

Blockout Level Design

Project Description:

In this project, I created and focused only on a blockout level design, using Unreal Engine 5.6. The game is projected as top-down view with third person point click movement approach. In this document, I only show the level design without details to the contents/ challenge such as enemies. Rather, focus on the flow of verticality.

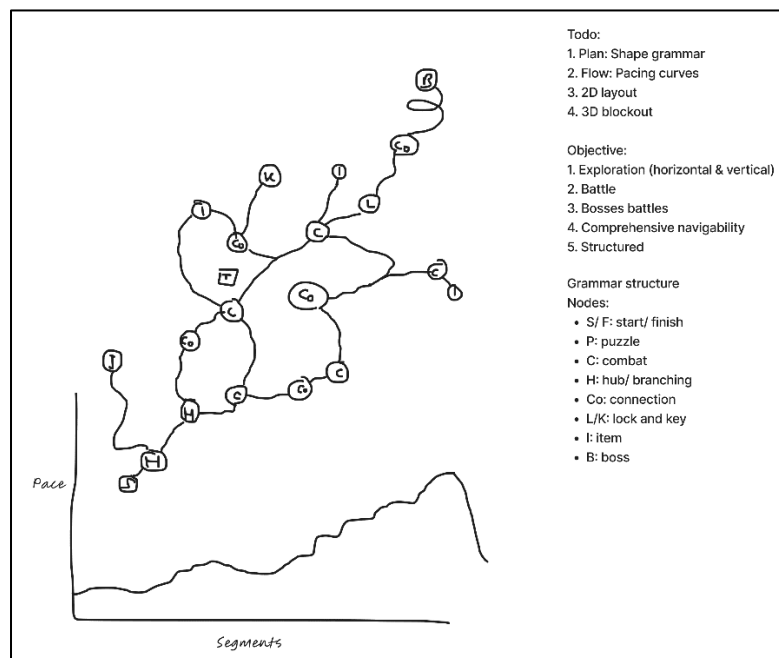
The general steps I use to create the level blockout are as follows:

1. Brainstorm on Pinterest and ArtStation.
2. Create a rough shape grammar.
3. Create 2D layout.
4. Create block palette and implement the 3D blockout.

Note: this is not a game design document, rather compiled screenshots.

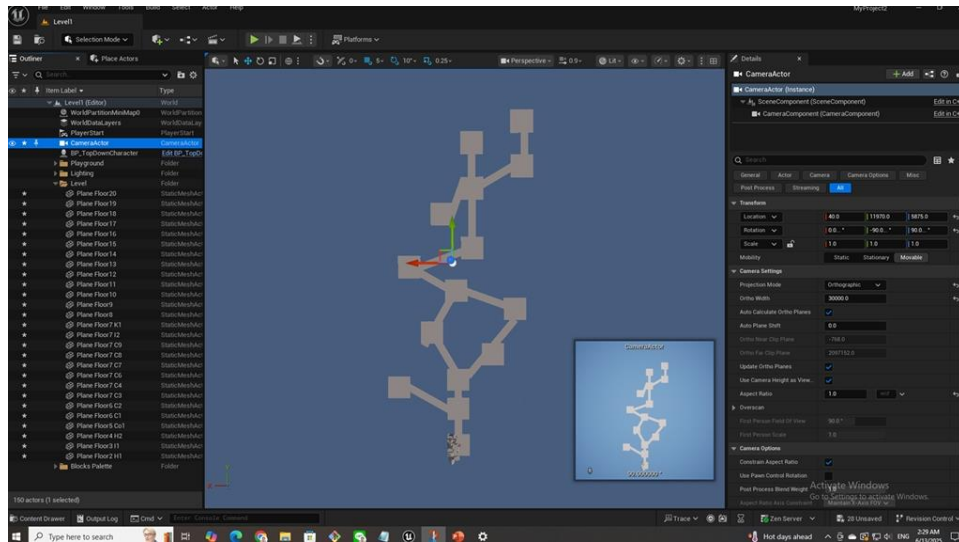
1. Shape Grammar

Shape grammar, although it's not a new concept, it still helpful to create the abstraction of level simply using circular nodes like tree. The concept was introduced by Joris Dorman through some of his papers.



