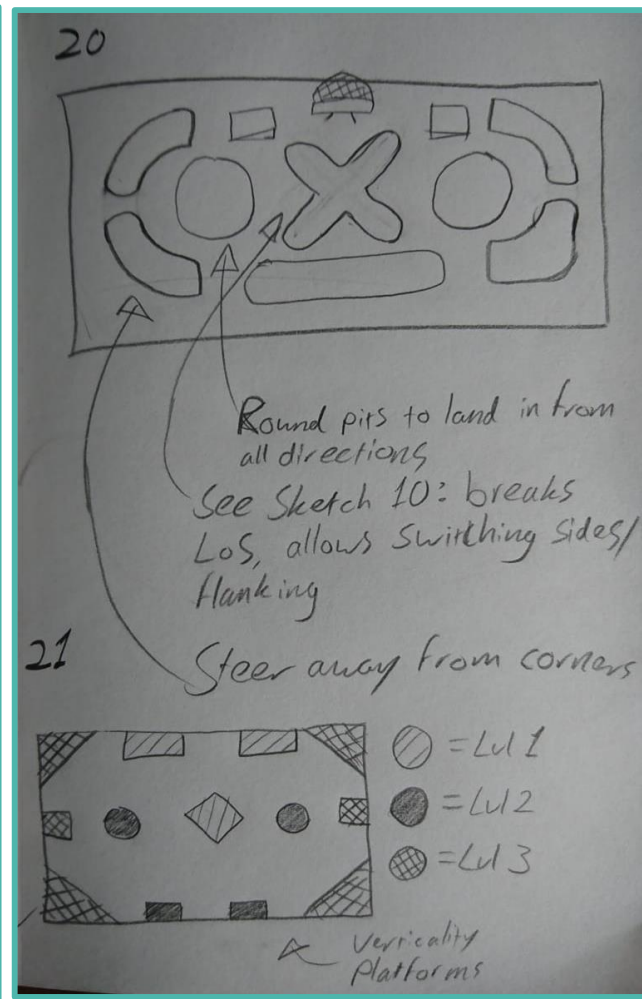
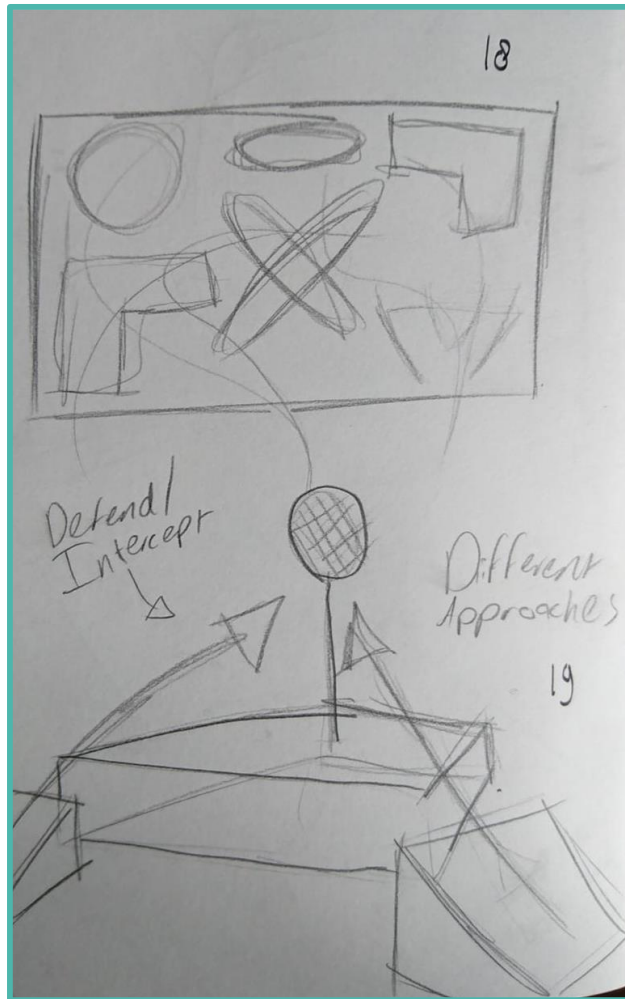
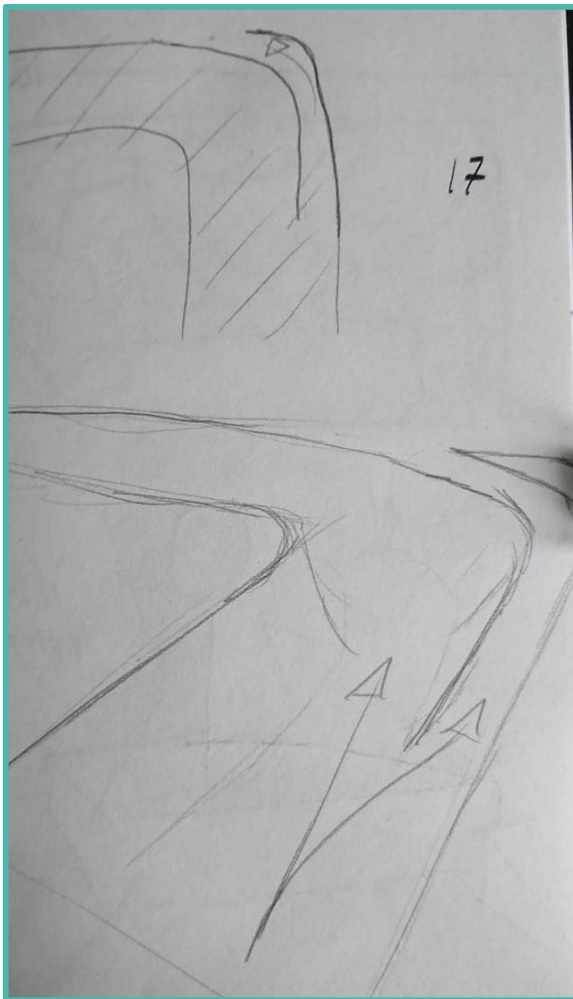
— Timo Bron - 170388 - Y2C —
Team Esport

