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|  | **Level Design   Document** |
|  | Game Level Design |
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# Change Log

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| --- | --- | --- |
| Version No. | Date | Significant Changes |
| 1.1 | 11/12/2020 | Added introduction paragraph to [Level Flow Diagram](#_Level_Flow_Diagram). |
| 1.0 | 08/12/2020 | Initial document creation |

# Overview

## Quick Summary / X-Statement

The player must find missing persons but gets trapped in the “other side”. Then the player must escape before being captured by the monster who dwells there.

## the old boat dock - a photo on FlickriverGame Concept

A mainland police office, the player, arrives on a damp and dull isolated Scottish island by boat. They dock at a small, very poorly maintained dock, they are only one other boat there. The mainland police officer is there to investigate disappearances, they are directed to the old police station to get up to speed on the current investigation. Some officers give some information to the player. The player gets pictures of the people who disappeared. The player is told that the disappearances occur on the other side of the island in an old forest.

Player heads to the forest to explore, once inside the forest the player stumbles onto an old, seemingly abandoned cabin. The cabin is locked, the player can knock on the door, but nobody will answer. The player can look through the cabin windows and sees a ladder heading into the ground in the corner of the cabin with a faint light emanating from it. Player searches around the cabin to find items that could open the door, there will be multiple ways to achieve this. For example, an old rusty key, a crowbar, a woodcutter’s axe. The player walks into the cabin and a cutscene shows the floor creaking and suddenly breaking through, the player then falls down a cavern and gets knocked out.

The player awakes to find that the ladder also fell with them. There is no way back up. The player is in a cave system, the cave walls are covered in strange plants that seem to wiggle and move. While moving forward through the caves he encounters a dead male human body. He doesn’t look like any of the people who disappeared. The dead person is holding a strange cube stone-like object. The player picks the object up.

At the end of the cave system the player finds a large circular stone structure. In front of this structure is a plinth with a cube shaped hole in the top. The player makes puts the strange object into the plinth and it locks. The stone structure rotates (similar to a stargate) and locks in place, once this has been completed, a portal in the centre of the structure opens. The player walks through.

The player emerges onto an alien world that almost mirrors the real one. The physics and gravity are different now, the player can do higher jumps and is “floatier”. The player must complete some platforming challenges to reach the top of the cave, on the way up, the player missteps and a large boulder falls from a significant height. A large growl can be heard from a distant monster.

The player must race back to the village, through the strange forest, while the world falls apart and before the monster can reach them. The sky and sun will get redder as time goes on to indicate the lack of time remaining. The player must search for items throughout the forest to unlock the portal leading back to the village.

If the player makes it to the village, they will enter another portal and be sent to the village in the “real” world and a victory cutscene will play out. If the player doesn’t make it to the village portal, they will be grabbed by the monster and taken into the air. This will show how large the monster truly is. The eyes of the monster will open and focus on the player, and it will let out a loud growl before the level ends.

## Objective Summary

* Try to find missing persons by exploring forest
* Get inside the old cabin
* Escape the caves
* Open the portal to the “other side”
* Escape the “other side” before time runs out

## Location

* Isolated Scottish island – Small village, with some unfriendly people
* Dull, overgrown forest – This forest holds the old cabin the player must break into
* The caves – Claustrophobic caves with seemingly no escape
* The “Other Side” – A strange place almost mirroring the real world, odd plants and wildlife. Something seems off, the sky is darker and is home to the monster.

## Metrics

* Timing – The player has at least three and a maximum of four minutes from starting the level to escape.
* Visual Themes:
  + Old and poorly maintained buildings and docks
  + Overgrown forest
  + Claustrophobic caves
  + Strange alien world – The “Other Side”

## Level Atmosphere & Mood

It’s a dark and dull winter afternoon on the island, it’s just been raining so the pavement is wet, and the soil is very muddy and sludgy. The sky is very cloudy indicating it could rain again very soon. The trees are dripping water and the forest is very damp.

