

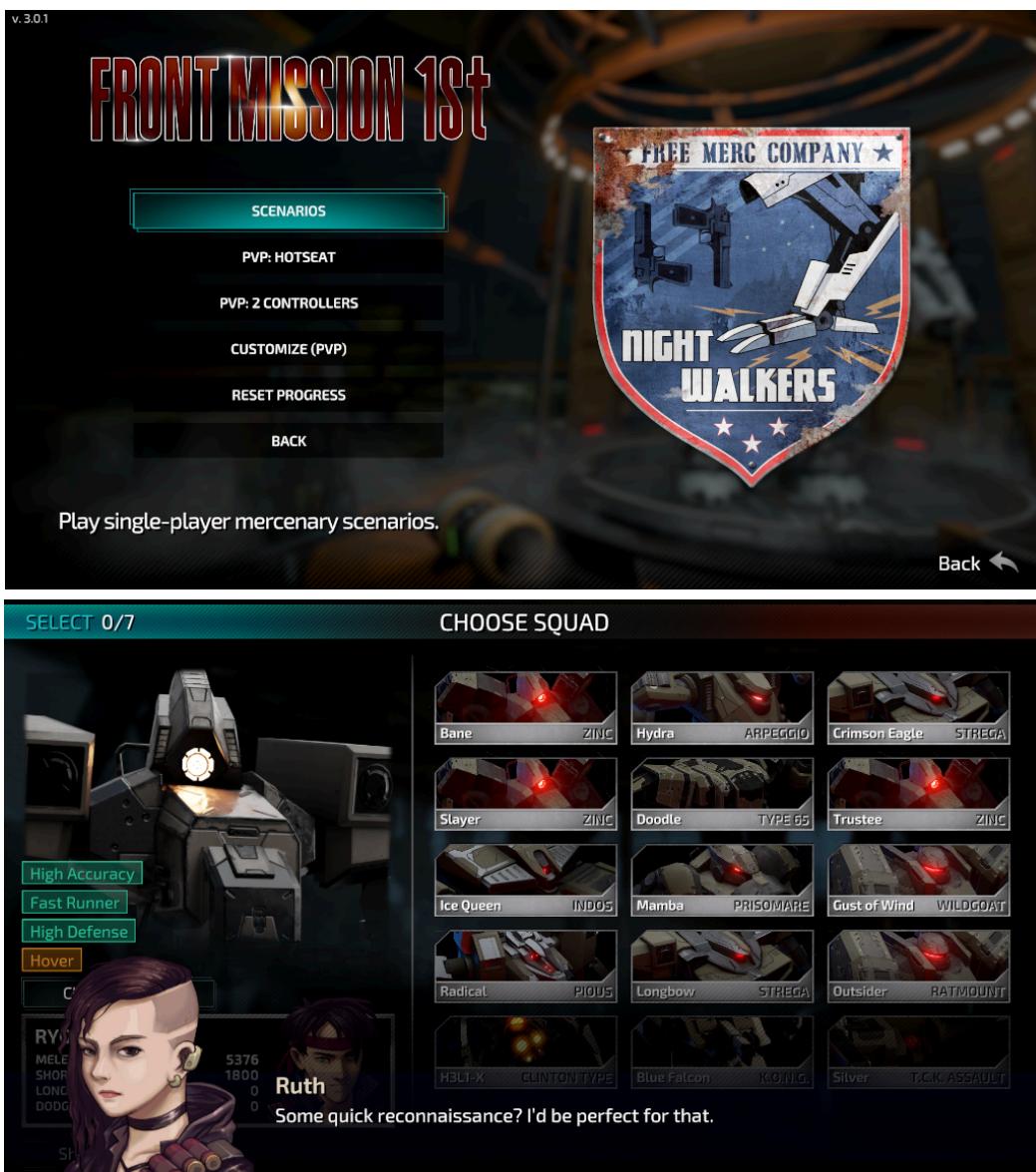
# Helena Hancke

## Level Design Portfolio

### Mercenaires DLC, Front Mission 1st: Remake

A standalone expansion for Front Mission 1st: Remake, where I designed the entire DLC, including mechanics, gameplay solutions, characters, scenarios and narrative levels, suitable for both: singleplayer and multiplayer gameplay.

The DLC introduces independent scenarios, taking place on diverse, replayable maps with a storytelling function and opening up individual strategic sets. In keeping with the core game's mechanics, the DLC maps have been updated with strategic points where players can reload weapons and a system for spawning equipment crates has been developed – they appear in random spaces at a controlled distance from the map edges. Presented maps are symmetrical – making them suitable not only for solo play, but also for PVP gamemode.