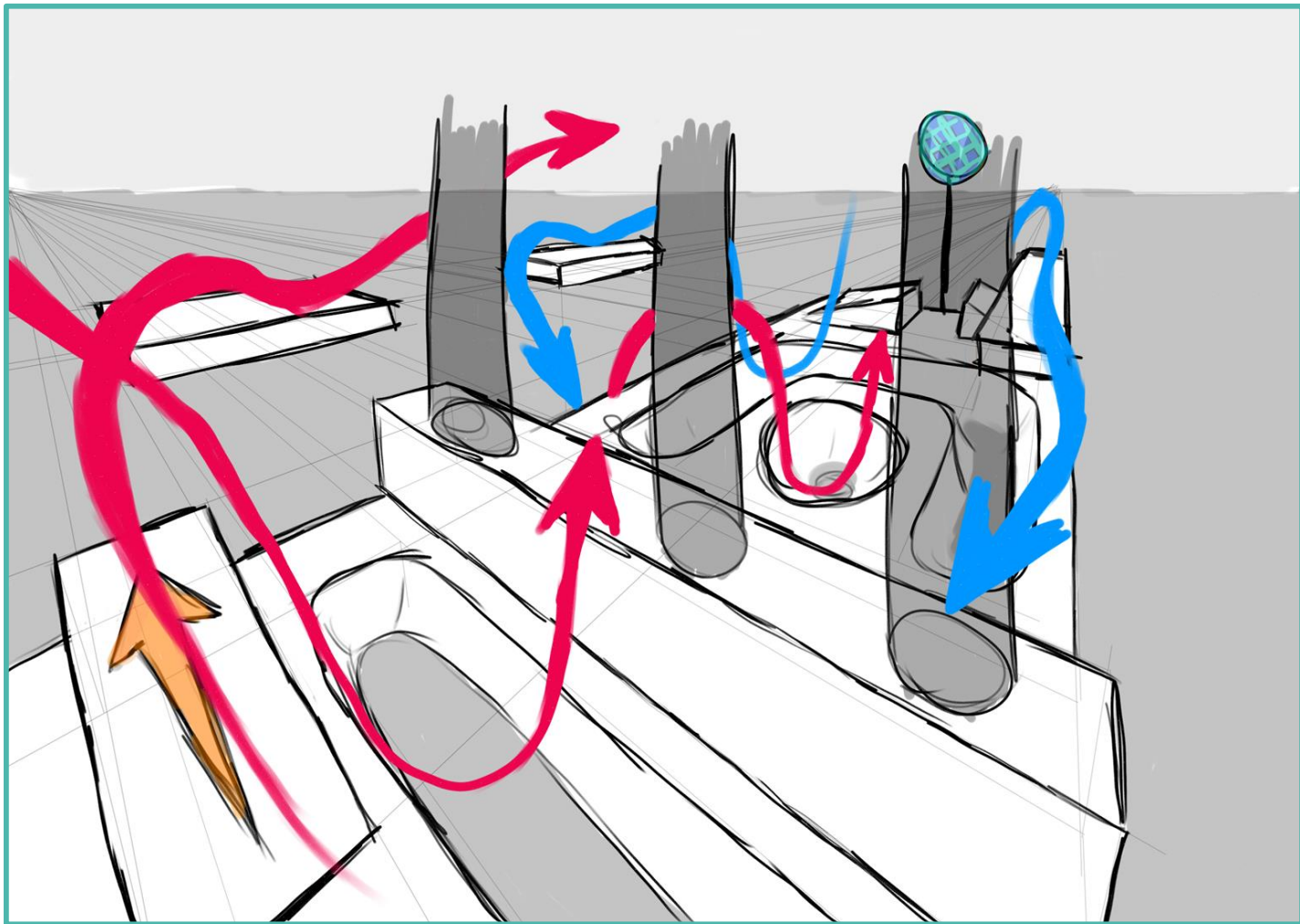


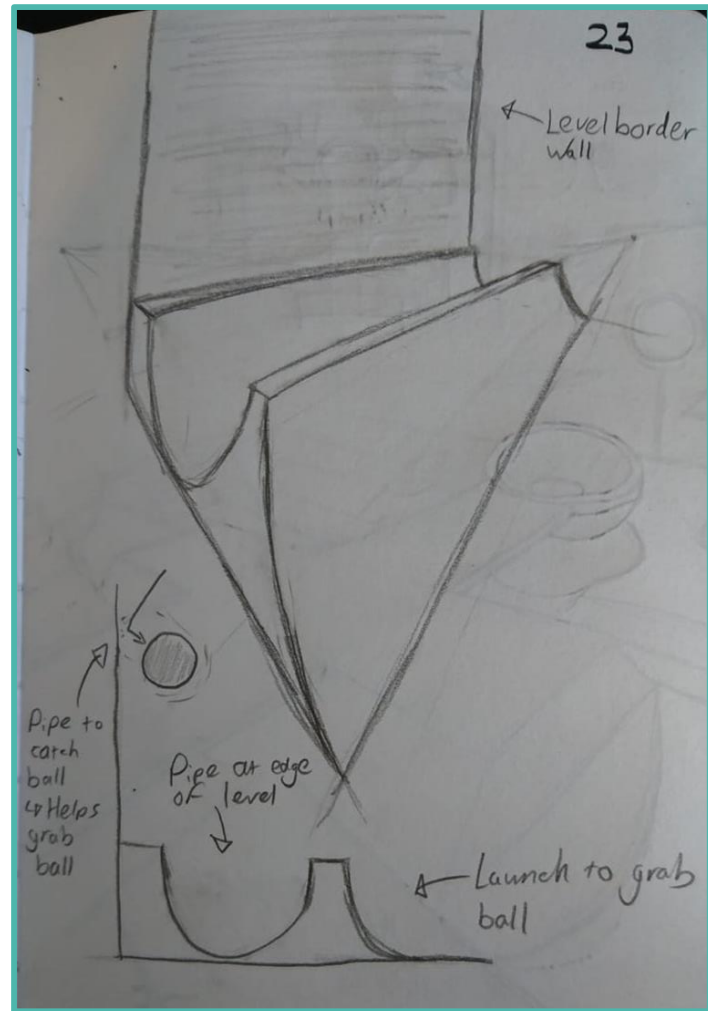
