ExaudMeets

Level Design Document
Lobby

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Context

Level Purpose

The Lobby's purpose and identity depend on one main factor. ExaudMeets is a gamified online experience, with two branches (and subsequently, ambitions):

- Serve as a virtual meeting venue, bringing some sort of interaction innovation to traditional internet meetings;
- Provide a digital space to develop conferences, team-building activities, and similar events.

The two objectives require different goals from the Lobby. Fortunately, the Lobby's versatile design allows for both needs to be fulfilled on demand, with quick and easy redesign, both visual and conceptual.

Virtual Meeting Venue

As a virtual meeting venue, it is a welcoming environment where casual discussions occur outside of regular meetings. Waiting for an upcoming meeting or simply hanging around with remote coworkers through an interactive app, the Lobby is the app's computerized proverbial watercooler.

Events

In an event setting, the Lobby will serve as an initial hub where introductions can be made, conversations can be had, and event/company/team values and traditions can be built, remembered, and revitalized.

Common Space and Private Corners

Regardless of ExaudMeets' use, participants can have group conversations in the Lobby through proximity-based, open voice chat. The venue is currently designed to hold up to 100 people at maximum capacity, with 70 participants being the optimal amount.

Because proximity voice chat can quickly become crowded when there are multiple people in the common space, there are four corners that provide more private spaces for more individual conversations. Although these spaces are still openly accessed by anyone, it's clear that they're meant to give users a quiet place to talk.

In the "event" use case, these private corners can have custom themes, possibly touching upon company values, memorabilia, or even team-specific souvenirs or moments.

In the "virtual meeting venue" use case – which will widely be addressed in this document as it's the constant level that isn't use-specific –, the private corners are themed around **Light**, **Nature**, **Water**, and **Wind**. They will not only give players somewhere quiet to talk, but they'll also become beautifully crafted micro-environments inside which players will want to spend time.
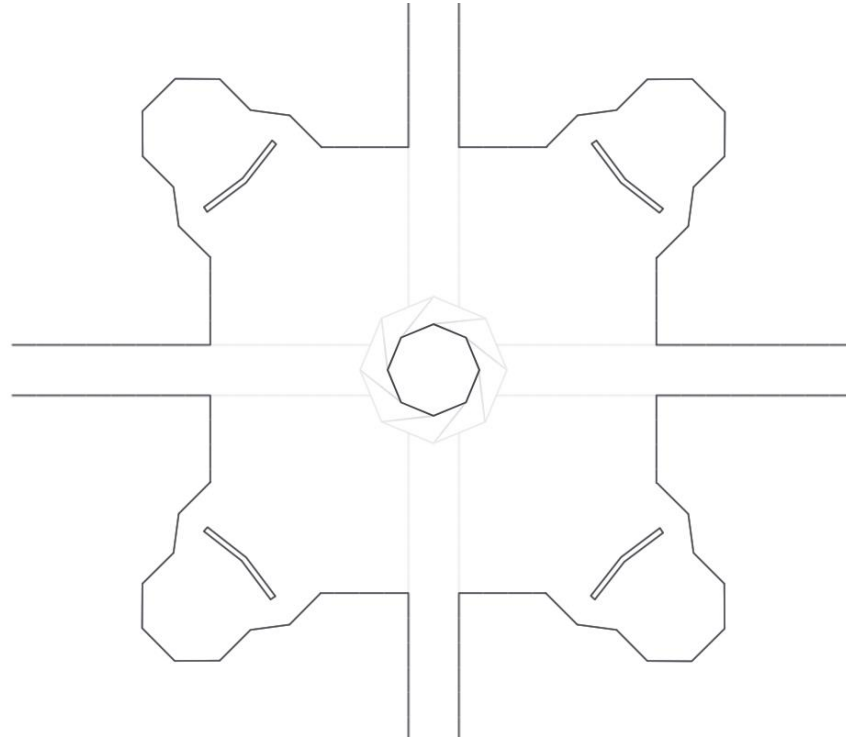
DOCUMENT SAMPLE: SECTION ABRIDGED