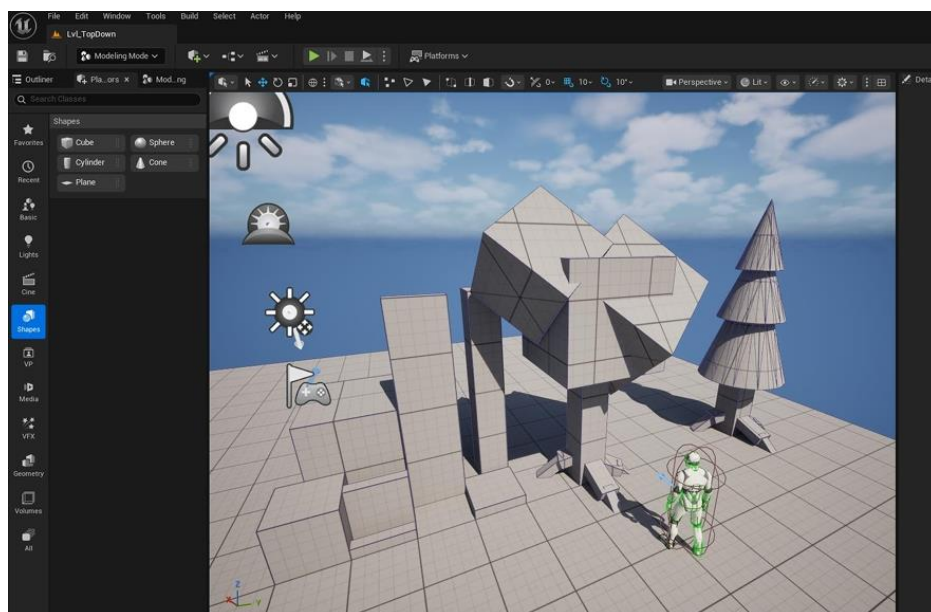
2. 2D Layout

I created the layout directly in Unreal using plane instead of using common 2D tools. The whole process takes me longer than I expected because I still learn the navigability in Unreal. I used Unity in almost all of my projects.