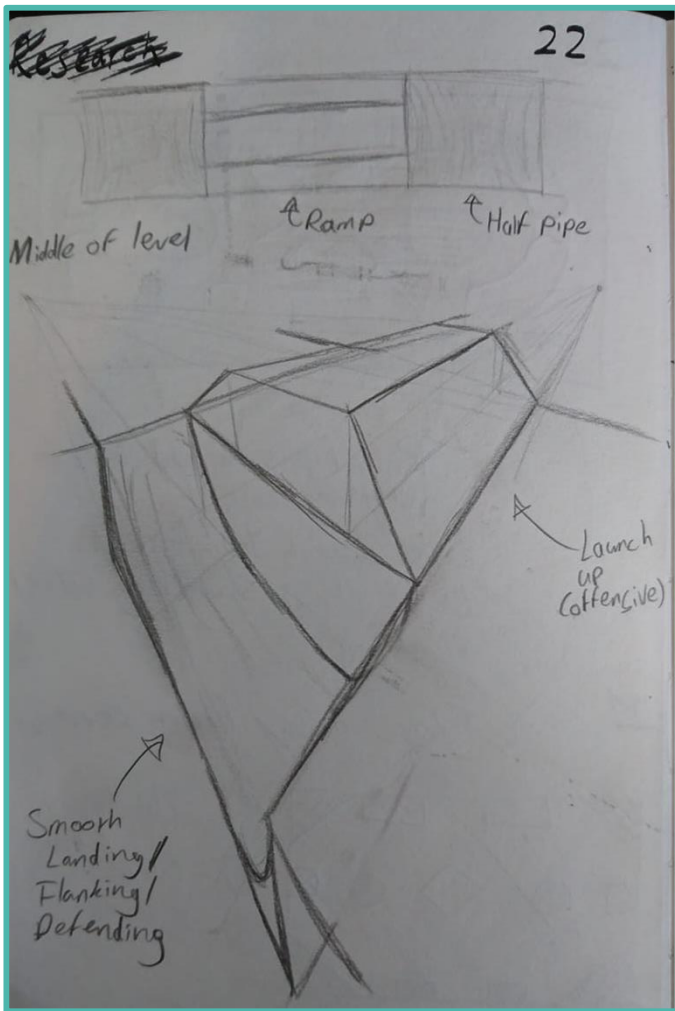