General Layout

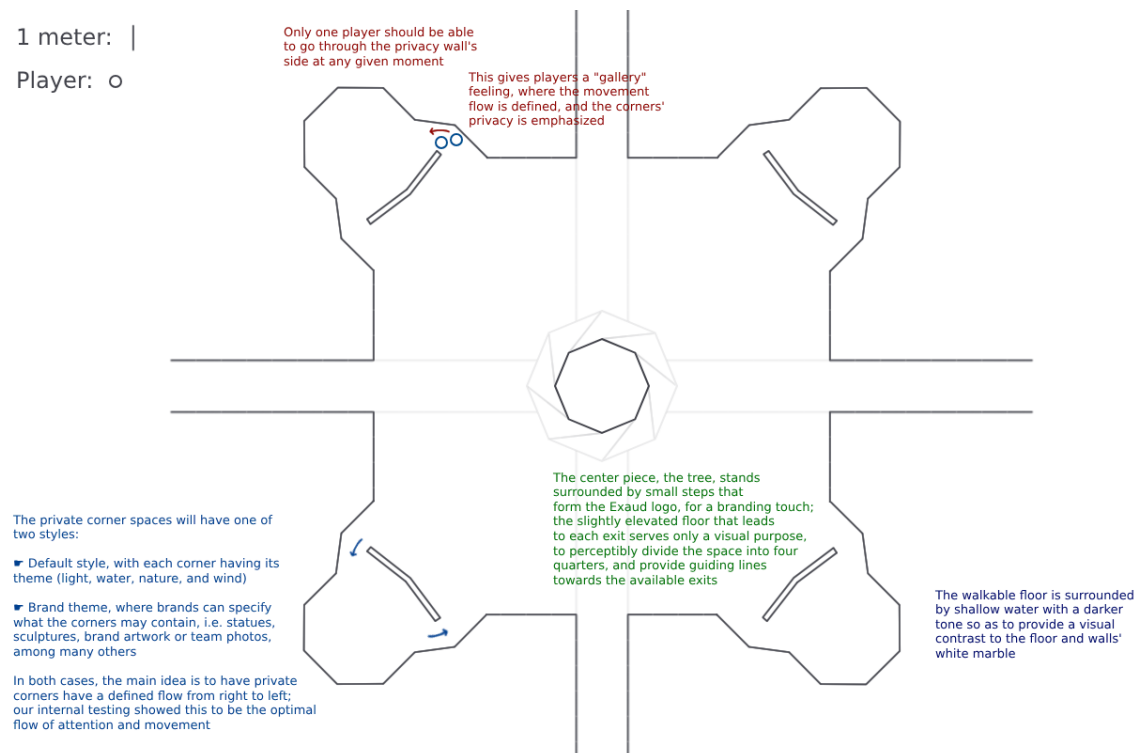## Overview

Clean Pass / Line Art
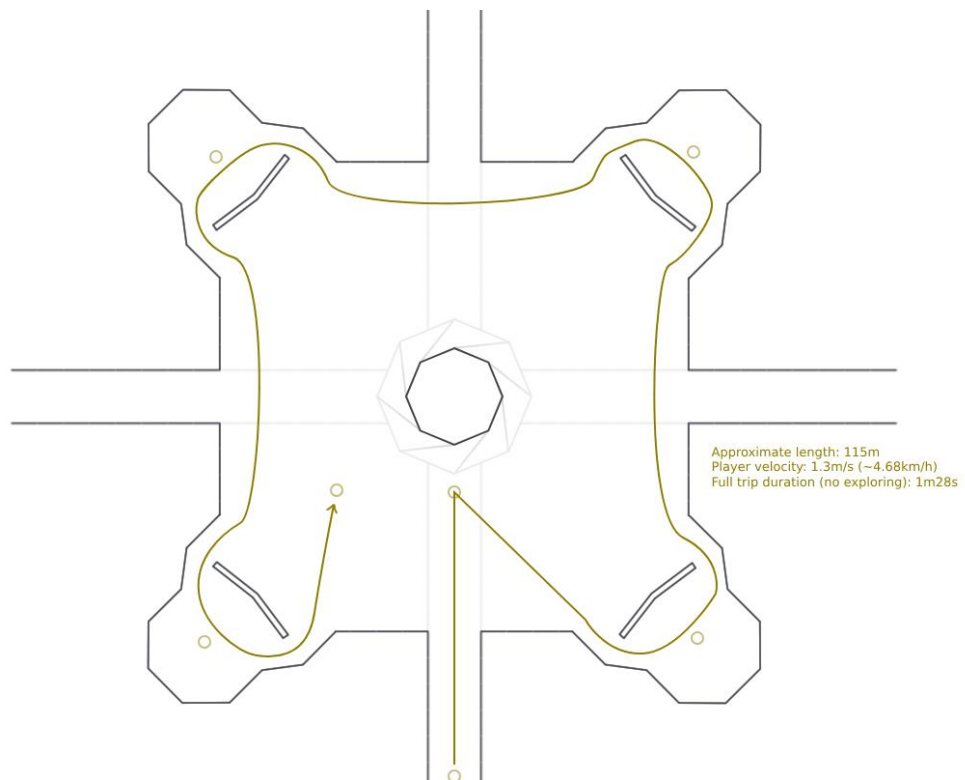
1 meter: |
Player: o

Notes

1 meter: |
Player: o

Only one player should be able to go through the privacy wall's side at any given moment

This gives players a "gallery" feeling, where the movement flow is defined, and the corners' privacy is emphasized

The private corner spaces will have one of two styles:

☛ Default style, with each corner having its theme (light, water, nature, and wind)

☛ Brand theme, where brands can specify what the corners may contain, i.e. statues, sculptures, brand artwork or team photos, among many others

