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## Metal Gear Solid 4 Design Doc

### Light:

Light is used as a warning sign and a tool for the player to see in the dark as opposed to using light to guide the player. This is because of the level geometry that is used to guide the player in a certain direction by blocking them in and making a hole somewhere for the player to crawl or go to.



## Color:

The game gives each room a different color scheme depending on the environment that the player is in. When the player is in a middle eastern setting the color scheme will mainly be comprised of lighter tones like Beige, white and brown. The game also gives the player a distinct color of Black white and beige that stand out from the rest of the characters and highlights hazards with a red hue.



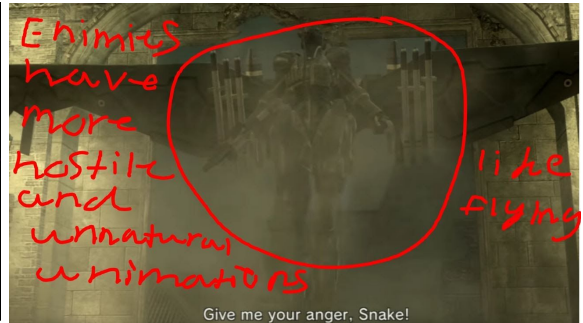
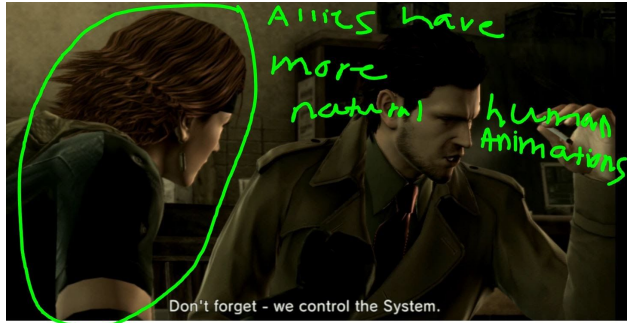
## Geometry:

Since the game is developed in a 3D space, the combat can take place vertically like in a corridor esque type play field(2D space) or in a circular space field which is usually the case(3D Space), the game utilizes both cases to create some difficulty for the player. To make the game a bit easier on player, the level's in metal gear solid 4 are usually made with furniture and walls For the player to hide behind.



## Animation:

The animations in Metal Gear Solid aim to help the player identify the differences between enemies and allies. The enemies will have more super human animations while the allies will have more normal human animations. The animations also have more prominence in the cutscenes rather than the gameplay itself because of how the game tells its story to the player.



## Camera Placement:

The Camera is placed behind the character in an over the shoulder style way for the player to have a full 360 view of its surrounding. This also prompts the player to look around more in order to find enemies hiding or to find collectibles hidden throughout the levels. This way of camera placement gives more freedom to the player and rewards them for looking around the level