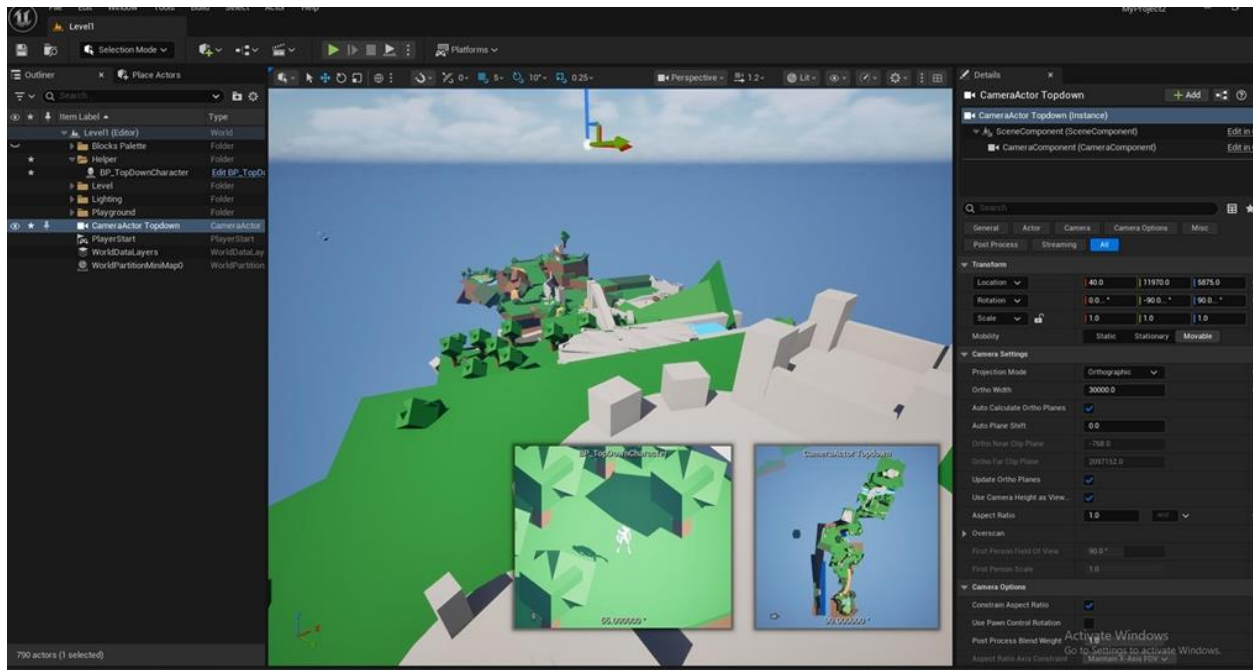
3. 3D Layout & palette

In this time, I want to push my self to only use primitive built-in object without any plugin to create the blockout object palette.

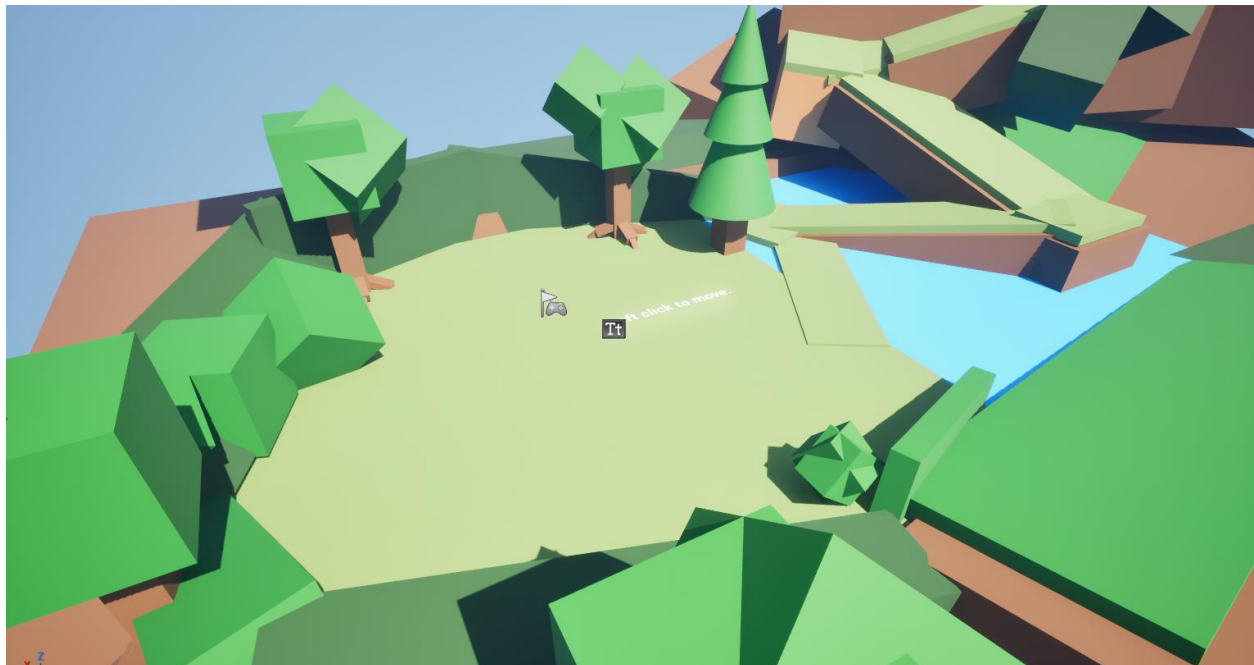


The resulting levels:

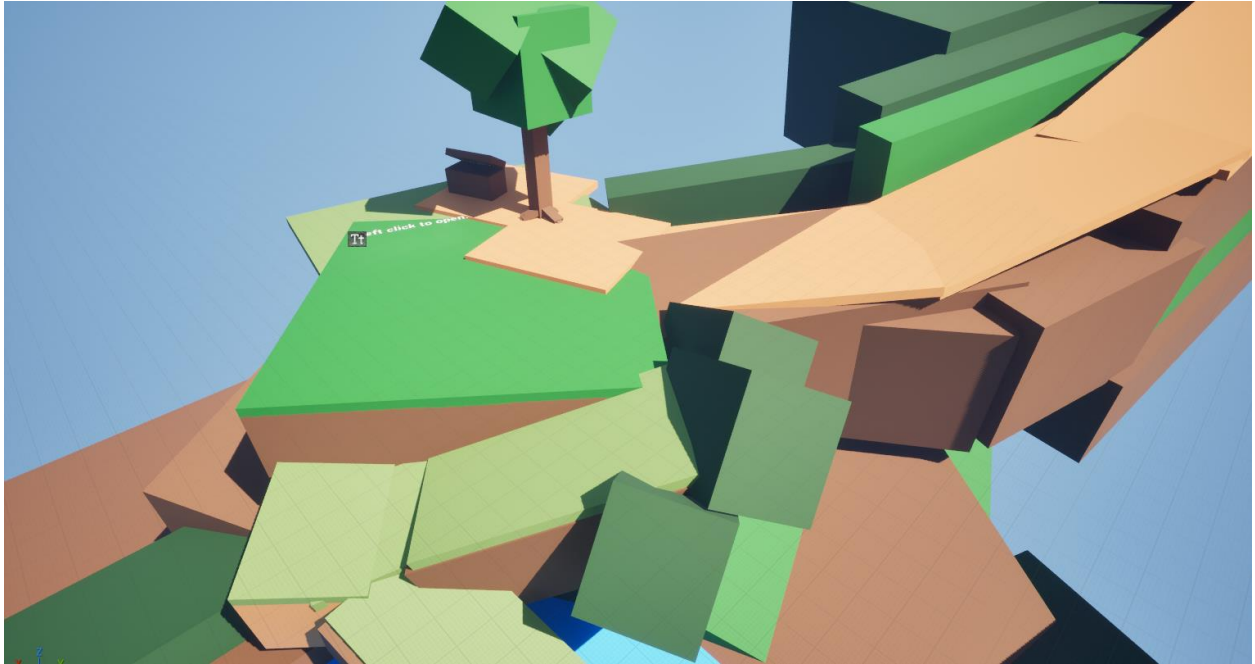
- Actual top-down view and overall level layout



- Start (S): movement tutorial



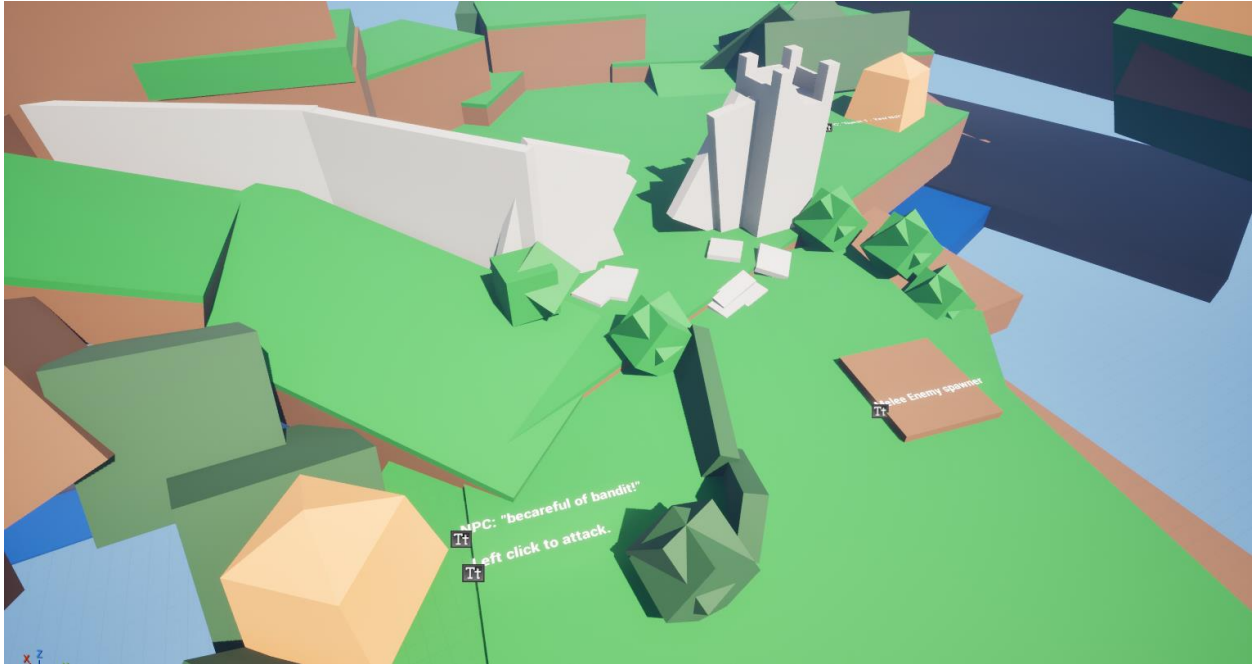
- Item (I): item and action introduction