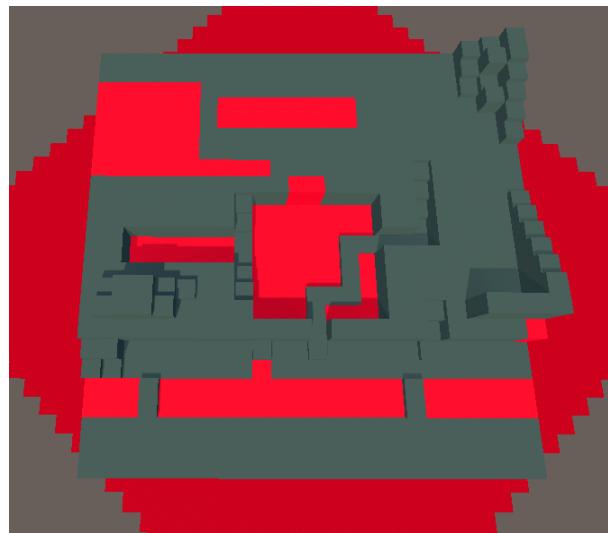


# Buried Factory

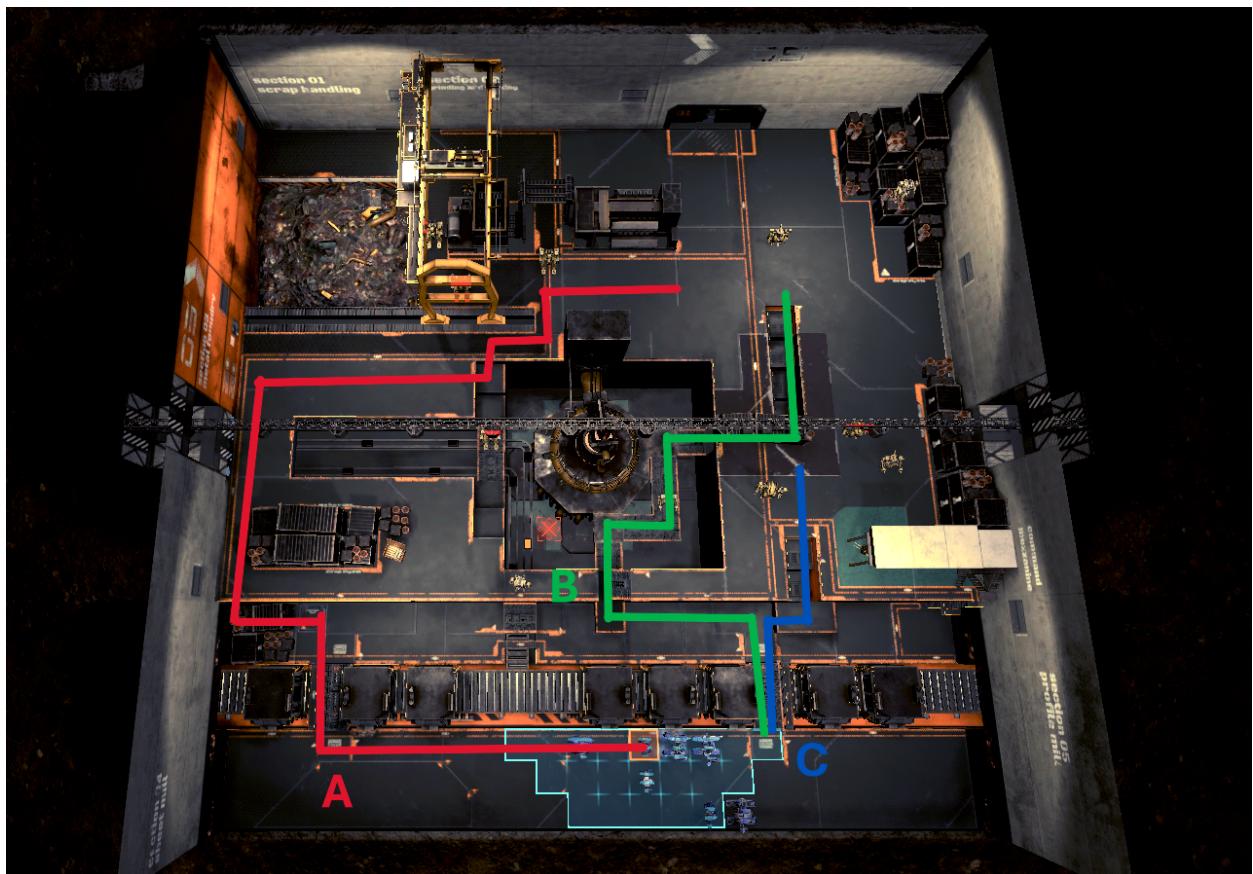
This map introduces the player to the story and new mechanics of the DLC. Located underground, in a hidden facility, the player is forced to fight a newly encountered enemy during the reconnaissance.

The map features two types of terrain – concrete and inaccessible. It has three paths that the player can use to reach the main part of the map, each with a different cost, depending on the player's choices during the pre-mission setup and during the fight itself.

