

Complete Level Design

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The entire level is focused on teaching the player all the elements that will make up the final room. Starting by making it move agilely between cliffs, then it is introduced to the mobile platforms, finally it is shown that the facilities are a puzzle and can move them around and finally the final room that will be the tower where energy is produced , a dynamic and open environment that will force the player to be agile while moving.

Pocket 1

Environments

Rocky cliffs

Enemy settlement in those cliffs

Brief overview of the design intentions and goals

This zone is intended to emphasize the movement of the player, causing him to jump, run and climb the cliffs. It is intended to make the player not try to hide too much and to keep moving. Make it fun to move and make the player feel that he is in an action movie, performing dangerous jumps between cliffs and from moving platforms.

At the end of the zone, the gameplay will change to be more conventional stealth.

Basic narrative

The only way to get to the main enemy facilities is by transport route. This route is used by the company to send supplies and personnel to the main facilities. However, the route is well protected, they use an elevator inside the rock to be able to upload the different merchandise. It is impossible to access by elevator, but once up the cliff the goods are transported by cable cars and cars to the main garage.

It is possible to bypass the elevator and climb to the top of the cliffs, however the last part of the route is impassable and our character must find a way to access the garage through this dangerous route, without being discovered.

Player objectives

In this first part of the level, the player must find a way to get to the garage.

Gameplay

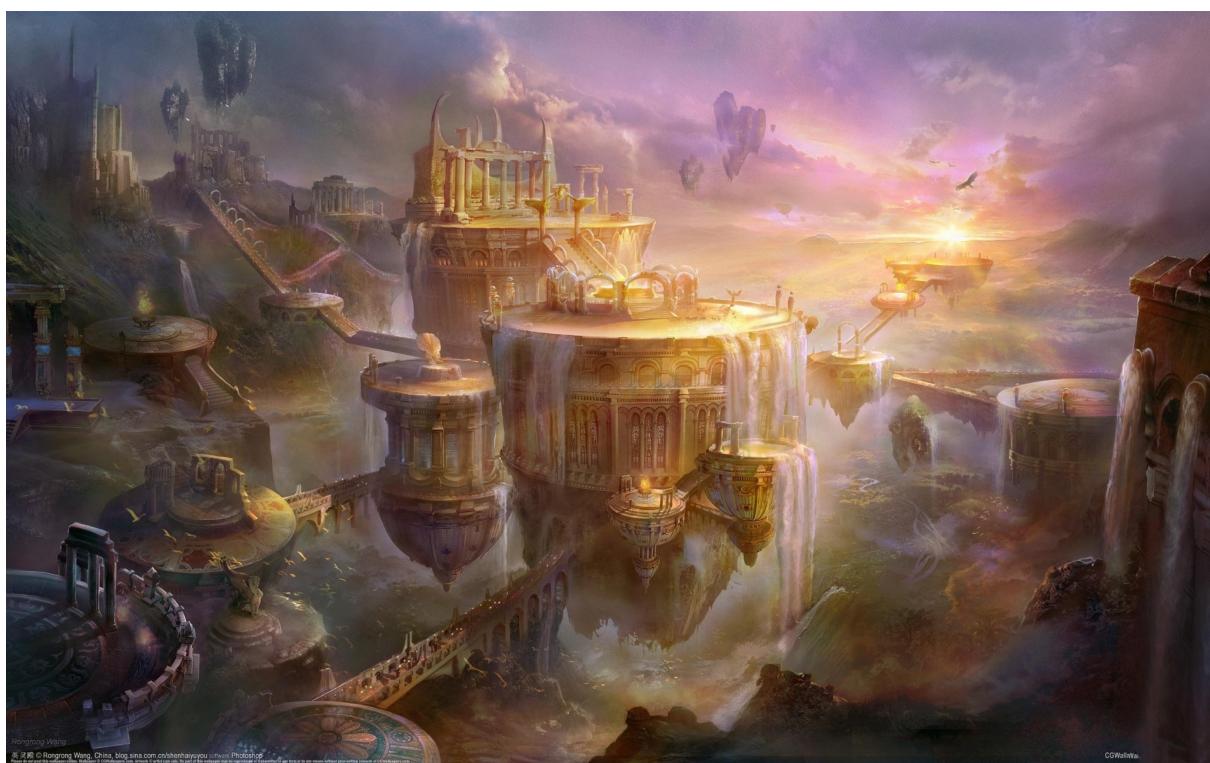
The player must climb to the roof of the cable car, dodge the sniper who makes sure that there is no one on top of the cable car and finally find the way to the garage, dodging a large number of snipers and enemies on patrol.

