**Shadow Stalk: Forsaken Hospital**

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**Overview**

**Level Location and Environment**

* Indoors
* Dark, Gloomy, Ominous
* Hospital Setting/Aesthetic

**Level Assets**

**Characters**

* Shades (Player Controlled)
* Mist Walker (Player Controlled)

**Pickups**

* Keys

**Change Log**

**02/14/2021**

* Removed possible exit from Area 3
  + Felt that this exit served little purpose, as there was an exit directly beside it.
* Updated Room interiors to be more detailed.
* Specified locations of various spawns.
* Fixed error stating that there was a broken wall in Area 15 granting access to Area 17
  + This was actually intended to be in Area 14.
* Removed key spawn from Area 2.
  + Felt that two keys in such close proximity was unnecessary and too easy.
* Fixed error stating that there was a potential exit at the eastern side of Area 19
  + The exit is actually on the western wall.

**04/16/2021**

* Added hole in wall in Area 3
  + The room was nothing other than a dead end, it now serves as a potential escape route.
* Added an “End Room” to the map, for when shades escape
  + It is omitted from the map layout as it’s not connected to the actual main hospital map, and doesn’t contain anything of importance.
* Added additional key spawns to the following areas:
  + Area 9
  + Area 12
  + Area 20
  + Area 25
* Replaced maintenance related tech with storage shelves.
* Replaced “Exit Doors” with “Exit Portals”, as portals were deemed more appropriate for the aesthetic.
* Removed mentions of various assets and mechanics due to time constraints and development prioritization. These include:
  + All Item Spawns
  + Route Blockers
  + Rubble, Debris, or Clutter
  + Organ Coolers
  + Curtains/Shower Curtains
  + Elevators
* Removed mention of benches in Area 2, as there were never intended to be any in there.
* There is now no dedicated Mist Walker spawn.
  + Unfortunately a code side error that was deemed unimportant in comparison to other code side projects.
  + All spawn points now have the chance to spawn the Mist Walker or a Shade.
* Reformatting and cleaning up of Level Design Document

**Level Intent**

* Due to the nature of the game we intend to create, the level for Shadow Stalk is designed to be very non-linear, and instead aims to allow a higher amount of dynamism.
* The level will have randomized spawns of keys and players, meaning that it is not a level that can be memorized and beaten progressively faster. Each time playing will be unique, and thus more engaging.
* As the match progresses, the difficulty will naturally increase as well, as the Mist Walker deploys more traps and the number of Shades decreases.
* We intend for the matches to take 10-20 minutes at most to complete.

**Map Layout**

*Please view* ***ShadowStalk\_ForsakenHospitalv3.pdf*** *for map layout.*

**Area Breakdown**

**Area 1 - Main Lobby**

● This room is large and open. Benches and decorative plants, now wilted, ring the walls along the exterior of the room.

● A “receptionist” desk sits in the center of the room, providing some additional cover for the room. A key can spawn on the inner part of the desk, meaning a player would need to “trap” themselves temporarily to access it.

● At the south of this room is the “Front Entrance” of the hospital, which is also a possible escape at the end of a match.

**Area 2 - Waiting Room**

● A smaller and simpler room, this waiting room is occupied by chairs, although in as much disarray as the Main Lobby.

**Area 3 - Ambulance Garage**

● Where ambulances come and go, this room is mostly bare aside from some shelves against the walls.

● There is a hole at the eastern side of the room, granting a possible escape route for Shades or ambush route for the Mistwalker.

**Area 4 - Storage Room**

● A smaller room intended for the storage of various supplies and hospital items. The shelves around the room can make traversal through the room more difficult.

**Area 5 - Small Nursing Station**

● In between two surgery rooms, this area is a quick restocking area for doctors using either of the rooms. It consists of a long countertop covering all 3 walls of the area.

**Area 6 - Surgery Prep Room 1**

● A room for preparing patients to undergo surgery. The room is mostly empty except for the Gurney and IV Pole, and a countertop on the north wall.

● There is a potential Shade spawn point in the South-East corner of the room.

**Area 7 - Surgery Prep Room 2**

● Same as Area 6, however there is no Shade spawn point, and the countertop is on the south wall.

● This area can instead have a key spawn on the countertop.

**Area 8 - Patient Waiting Room**

● An area for visitors to wait for news about procedures. Much like Area 2, however more focused on comfort (ie: Sofas and Lounge Chairs instead of benches). This in turn means it’s easier for Shades to hide in this room.