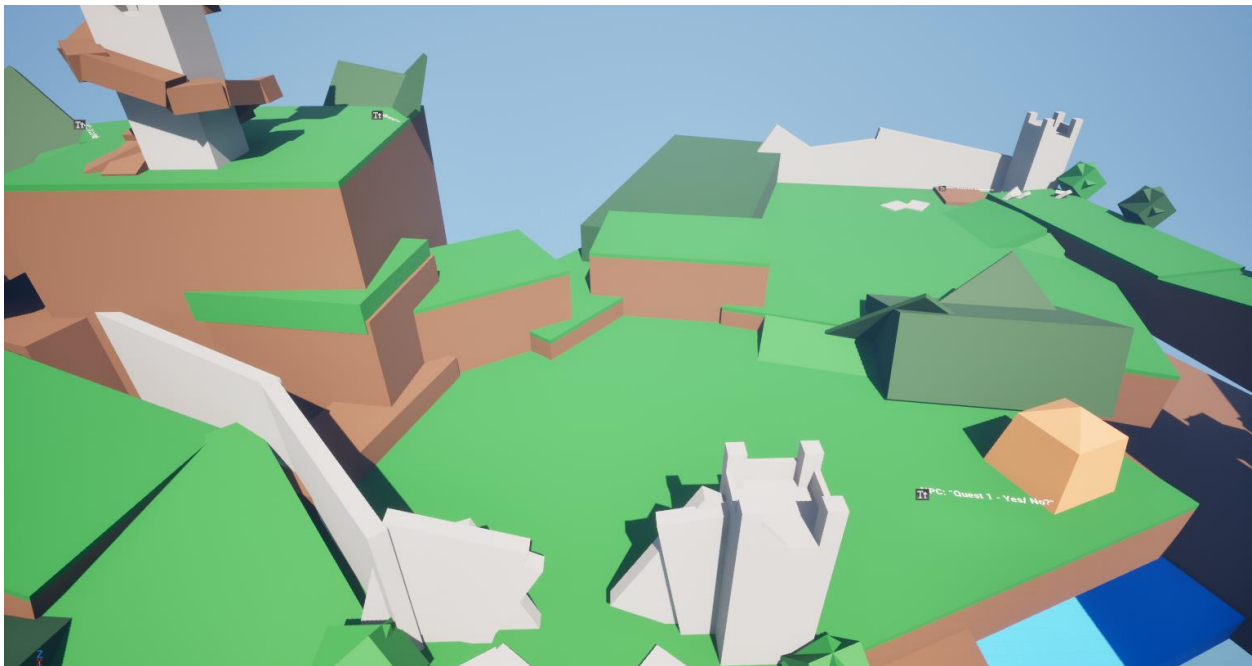
- Item (I) and connection (C): item and shortcut to different area