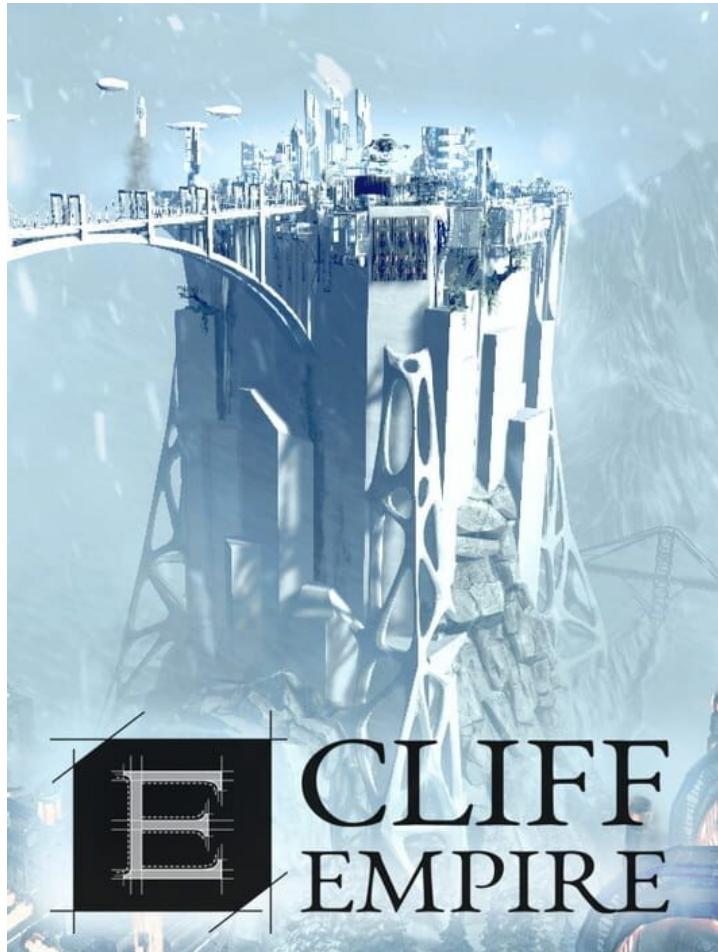
Provide some reference images (around 3)

Type of terrain



The cliffs must be huge structures, as if floating in the sky.
Cable cars and bridges are used to move around this environment.





List number of enemies and type

20 enemies.

7 Snipers, 13 short ranged.

List which elements, mechanics, etc make this pocket different from the rest

The main difference with the rest of the pockets is the way of moving through the level, a dynamic and fun way, moving away a bit from the conventional stealth in video games and looking more like a 007 spy movie.

All mechanics and enemies are used. But the main mechanics in the level are: Hold on to ledges to climb, run and jump. It allows both aerial and back executions.

Pocket 2

Environment

Garage facility

Brief overview of the design intentions and goals

A design is sought that promotes stealth and introduces the player to what awaits him in the following parts of the level by adding mobile platforms. In this section it is intended to dwarf the player by using many enemies, different heights difficult to reach and thus forcing the player to spend more time on the ground where they must be aware of the dynamic environment.

Basic narrative

Our protagonist has managed to enter the main garage where all the supplies arrive from the lower cities. It is a large building with large machines and many elements in the middle. Here the enemies are not very attentive to possible intruders, however there are a large number of workers who will raise the alarm moving around the facilities.

Player objectives

The player must gain access to one of the vehicles under repair and sabotage it to create a distraction that draws the attention of the guards at the exit. To do this, he must find the vehicle and the necessary material to boycott it.

Gameplay

The player starts at the beginning of the garage, the exit will catch his attention even if he cannot see it yet. This will make the player try to find a high place (target) to spot the door. When you see her you will see that there are 2 guards blocking her way. This is when the player should try to distract them by manipulating a vehicle (main objective). Once the guards are distracted, the player must leave without being detected.

Provide some reference images (around 3)





List number of enemies and type

All enemies in this section are short ranged and there are about 20 enemies.

List which elements, mechanics, etc make this pocket different from the rest

Mobile platforms and cranes. In this case the following mechanics are used: Crouching, Walking, Jumping, all types of execution and hiding the bodies. In short, this level is slower and more restricts the player's freedom of movement.