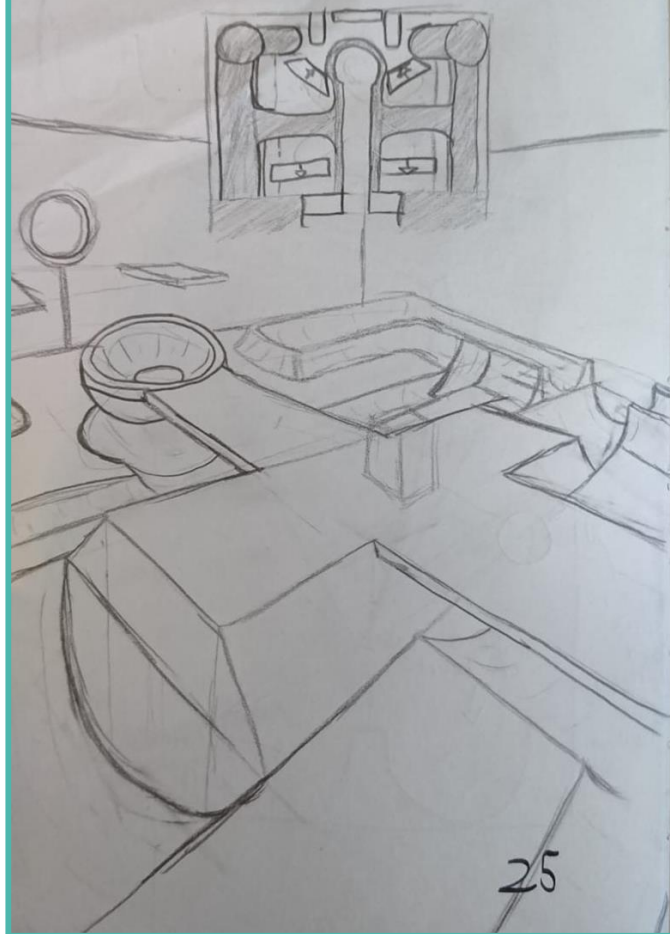




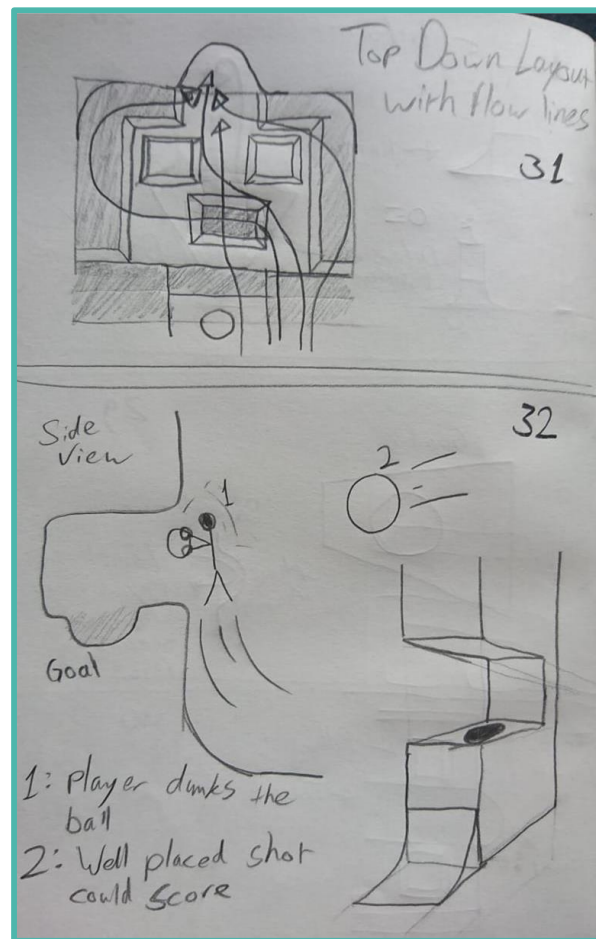
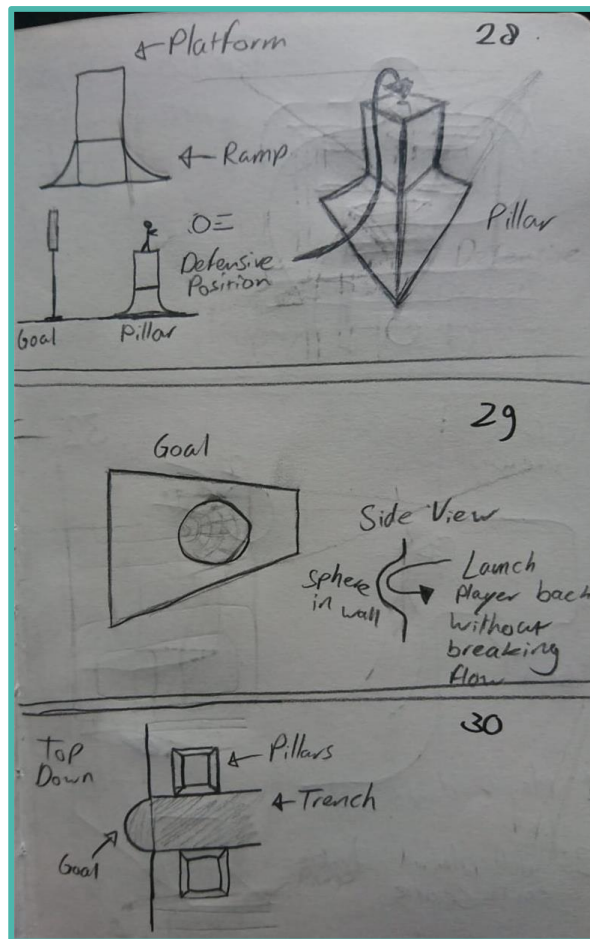
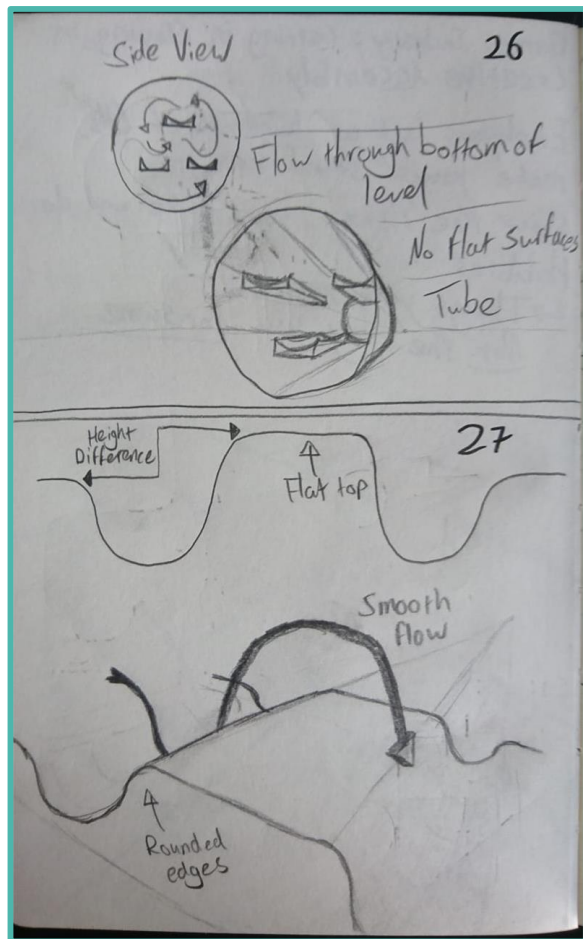