**Area 9 - Chapel**

● A medium sized chapel for people to pray. Composed of a few rows of pews and a podium on the western side of the room, Shades can utilize their small size to hide among the pews.

● This room's lighting is mostly supplied by some candles placed around the room, and one flickering light.

● A Shade can potentially spawn in front of the podium.

● A key can spawn on a pew at the back of the room.

**Area 10 - Surgery Room 1**

● This room consists of a central surgery table, surrounded by medical equipment and electronics. A large, moveable ceiling light illuminates the table.

● A Shade can potentially spawn beside the surgery table.

**Area 11 - Surgery Room 2**

● Same as Area 10, except instead of being a potential Shade spawn point, it is instead a potential key spawn point.

● The key can spawn on the surgery table.

**Area 12 - Non-Emergency Waiting Room**

● A smaller waiting room than Area 2, however similarly designed. A collection and chairs where people would wait to get looked at.

● This area also has a potential exit at the north-west side.

● A key can spawn on a chair in the west half of the room.

**Area 13 - Registration/Admin**

● Mainly dominated by a large reception area, this area is where people would get checked into or out of the hospital.

● Similar in decoration to Area 1, the room is ringed in seating and decorative plants. However, there is a large reception desk situated against the southern wall. It can be used as cover by the shades, whilst also presenting an obstacle for those who enter from Area 14.

**Area 14 - Nursing Station**

● This nursing station is home to two large cracks in the floor, which lead to Area 24. This presents a challenge for Shades if they wish to quickly cross the room, or access the center platform.

● The “island” in the middle is a cluttered mess, with the remains of shelves and various other medical equipment scattered across it.

● This room, due to the challenge, is both a potential key. The key can spawn at the base of a shelf near the north side of the “island”

● The western wall of this room is broken down, granting access to Area 17

**Area 15 - Pharmacy**

● A drugstore within the hospital, laid out like your average drugstore. A few rows of shelves, as well as an over the counter area to fill your prescriptions.

● A shade can potentially spawn behind the counter at the south side of the shop.

**Area 16 - Janitor’s Closet**

● A small cramped closet, Shades could make use of this to temporarily hide from the Mist Walker.

**Area 17 - Cafeteria**

● A very large open room, designed like a traditional cafeteria. Large, long tables in rows throughout the rooms, with chairs scattered around. Due to the nature of the room, navigation through it can be challenging due to the clutter.

● The eastern wall of this room is broken down, granting access to Area 14.

● The northern side of the room is partially blocked by a counter.

**Area 18 - Kitchen**

● A somewhat cramped kitchen.

● Due to the danger of this room only having one entrance/exit this area is a potential key spawn

● The key can spawn on a counter against the eastern wall.

**Area 19 - Visitor Check In**

● An area for visitors to check in before visiting a patient, this room is designed similarly to Area 1. Ringed in wilted plants and benches with an administration desk in the center of the room.

● There is a potential exit on the western wall of the area.

**Area 20 - Patient Recovery North**

● An entire wing of patient suites, for recovering patients. A collection of 8 rooms total.

● The description of each room can be found in Area 22 and 23.

● This wing has a potential Shade spawn point, as well as a potential Key spawn point

● The Shade spawn point is beside the western bed in the top left room, while the Key spawn is between the patient beds in the second room on the left.

**Area 21 - Patient Recovery South**

● Identical to Area 20, except with a potential key spawn.

● The Shade spawn point is in the bathroom of the first room on the left.

● The key can spawn on the toilet of the last room on the right.

**Area 22 - Patient Room**

● A simple room composed of two patient beds with some medical machinery beside them

**Area 23 - Patient Bathroom**

● As simple as Area 22, the bathroom is composed of a sink, and toilet.

**Area 24 - Morgue**

● This room is deeply corrupted, making it much darker and foggier than normal. A few tables sit side by side, where cadavers would be placed. The southern wall is where bodies are stored.

● The Mist Walker spawns in the center of this room, amidst the tables.

● Due to the increased threat of this room, it is a possible spawn point for a key.

● The key can spawn in the south-western corner, opposite the body wall.

**Area 25 - Maintenance**

● A cramped room that is ringed with shelves. The layout of the room results in there only being a single path through it.

● There is a little cubby in the center of the room, with a table and two chairs.

● A key can spawn on the table in the cubby.

**Area 26 - Laundry Room**

● A room containing a wall of washers and dryers.

**Area 27 - Maintenance Office**

● An office for the maintenance workers, it consists of a small break area and a desk in the northeastern corner.

