

Unannounced Third-Person Game Abbreviated Game Design Documentation

SNHUPerior Gaming Studio

Company Background Scenario:

The company that has hired you—Celestial Designs—has recently changed ownership. The company originally contracted services for game design and development; however, the new owner would like to hire a team to complete a previously started game level in their unannounced top-down game. For this level, your team will complete a fully functional level. This level should meet all the requirements below and have good level design. The overall theme for the level will be up to your team. Just make sure that the theme is cohesive and flows well.

Each team will complete the level and the requisite number of additional tasks that are specific for the game.

Mission Metrics Overview:

- Single level designed for a third-person game
- Level should be based on a single theme throughout

Level Requirements:

- Single level
- Level should have a starting location and a finish/goal
- Finished level should provide about 5–10 minutes of playtime
- Finished level will need to have at least 5 rooms of varying sizes
- Entire level should be fully textured; no untextured areas seen from the playable areas
- Level should be fully playable
- Level will have a cohesive theme throughout

Level Elements:

Required (all):

- Starting Location: This is where the player will spawn at the beginning.
- Level Goal: This is the “finish line” or “goal” of the level.
- Overall story to go with the designed theme; this will provide depth to the level.

Additional Elements (choose 4 tasks):

- Player Power-up Pickups (health, power ups, etc.) (at least 3 unique types, can be placed around the level)
- Player Equipment Pickups (armor, weapons, ammo, etc.) (minimum 3 armor, 3 weapons; placed around the level)
- Enemies (Moving) (2 types, can be moving on platforms or jumping around)
- Enemies (Stationary) (2 types, will not move)
- Enemies (Bosses) (special enemy that will attack player in a unique way) (minimum 1)
- Obstacles (Stationary): (4 unique types, scattered about the level. Will block player or cause an effect)

- Obstacles (Moving): (3 unique types; scattered about the level. Will harm player or cause an effect)
- Obstacles (Traps): (2 unique types; scattered about the level. Will cause a negative effect on player)