24



25



Arena Shapes

33

Choke Point

Room for ramps

Main playing field

34

Chokepoint

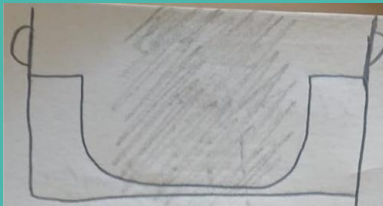
Main playing field, circular & open

35

Multiple chokepoints

Nidhogg-style Progression

Can be curved

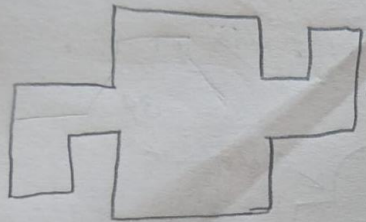


Side view
Raised goals

37

Top View

Curved chokepoints



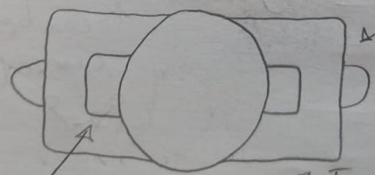
Chokepoints: pressure to attack/defend as hard as possible

Pressure encourages passing

Defenders: give highground to give advantage

38

Players forced to bring ball closer



Two paths allow for strategies

Transparent?

39



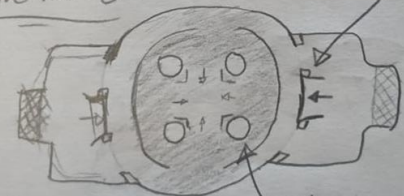
Passing

Raised (for defenders)
Blocking LoS encourages passing to players in better position

40

Slow down movement!