In both cases, the main idea is to have private corners have a defined flow from right to left; our internal testing showed this to be the optimal flow of attention and movement

The center piece, the tree, stands surrounded by small steps that form the Exaud logo, for a branding touch; the slightly elevated floor that leads to each exit serves only a visual purpose, to perceptibly divide the space into four quarters, and provide guiding lines towards the available exits

The walkable floor is surrounded by shallow water with a darker tone so as to provide a visual contrast to the floor and walls' white marble

Level Flow

1 meter: |

Player: o

Approximate length: 115m
Player velocity: 1.3m/s (~4.68km/h)
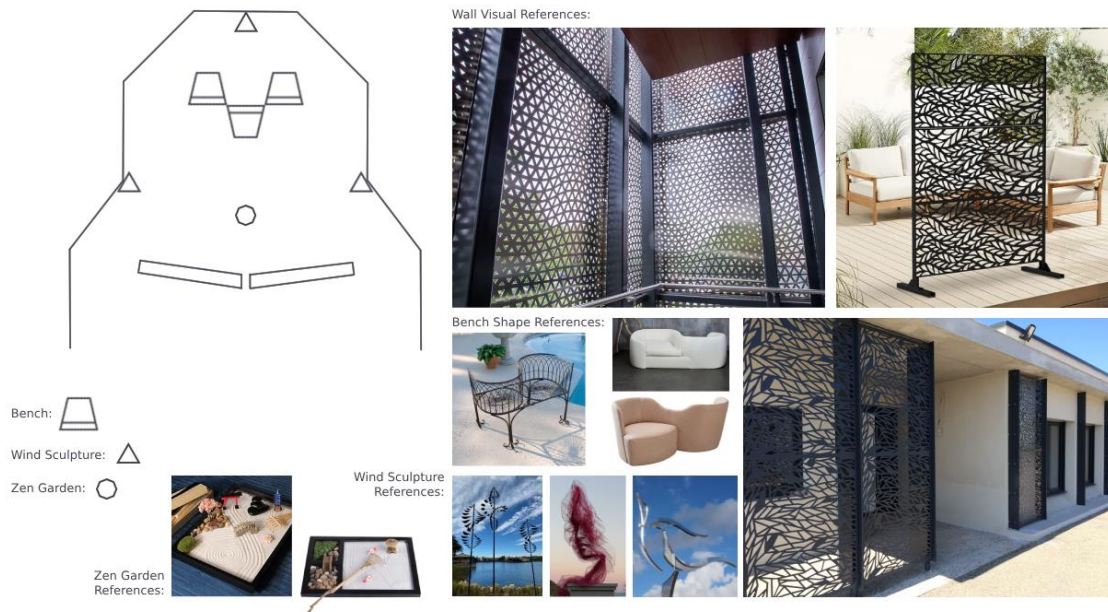Full trip duration (no exploring): 1m28s