Pocket 3

Environment

Interior of enemy main facility

Brief overview of the design intentions and goals

Surprise the player with the changing environments. Again, a calm and stealthy style of play is sought, but in this case with greater freedom of movement.

Basic narrative

In these facilities are the offices and all the materials necessary to produce energy. Being on cliffs, space is scarce, which has forced the architects of the facilities to give multiple uses to the rooms, thanks to this technology a room can be converted into another or moved from place to place.

Player objectives

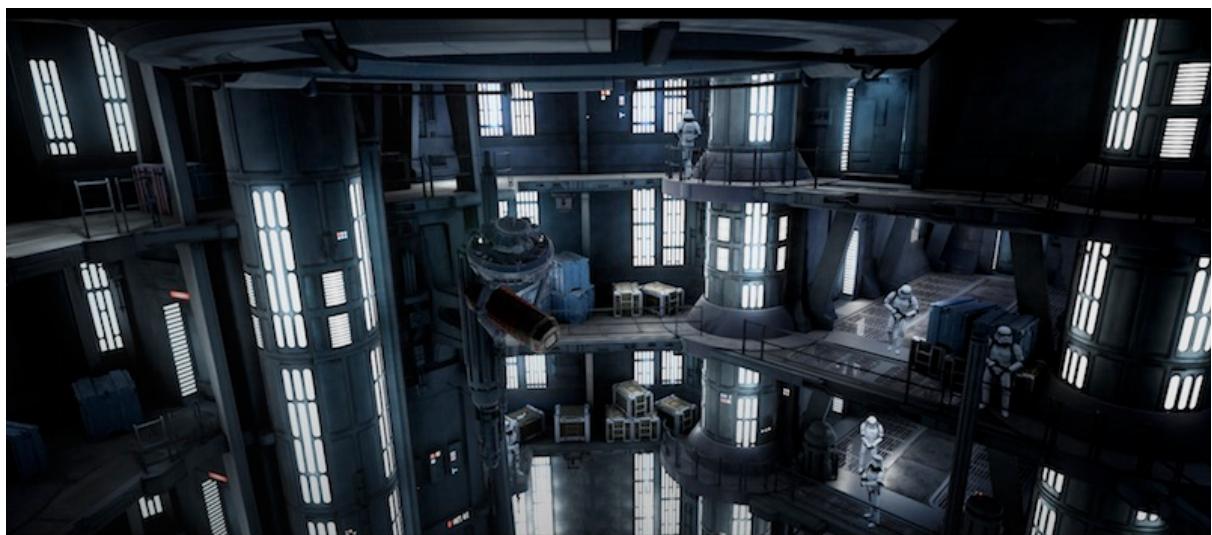
Find the entrance to the central tower.

To do this, he must steal the credentials of the security chief or manage to destroy the security door.

Gameplay

The player is in the basement, he must access the vacuum tube or the stairs to go up to the upper floors. The player will be able to manipulate the order of some rooms, so that he must understand how the architecture of the building is to solve the puzzle and reach both the door to the main tower and the office of the security chief. In this scenario, the player will have more dynamic movements, with jumps into the void and climbing the walls to access remote areas. You will have to think twice about your movements, since the hiding places are scarce and the number of enemies is large.

Provide some reference images (around 3)



<https://fsmedia.imgix.net/7a/e8/55/b5/18f2/42dd/a625/3fe88f6eaa91/like-clockworkgif.gif>

List number of enemies and type

All enemies in this section are short ranged and there are about 30 enemies.

List which elements, mechanics, etc make this pocket different from the rest

The puzzle of changing rooms and you have to understand the architecture.
The architecture of the building is a closed space but large enough to do parkour.

All mechanics are used a lot in this area. When it comes to eliminating enemies, it will be very difficult to execute aerial assassinations.

Pocket 4

Environment

Enemy main facility core

Brief overview of the design intentions and goals

The final challenge includes all the things that have been taught (movement along cliffs, mobile platforms, changing rooms). The objective of this pocket is to test all the skills acquired by the player at this level (as a final boss).

Basic narrative

The tower is where the humans used to generate energy are stored (as in the Matrix or Futurama). To minimize all the necessary infrastructure, humans are stacked in plants around a nucleus, this nucleus is in charge of absorbing the energy and taking it to the top where it is stored and transmitted to other parts of the universe.

Player objectives

Destroy the upper part of the core.