# High-Level Design Devices

## Player Activities & Actions

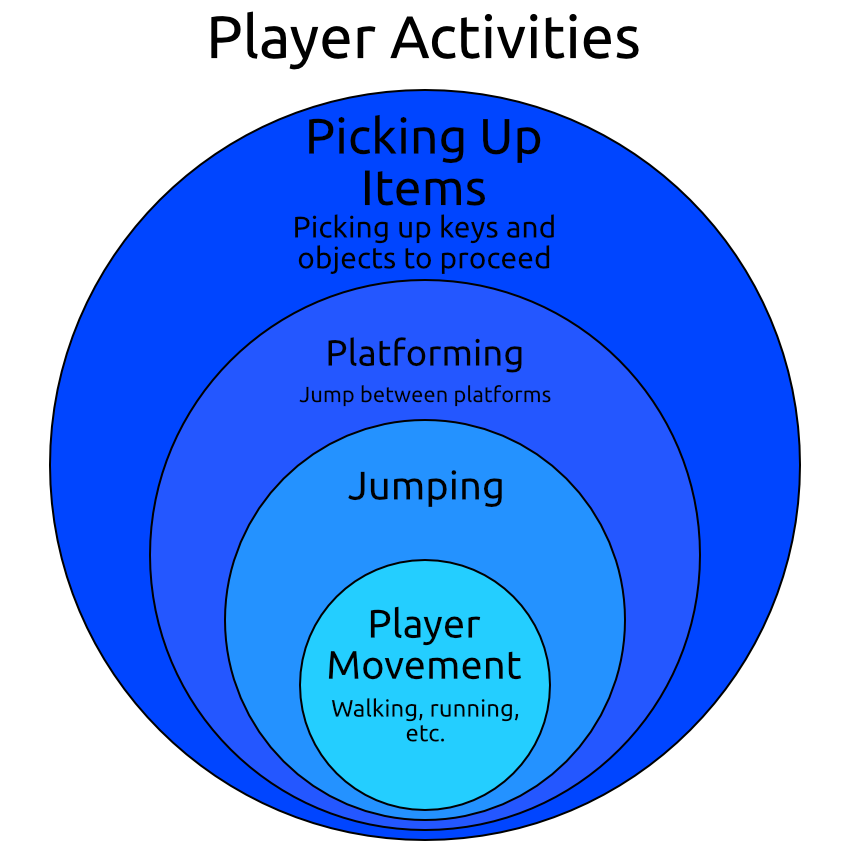


Figure - Player Activities

The player is capable of multiple different actions throughout the level. The onion diagram shown in figure 1 shows the different levels of importance each action represents and how each action depends on the previous.

## Rhetoric

// TODO – Does the level have a meaning, a subtext or are you trying to show something or change people

## Level Rules (Sieve)

Below are a set of rules the level must follow. If the level does not follow all these rules, it must be discarded. This is for the level to follow the same narrative and feel as if it belongs with the other levels and with different sections of the level itself.

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| * The player has at least three and a maximum of four minutes from starting the level to escape. * Escaping the “Other Side” must be a challenge. The player must find three objects in order to escape. * The player must be able to use different items to break into the cabin. These items must be spread out enough to give the illusion that the player stumbled across an unintended item. | * The level must contain an amount of physics objects the player can interact with at some point. * Cutscenes must not be longer than 10 seconds at a time in order to keep the player engaged. * The player should have safe points around the level where they can spend time to relax. |

# Level Design

## Level Flow Diagram

Below (figure 2) is a level flow diagram, this is a visual representation of how the player will work their way through the level. At the end there is a split path, this is when the player can either beat the level and win or be captured by the monster and loose. Both end the level but will give a different outcome.