DOCUMENT SAMPLE: SECTION ABRIDGED

Specific Layouts

Private Corners
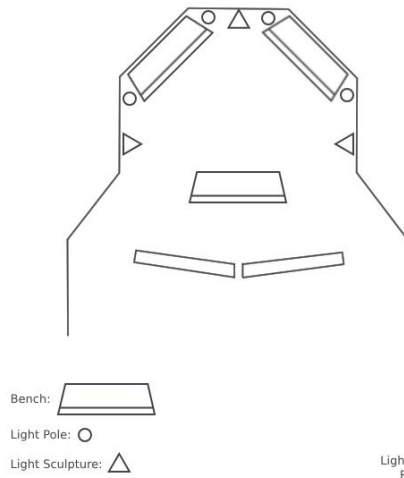
Wind-Themed Corner

Nature-Themed Corner
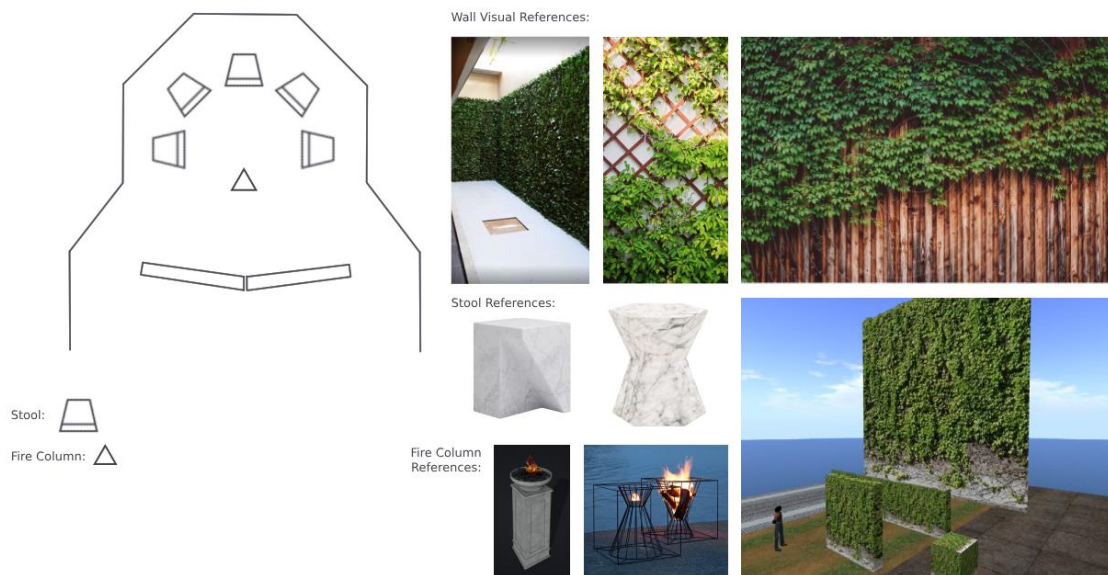
Light-Themed Corner