Overview of the map: [BuriedFactory.mp4](#)



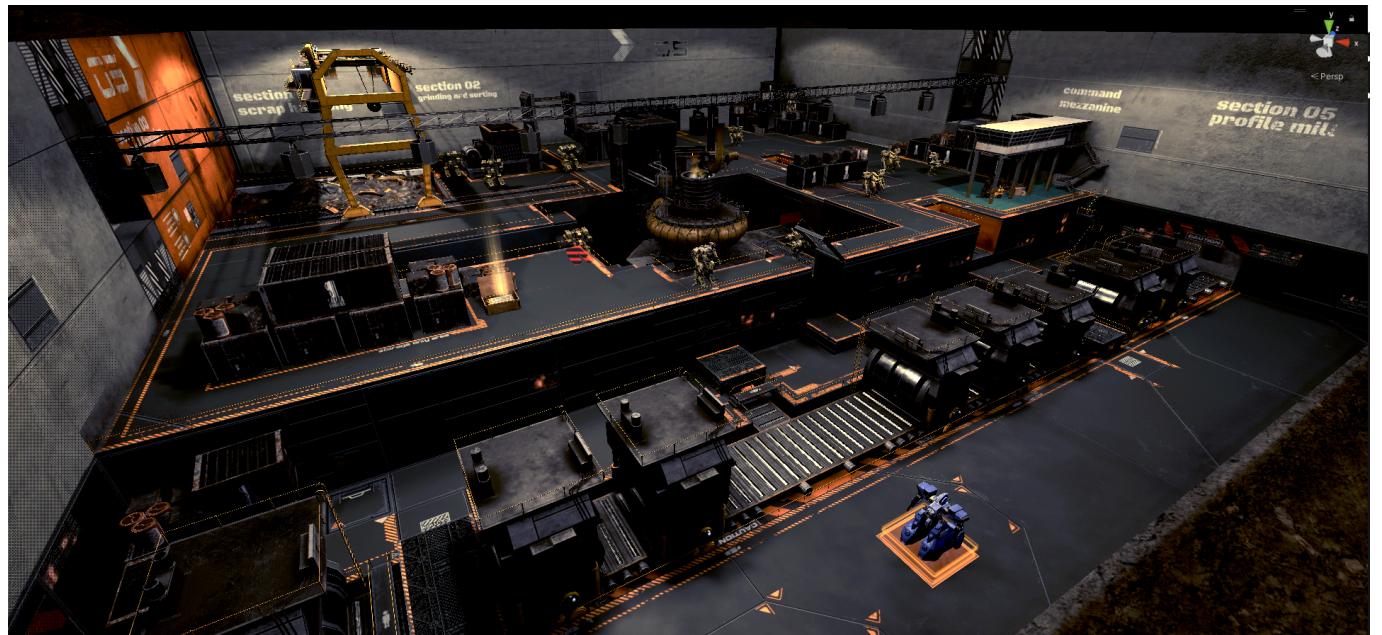
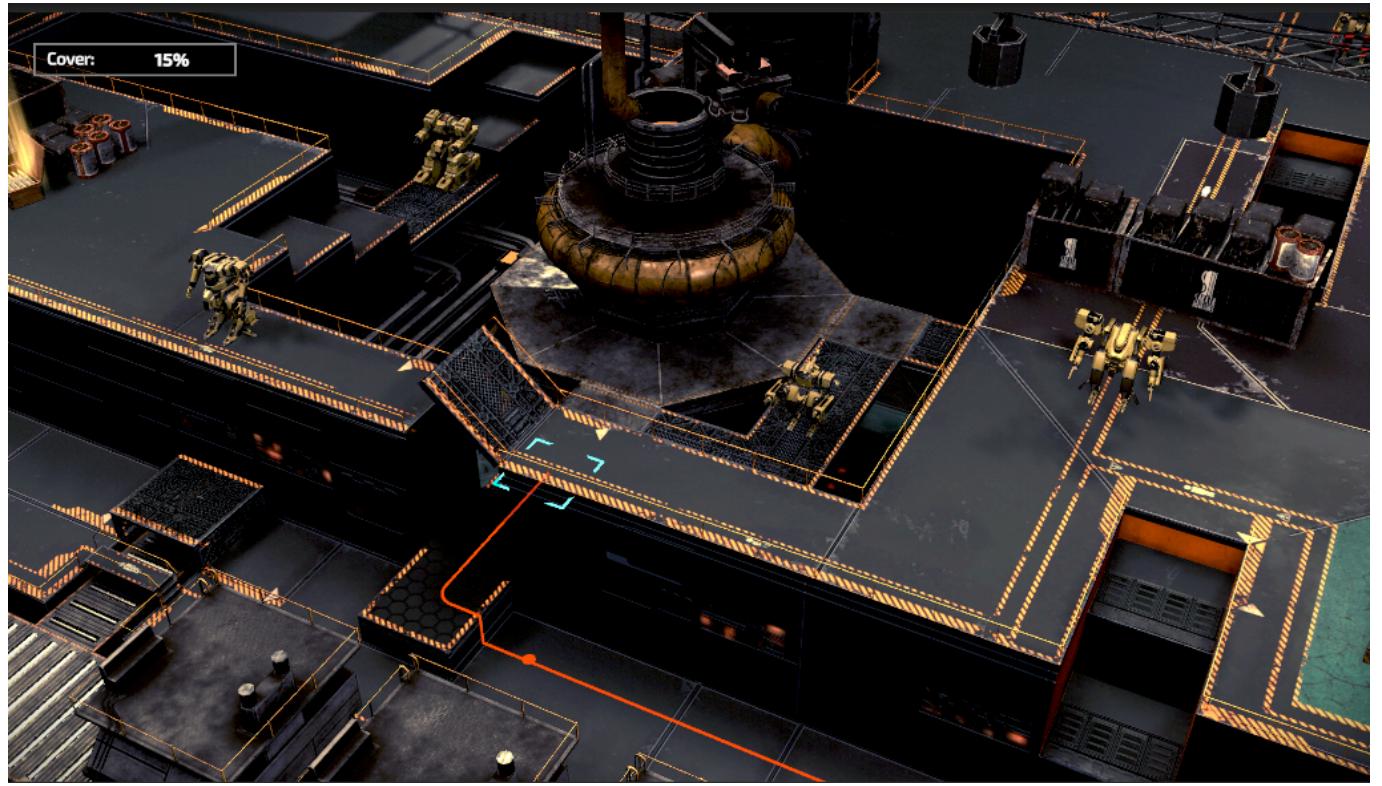
Red tiles – inaccessible, gray – concrete tiles