- NPC (N) and Combat (Co): introduction to dialog and awareness of combat ahead



- Hub (H): meeting connection or hub from previous area



- Puzzle (P) and Combat (Co): mini puzzle and combat



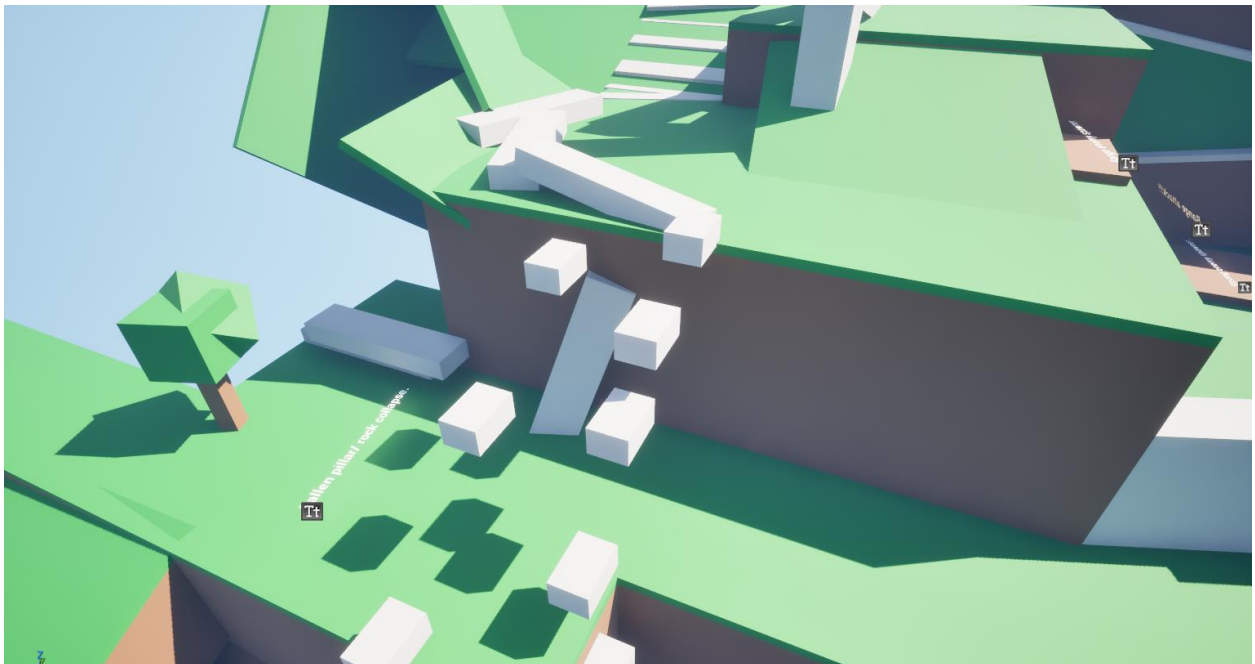
- NPC (N): shop merchant



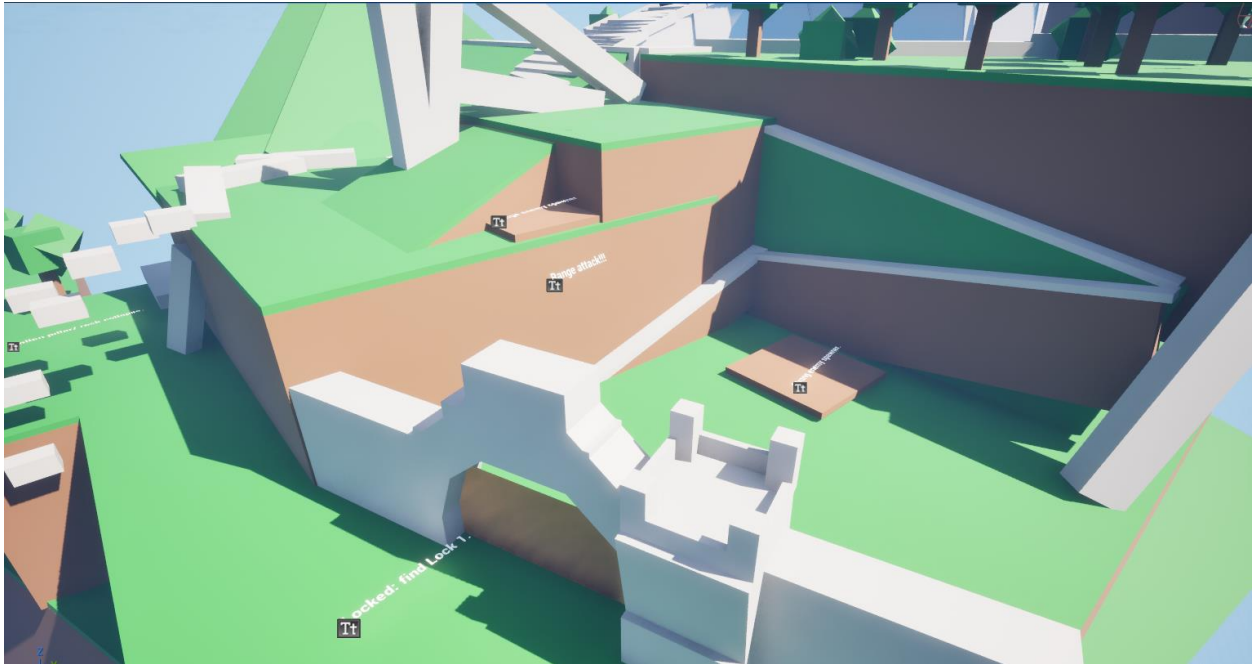
- Miniboss (B): miniboss and key