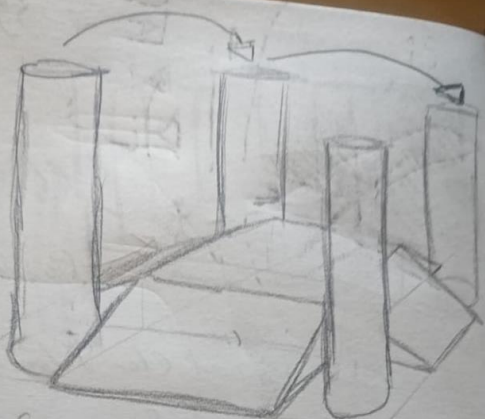
one-way



Pillars to hop on

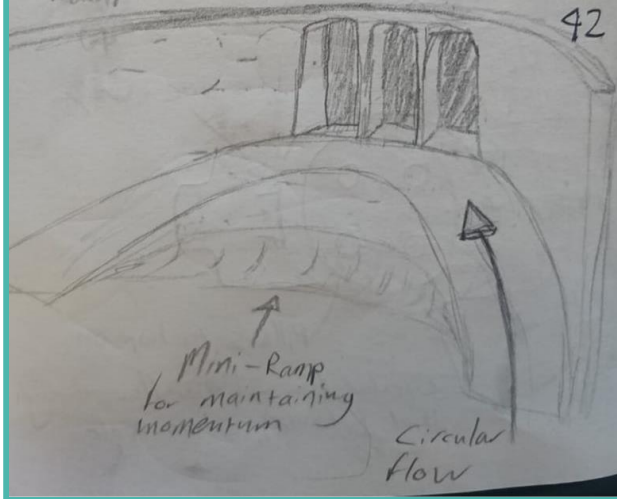
Circular flow - better flow through level (infinite), solves scale issues

41



Hop from pillar to pillar
Ramps to maintain momentum

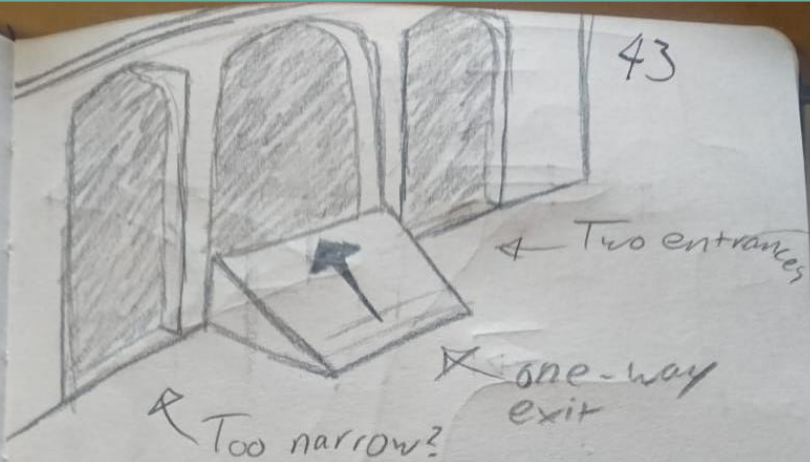
42



Mini-Ramp
for maintaining
momentum

Circular
flow

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Two entrances

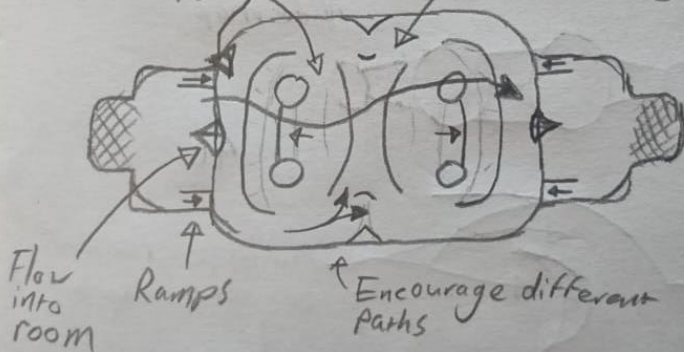
one-way
exit

Too narrow?