**Path A:** is slow and requires setup for climbing. It bypasses the main threat, causing the player to not receiving fire support for the early fight in the central part of the map. It also triggers enemies at the back of the map if the player chooses to attack the main threat from the back. These two elements create a difficulty for using that path, but allow the player to tactically attack from the flanks and lead to rewards in chests placed along the way.

**Path B:** the fastest, available to any player character, regardless of setup. This is a visually appealing, narrow path, where the price of rapid progress is exposure to enemy artillery fire. Furthermore, due to limited squares, it's impossible to position the player character around enemy units, making combat difficult.

**Path C:** Available only with a specific pre-mission setup, for single units climbing. It allows for a quick bypass of the narrow central route and a flanking attack. However, units launched along this path alone, without coordination with units on other paths, will be quickly defeated.

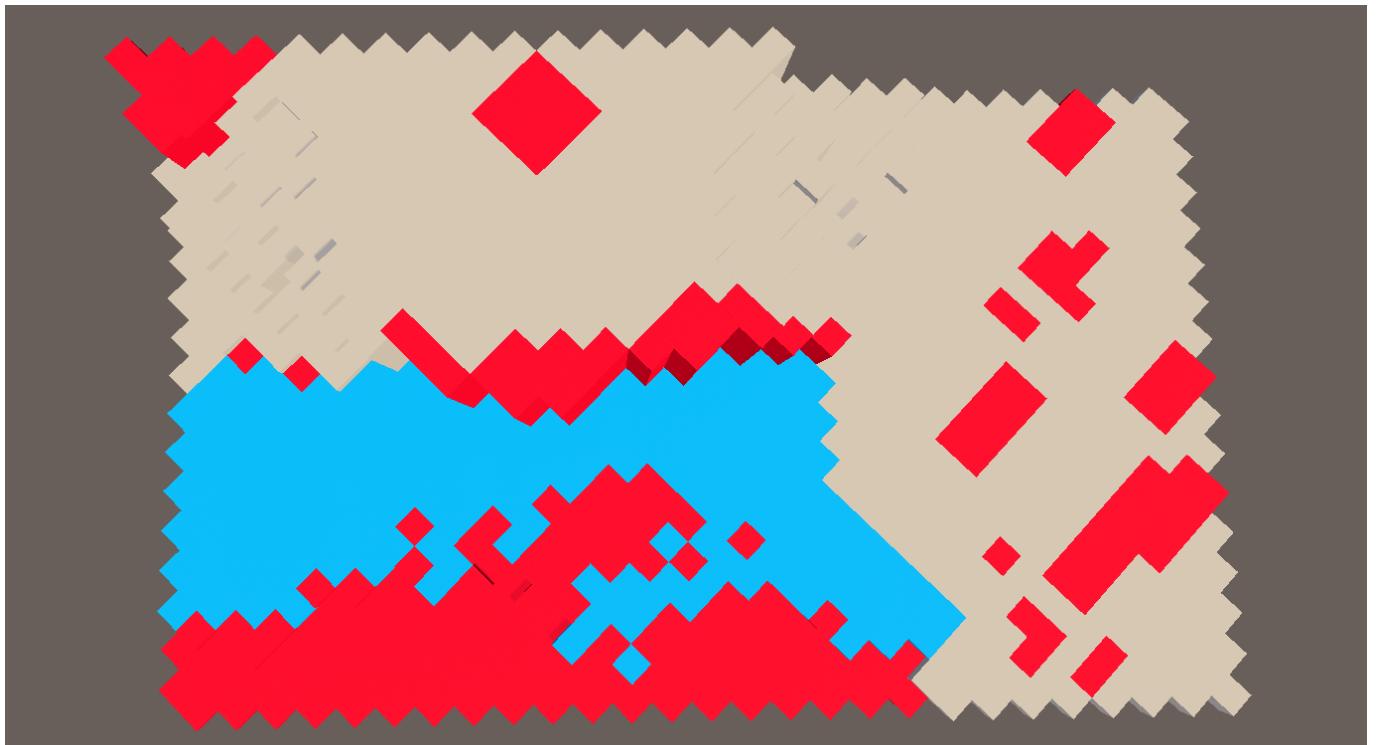




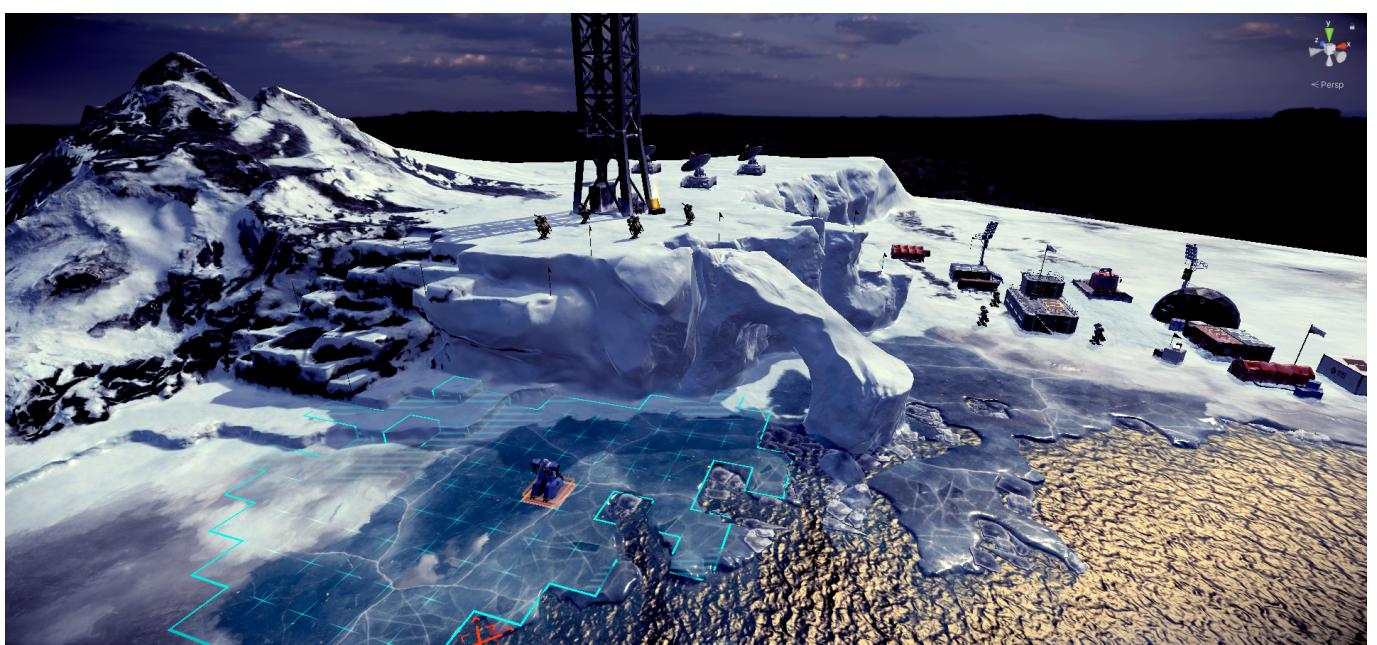
## Glacial Assault

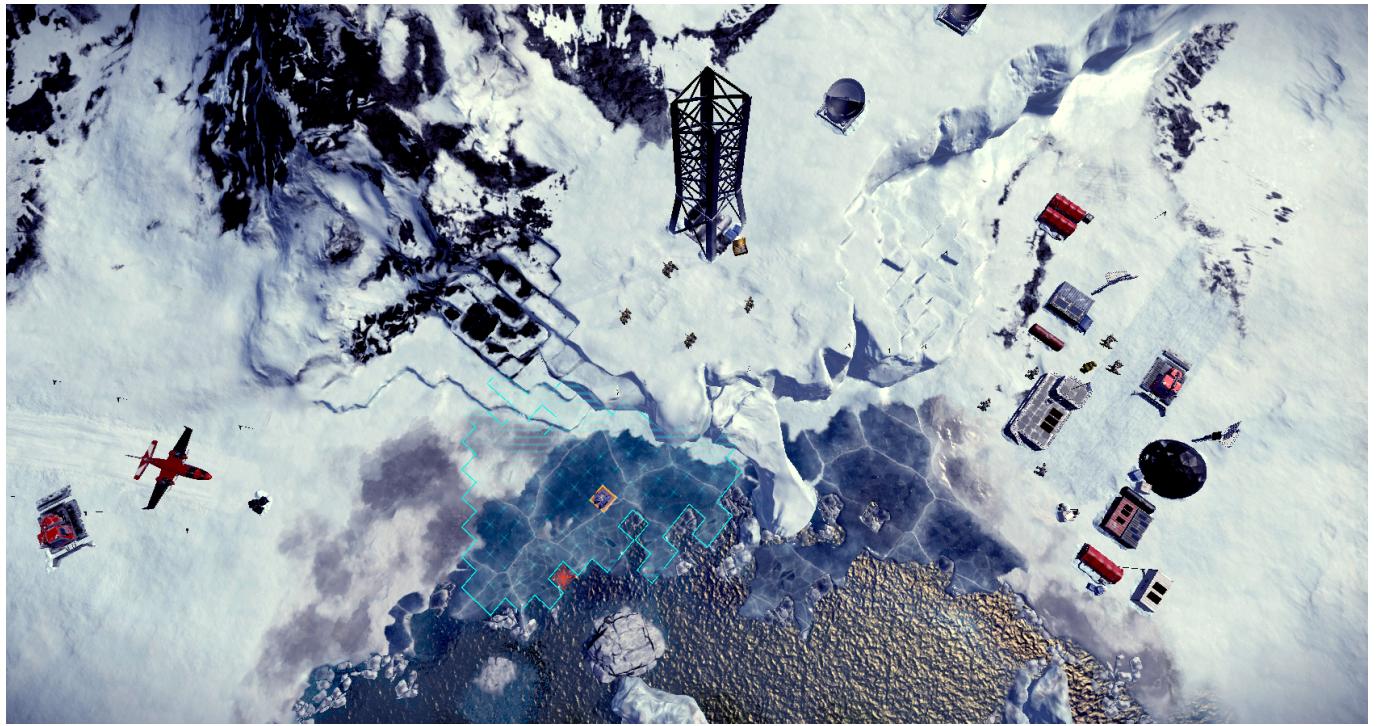
A map where the player must reach a research base on the other side of a glacier. It offers two routes for sending characters: up the glacier — a route suitable for pre-prepared climbing units; or down the glacier, a dangerous route that significantly restricts movement unless the player has special legs with hover trait. Enemies are positioned to respond with an additional wave of reinforcements when the player reaches the halfway point.

Overview of the map:  GlacialAssault.mp4



White tiles – snow and glacial, blue – ice tiles, red – inaccessible





## Porunta's Hideaway

The map depicts a container settlement hidden in the shadow of a mountain on the edge of a desert. The settlement has been invaded and taken over by a group of enemy mercenaries searching for documents hidden within the area, and planning to turn the settlement into a temporary military outpost. The map is divided into a desert section – an open area with low defenses – and a settlement section, where enemy units are stationed, which the player must reach. Enemies are activated when the first player unit crosses a wall – which, in addition to one visible passage, also has three weak spots that the player can attack, thus creating new gaps and passages in the wall.

Overview of the map: [!\[\]\(d84e7ea36f695d92cb39ec32c307ac93\_img.jpg\) PoruntasDesert.mp4](#)



Red tiles – inaccessible, yellow tiles – desert, light grey – rock, dark grey – containers, light brown – dirt, dark brown – road