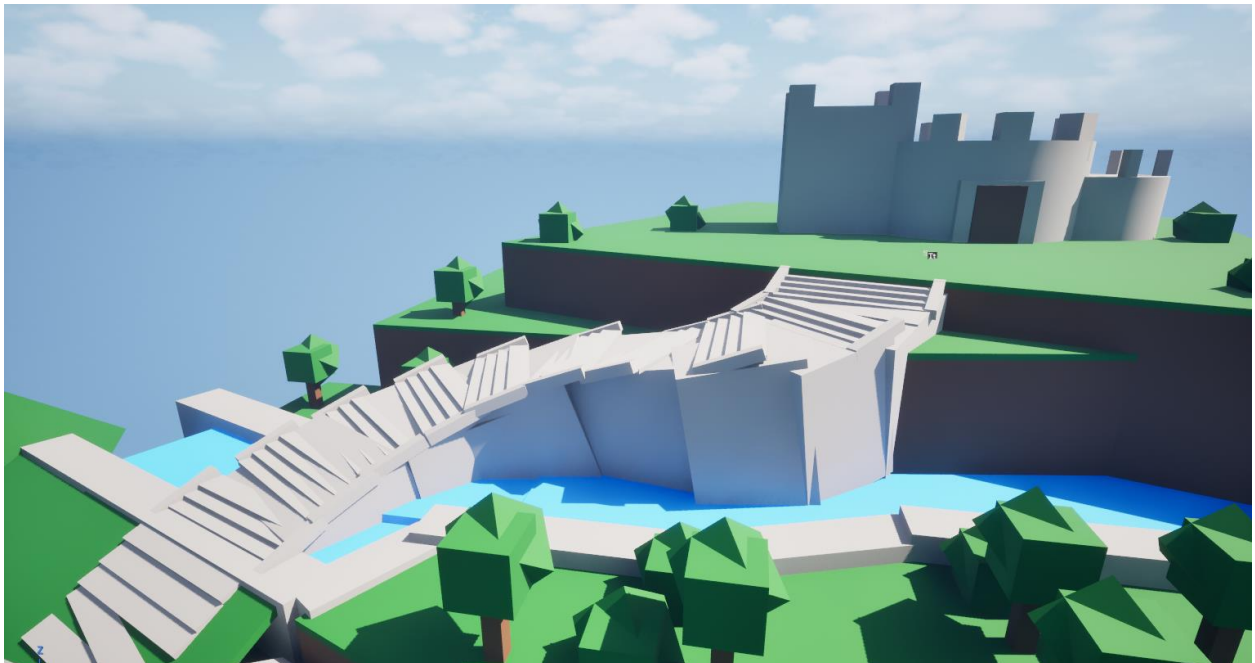
- Obstacle (O): falling pillars damaging player



- Lock and Key mechanism (L/K): this is the lock where the player only open after fight the mini boss (B) and get the key (K). There are range enemy (Co) as well



- Preparation of climax, Boss combat (B)



- Final section, boss combat (B)