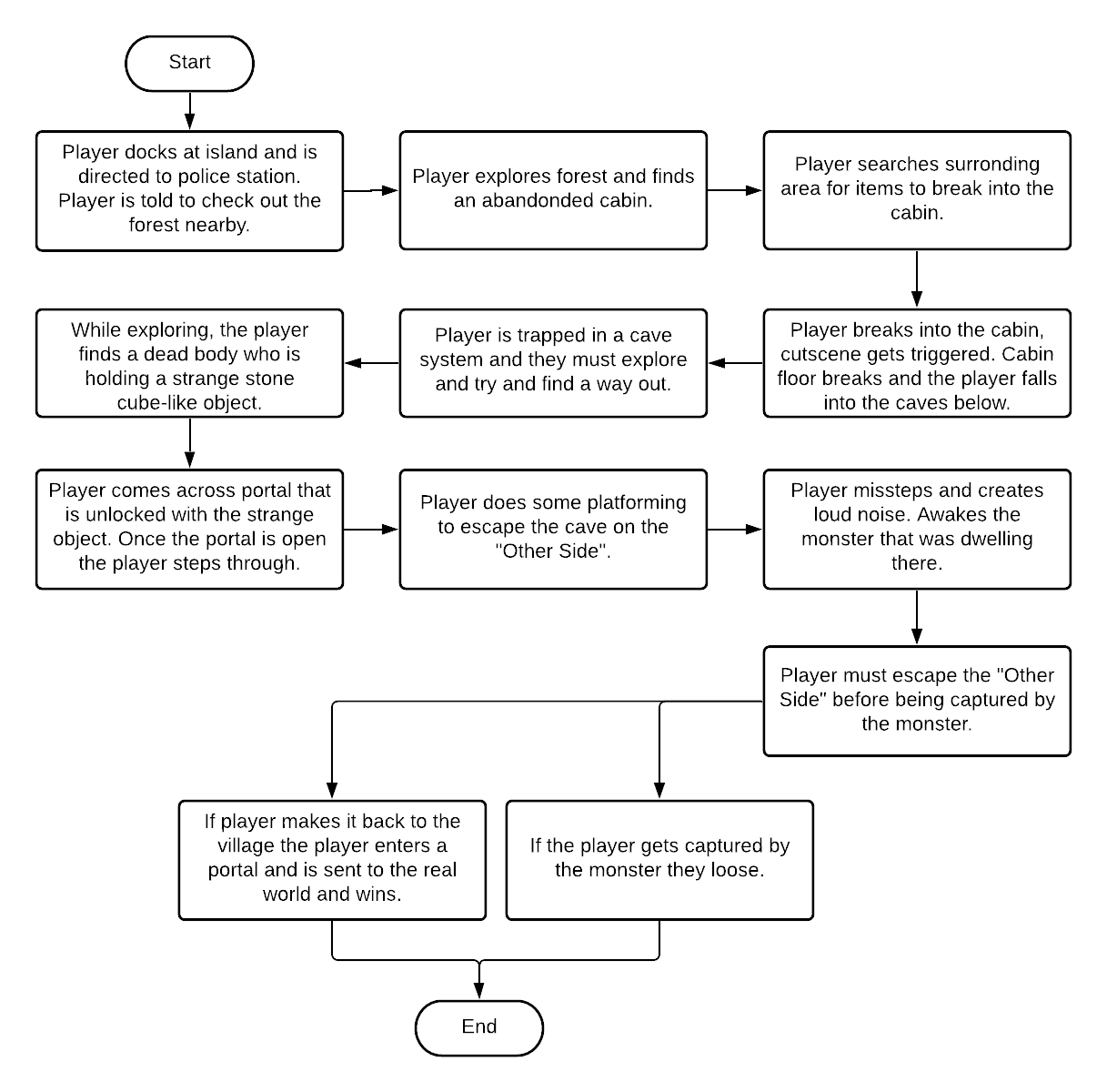


Figure 2 - Level Flow Diagram

## Level Bubble Diagram

## Detailed Level Bubble Diagram

## Regions

## Maps & Elevations

# Game Design

## Systems

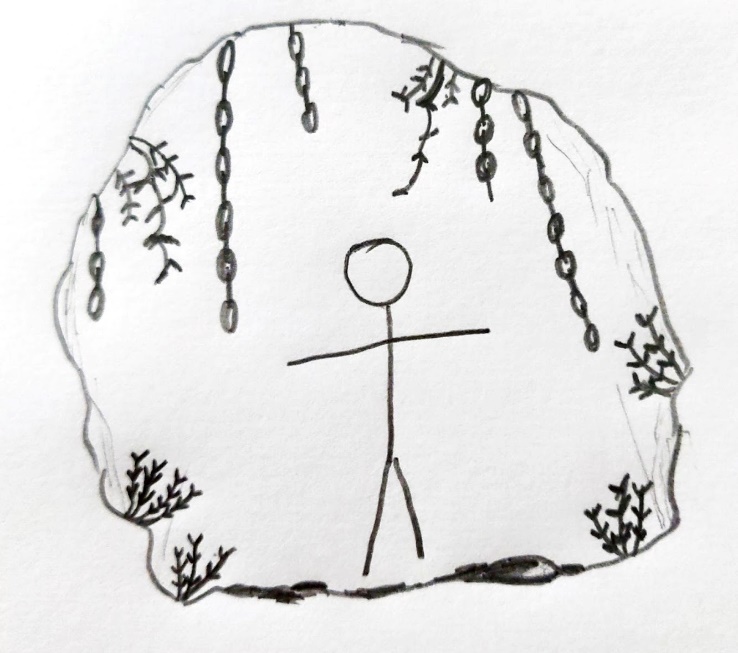
### Lighting

There will be some basic atmospheric lighting throughout the level. The island is dull and set in the late evening, meaning the lighting will be dull and contain no bright lights. A guiding light pattern will be used to guide the player through the start of the level. This will be done by torch light; small torches will be placed along the path leading the player to the abandoned cabin.

The caves will include some dim torches throughout that guide the player to the portal, this is another example of the guiding light level design pattern.

Bright lights will be used when opening the portal to the “other side”. The portal itself will emit a bright light; this is to indicate to the player there is something interesting about the portal and indicate to the player that they must enter.

Towards the end of the level (when the player is escaping the “other side”) the lighting will change and react to the time remaining. As time is running out the global lighting will get darker and the player will not be able to see as much, to accompany this, a fog will start appearing in the distance and start getting closer. This will negatively affect the players vision and they must try and escape while in this state.



Player

Chains

Foliage

Figure - Physics Objects in Cave

### Physics

There will be a few physics objects throughout the level that the player can interact with.

In the cave region of the level the player will come across foliage on the walls and ground. And chains hanging from the cave roof. These can be moved and interacted with as they will be using rigidbody physics. Figure 3 shows how the chains and foliage will be laid out through the cave.

### Particles

There will be multiple particle systems throughout the level.

The torches that guide the player will have a fire and smoke effect.

The other side will have a global dust-like particle system, this will look similar to the Stranger Things upside down which is shown in the figure on the right.



Figure - Stranger Things "Upside Down"

### Heads Up Display (HUD) / User Interface (UI)

The level will include a minimal HUD only showing information the player will need throughout the level. Figure 5 is a diagram of the HUD. In the top-left will be a current objective text telling the player what they need to do next. It will not contain a large description of the objective and will update automatically at different points around the level. The bottom-right will contain the inventory bar, this is where any items the player picks up will be displayed, there is a maximum of 5 items that the player can carry. The player can switch between which item is currently active by using the 1 to 5 number keys on their keyboard each corresponding to each slot.