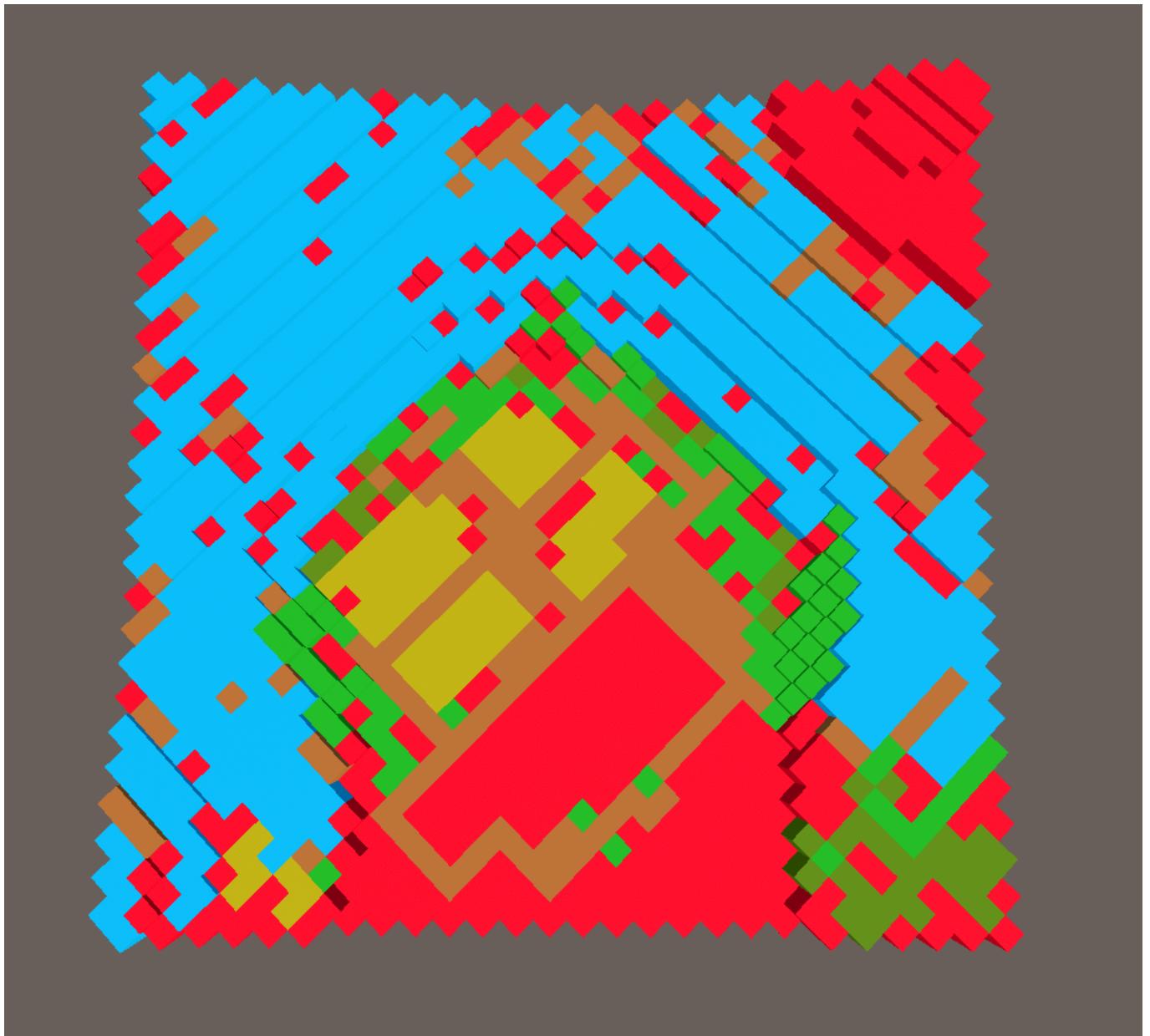
In the settlement section, the player encounters a container maze – with climbing units, he can enter containers, fight from above with long-range weapons, or travel below on the desert tiles. The first choice is strongly related to limited passages, range, and ammunition; the second option exposes the player to enemy fire from above and is related to the limitations of desert tiles.



## Rice Valley

A variety of tiles combine to provide varying levels of cover for player units – from jungle tiles with strong protection to water tiles