44

Smooth
flow

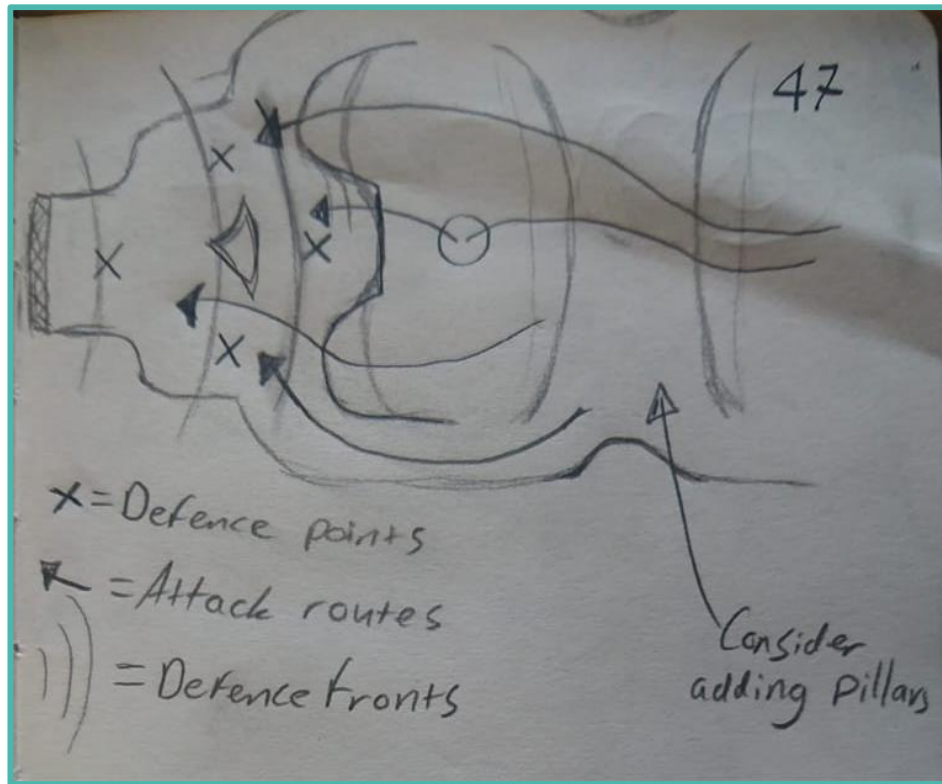
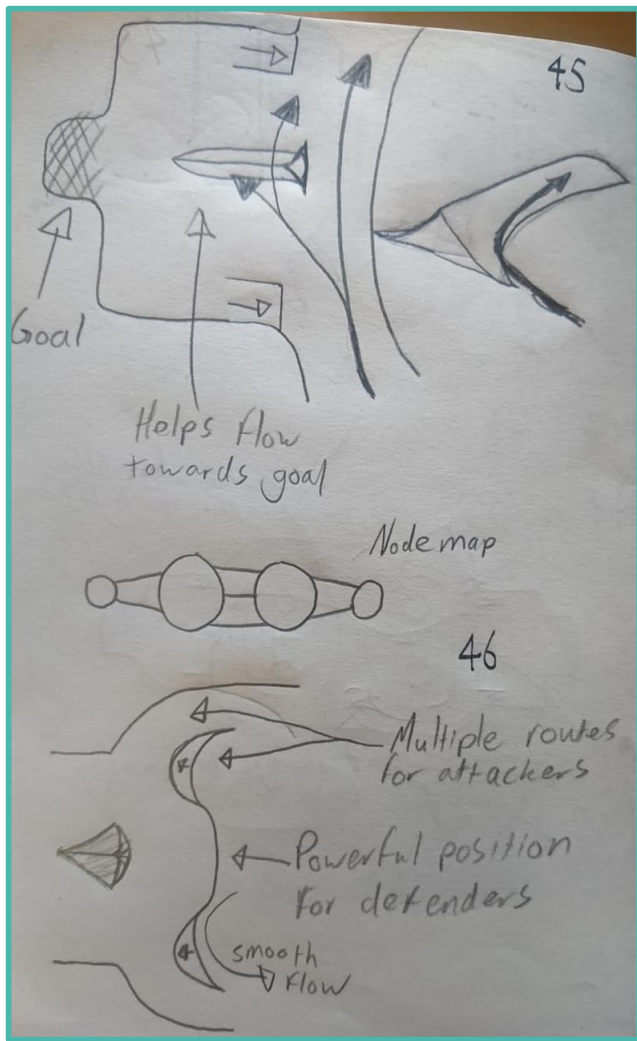
Ramp/Hill in middle
↳ Not too high?