● The break area is composed of a few chairs and a table, along with a counter. The desk area is simply a desk with a chair.

● Due to the simplicity of the room meaning Shades do not have many options to hide, as well as there only being one entrance in such close proximity to Area 24, this area is a potential spawn point for a key

● The key can spawn on the desk.

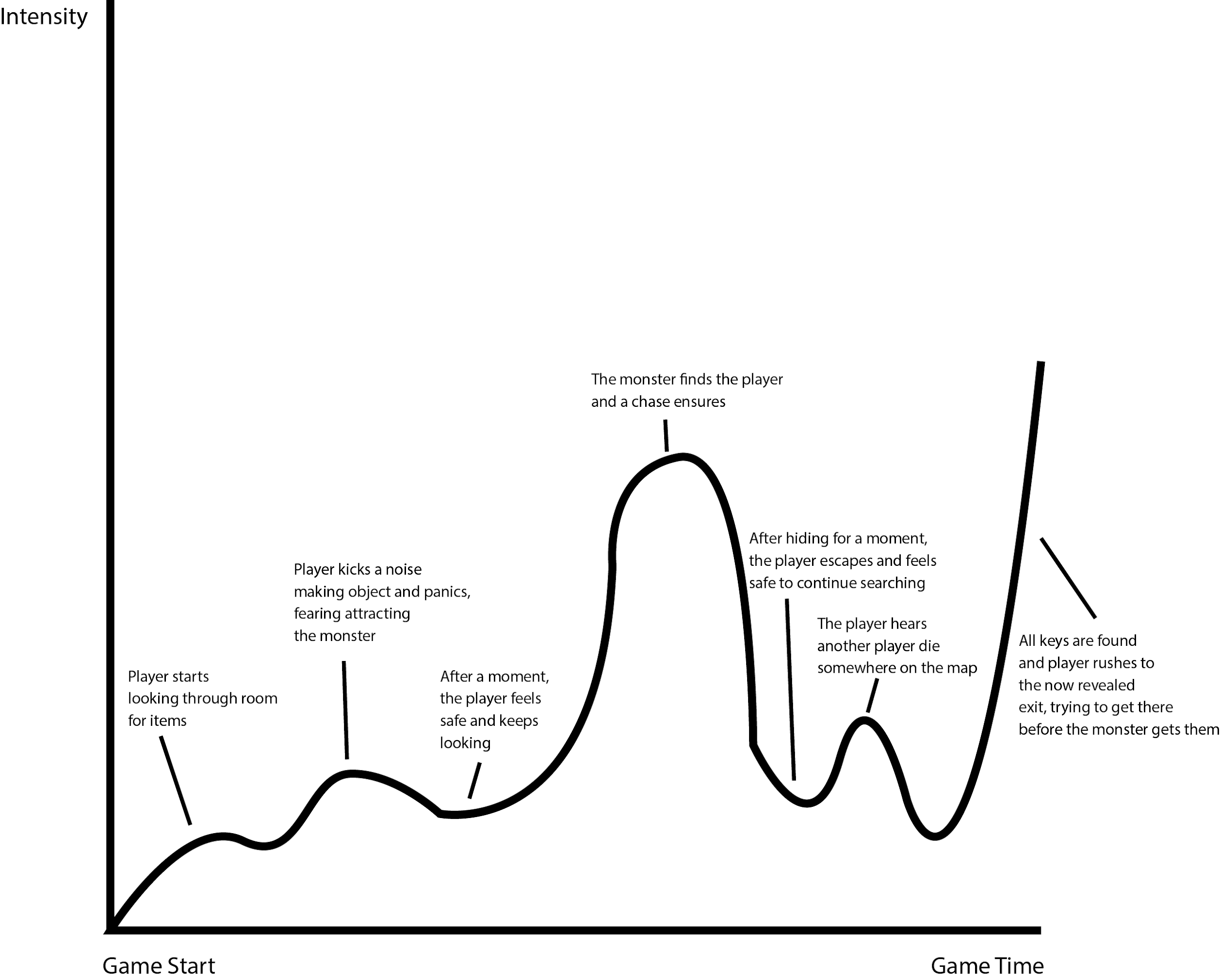
**Area 28 - Elevators and Stairwells**

● A stairwell to grant access to the lower floors.

**Final Area - End Room**

● A safe room that the Shades arrive in after escaping. It has an assortment of furniture to give it a peaceful and quaint “Waiting Room” vibe.

**Pacing Chart**



Due to the dynamic nature of our game, the pacing chart can vary wildly. Here is an example of a pacing chart for one match.