offering zero protection. The map depicts a rice valley and offers the opportunity to maneuver across various terrain types. The scenario itself is designed as a quick skirmish, with players choosing between fighting in the open spaces within the valley or on terraces, which require units with a climbing setup. A path also leads around the lake below, offering additional rewards in the form of ammunition and frequent spawning of salvage crates.

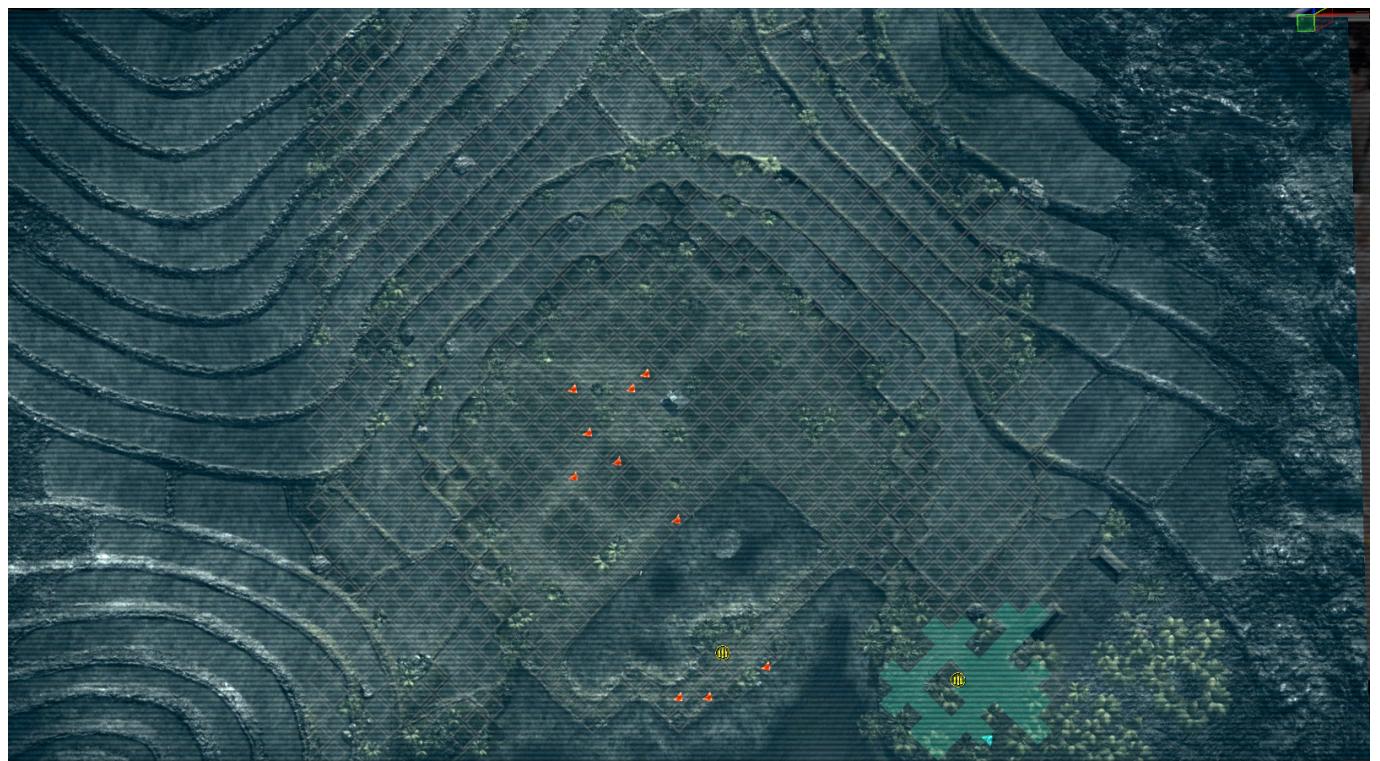
Overview of the map: [!\[\]\(d219eb33a83c47f5c6c63c27bbe267cb\_img.jpg\) RiceValley.mp4](#)