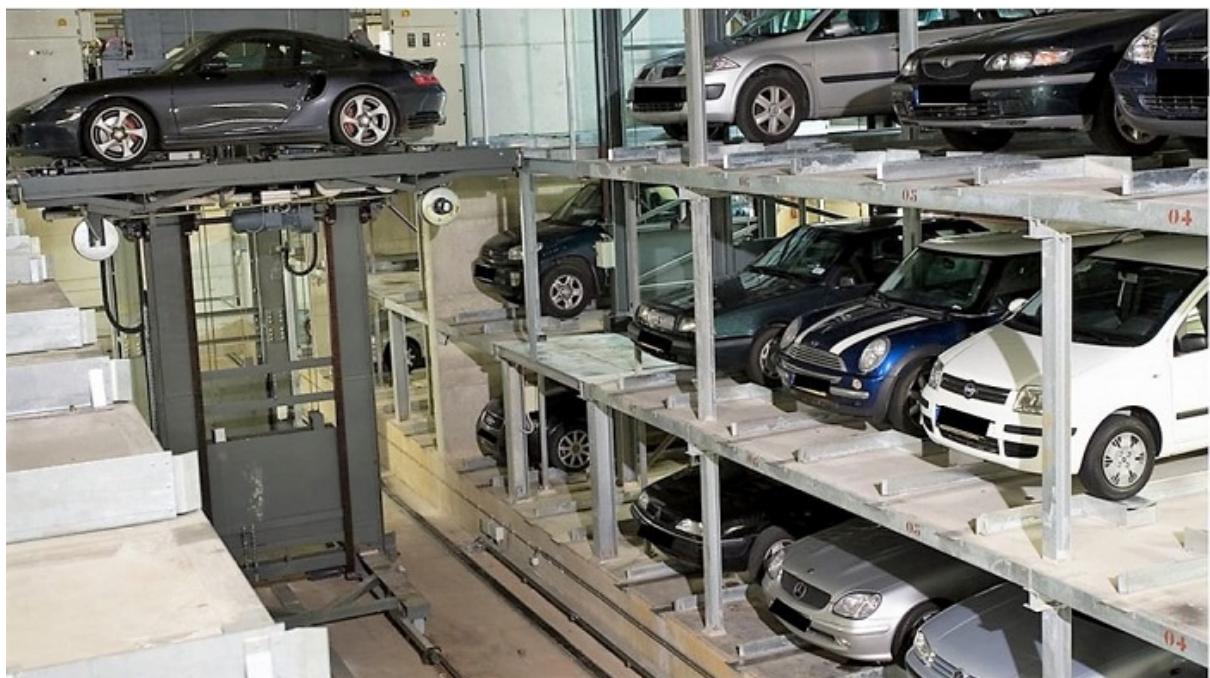
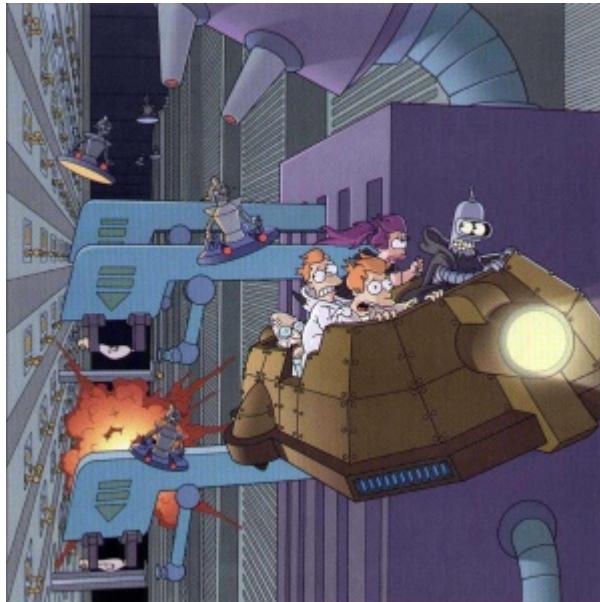
Free the humans.

Gameplay

Frenzied movement, few areas to hide, the player will have easier to eliminate enemies than to hide from them. To move around the tower you must get on vehicles that are levitated by magnets. Again the room can be manipulated and the player must understand the architecture (as in the Zelda games) in order to get to the top of the core.

Provide some reference images (around 3)





List number of enemies and type

All types of enemies.

About 10 Snipers and 20 short ranged.

List which elements, mechanics, etc make this pocket different from the rest

The big difference is that it mixes all the elements of the rest of the pockets and uses all the mechanics and enemies.

It is also the level where the player must move with more agility and will have greater freedom of movement and choice.