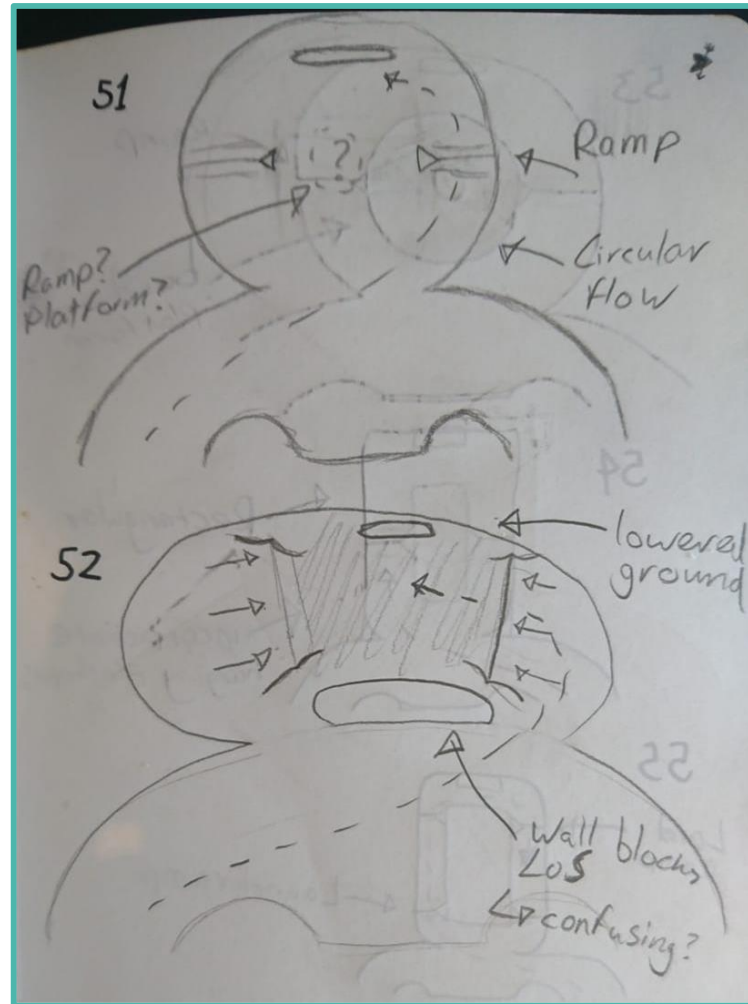
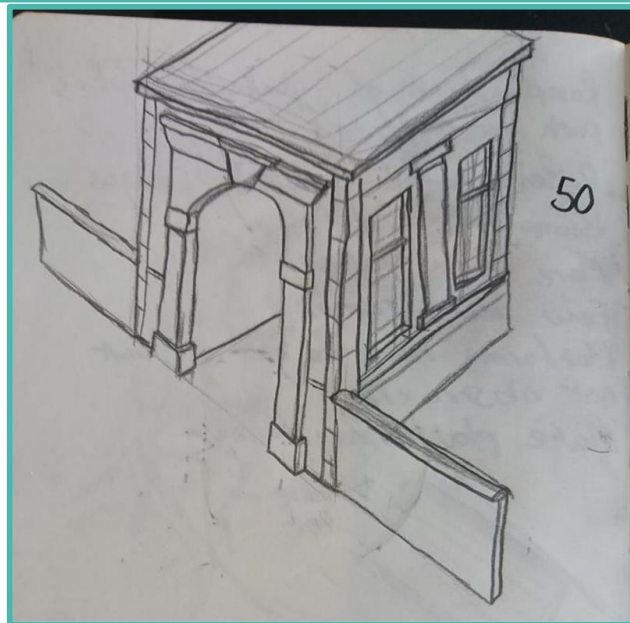
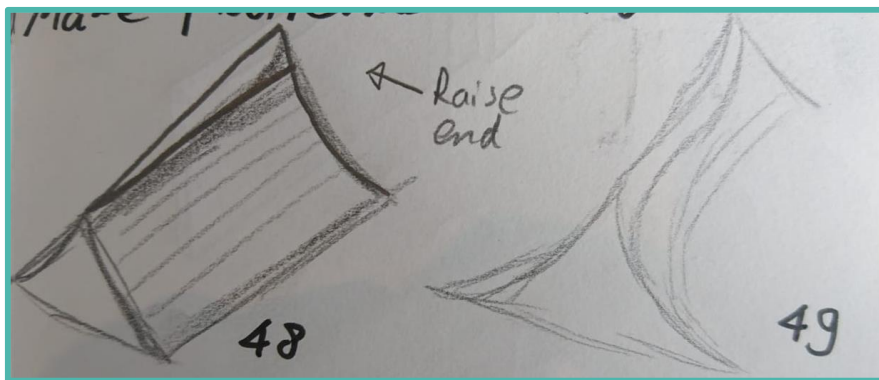


Flow
into
room

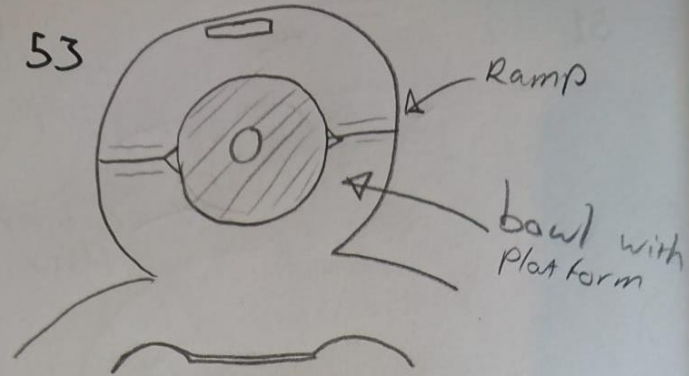
Ramps

Encourage different
paths

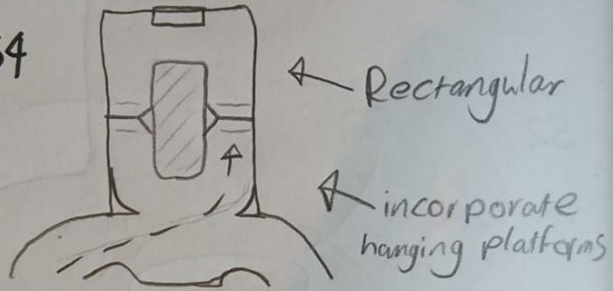




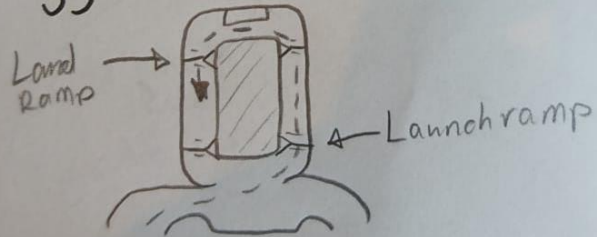
53



54



55



56