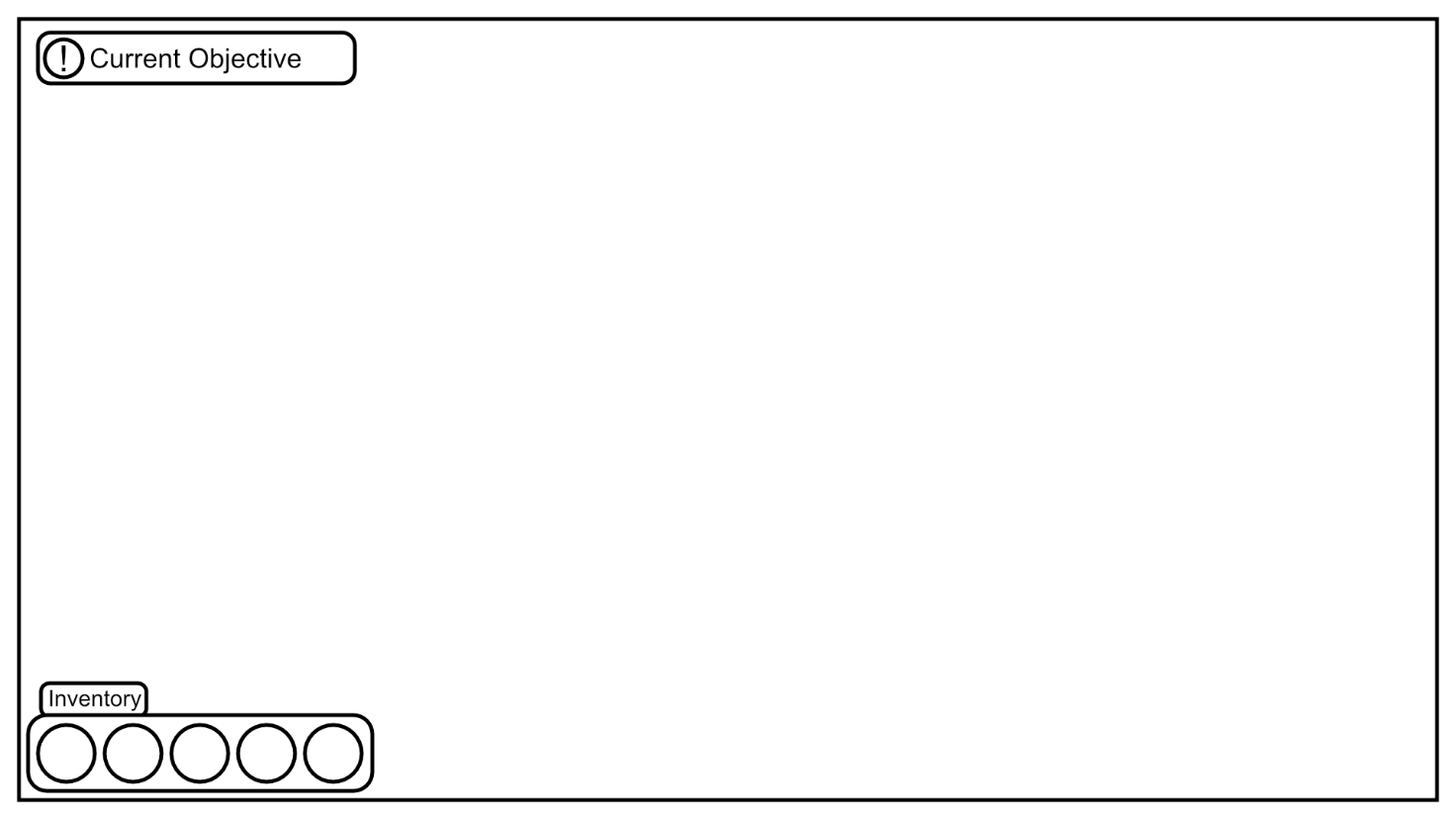


Figure - In-Game HUD

### Cinematics

There will be multiple cinematics throughout the level to break up gameplay and to share important story details or moments with the player.

#### Opening Cinematic

The player takes control of the character as soon as they are on the docks, but before this moment a small cutscene showing a boat approaching the docks. This is the beginning of the story and shows the player that the character they are playing as has just arrived on the island.

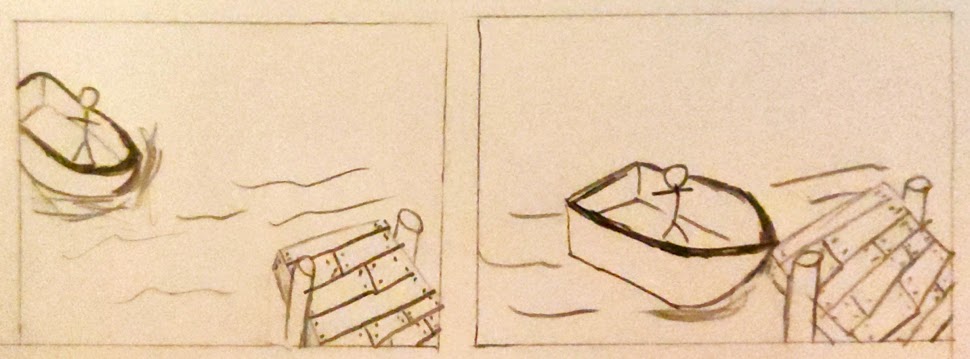


Figure - Boat Approaching Dock Cinematic

#### Ending Cinematic

There are two ending cinematics, a victory and defeat one. Whichever one gets displayed depends on if the player escapes the “other side” and gets back to the village.

## Entities