Water-Themed Corner
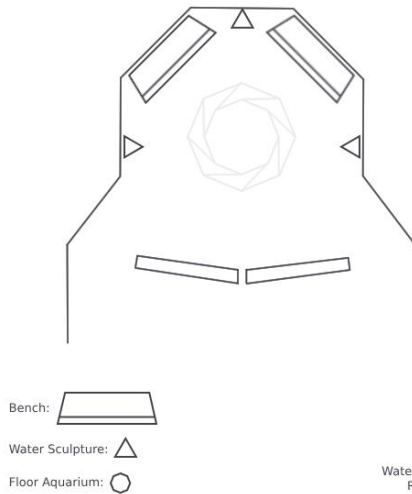
Other Features

Centerpiece Tree

The Tree Centerpiece

TREE

The tree is planted on dirt inside an Exaud-logo-shaped indentation on the ground

The ceiling is a radial group of wooden planks, that are cut to form an open circle right above the tree, with only sky above

The centerpiece tree grows towards the ceiling, and moves beyond the ceiling through the open circle

Venue overview from the side (bisected walls, full ceiling):

Tree Visual References:
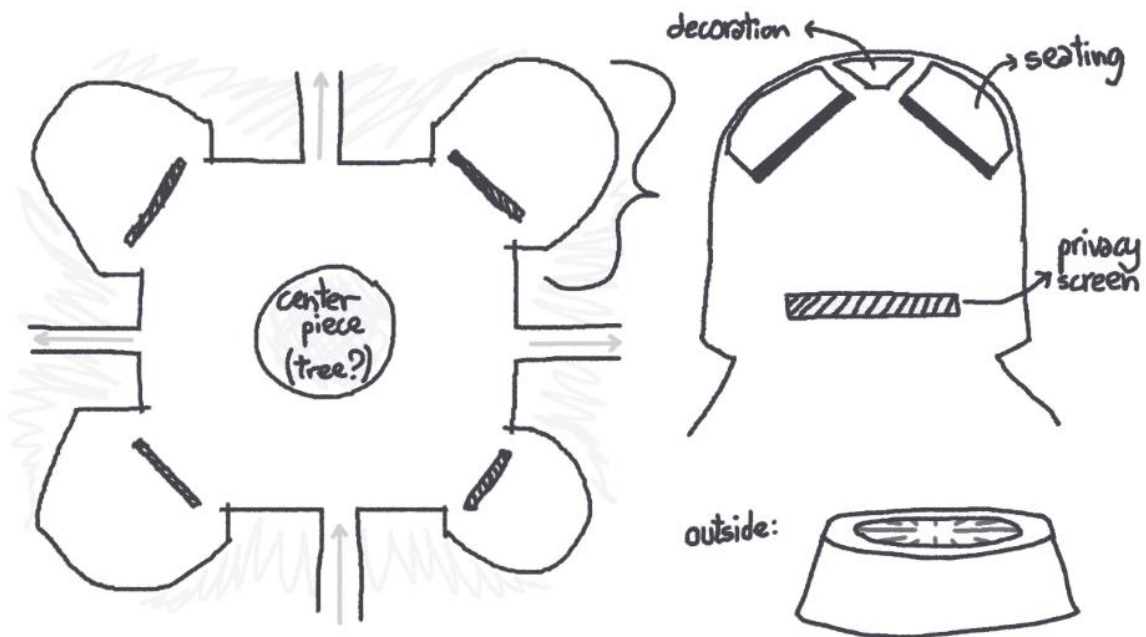

Ceiling Visual References:
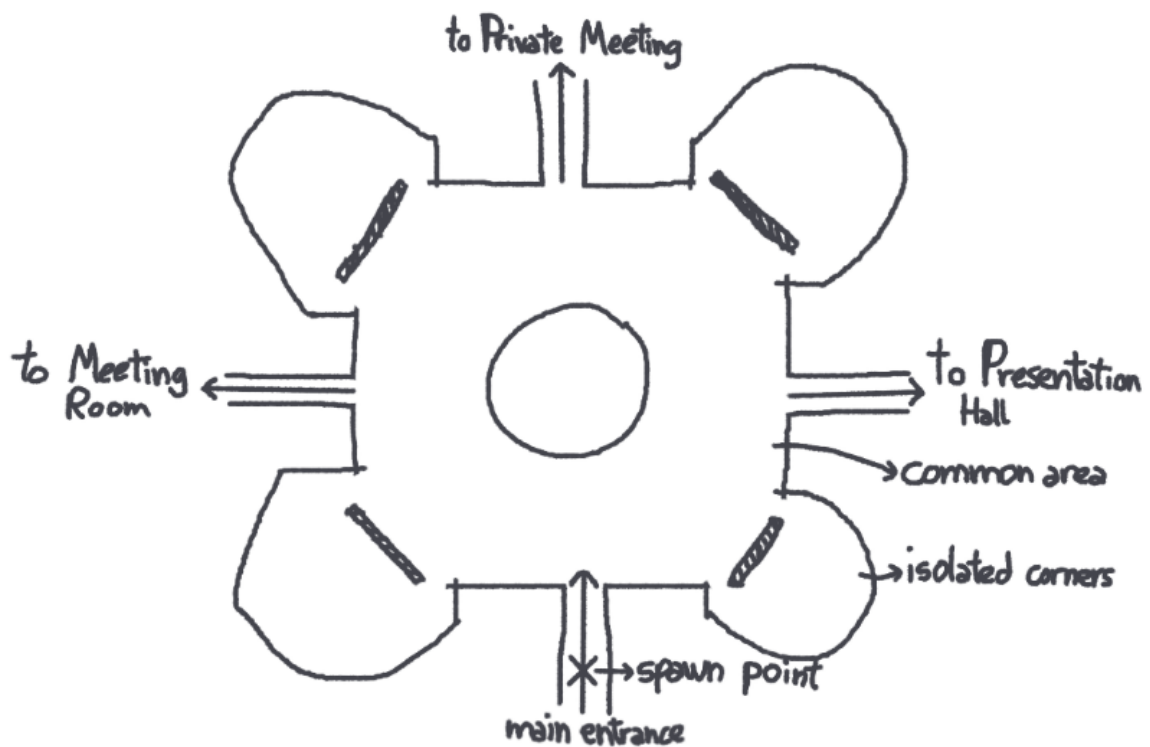

DOCUMENT SAMPLE: SECTION ABRIDGED

Process

Initial Outlines

Initial Layout

Exits and Areas

Measurements

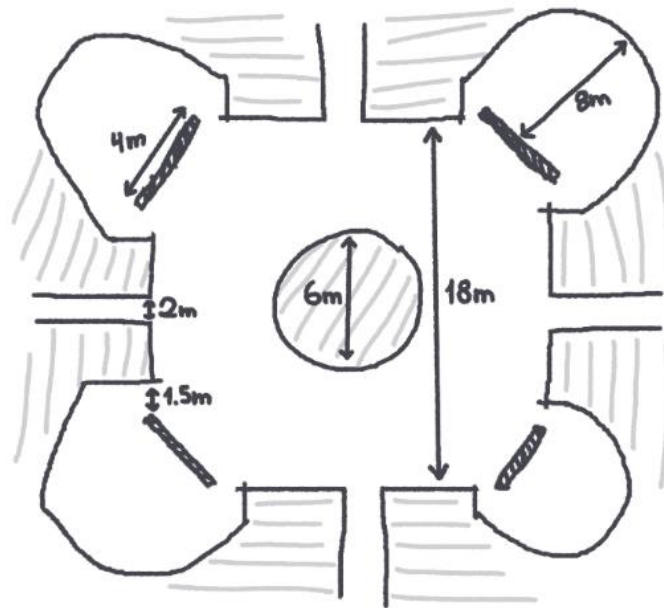
Player

0.2m radius
1.3m/s walking speed

Lobby

Optimal capacity: ~70
Isolated corner capacity: ~8

DOCUMENT SAMPLE: SECTION ABRIDGED

Environmental Interactions

DOCUMENT SAMPLE: SECTION NOT INCLUDED

Activities / Minigames

DOCUMENT SAMPLE: SECTION NOT INCLUDED