Blue tiles – water, red – inaccessible, yellow – rice field, light green – grass, dark green – jungle, brown – dirt. Every type of terrain has different statistics for cover and movement for different types of units setup.



Helena Hancke – portfolio, level design

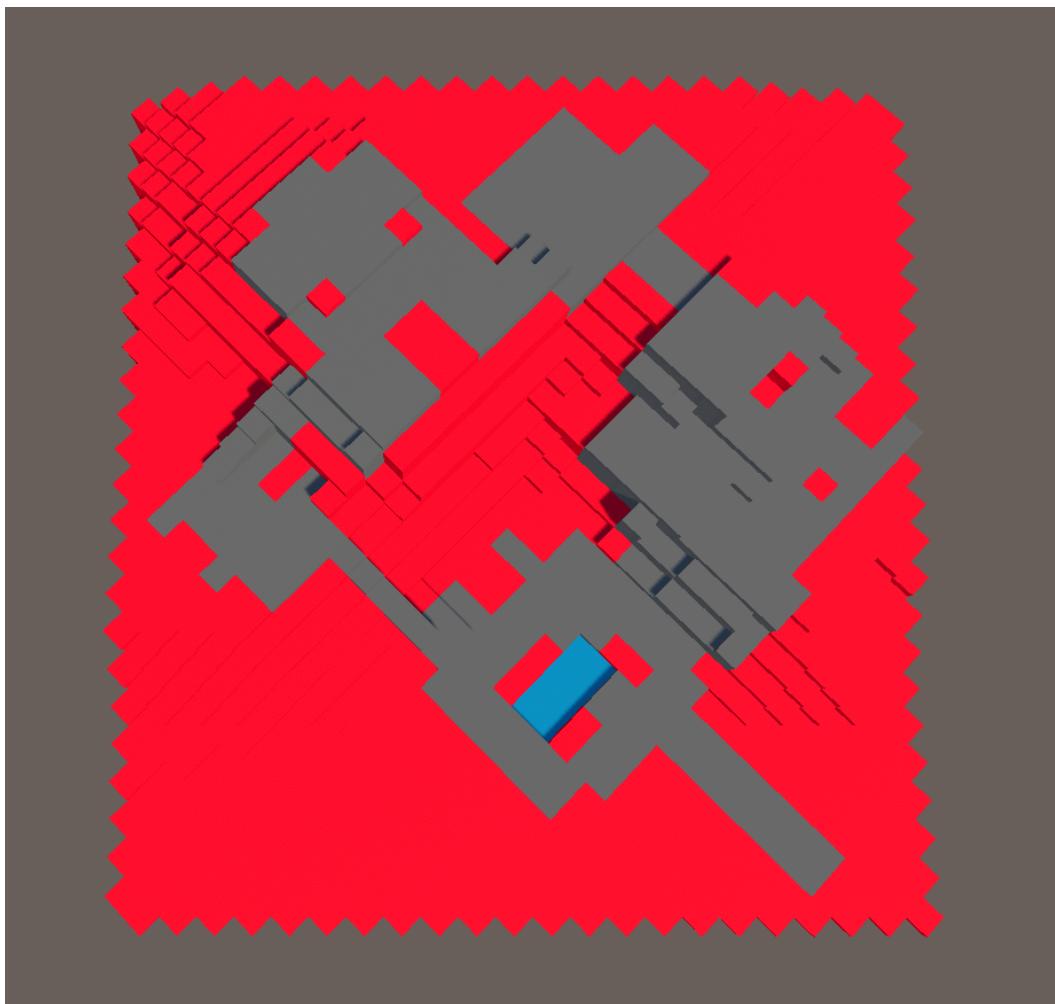


## Above the Civil World

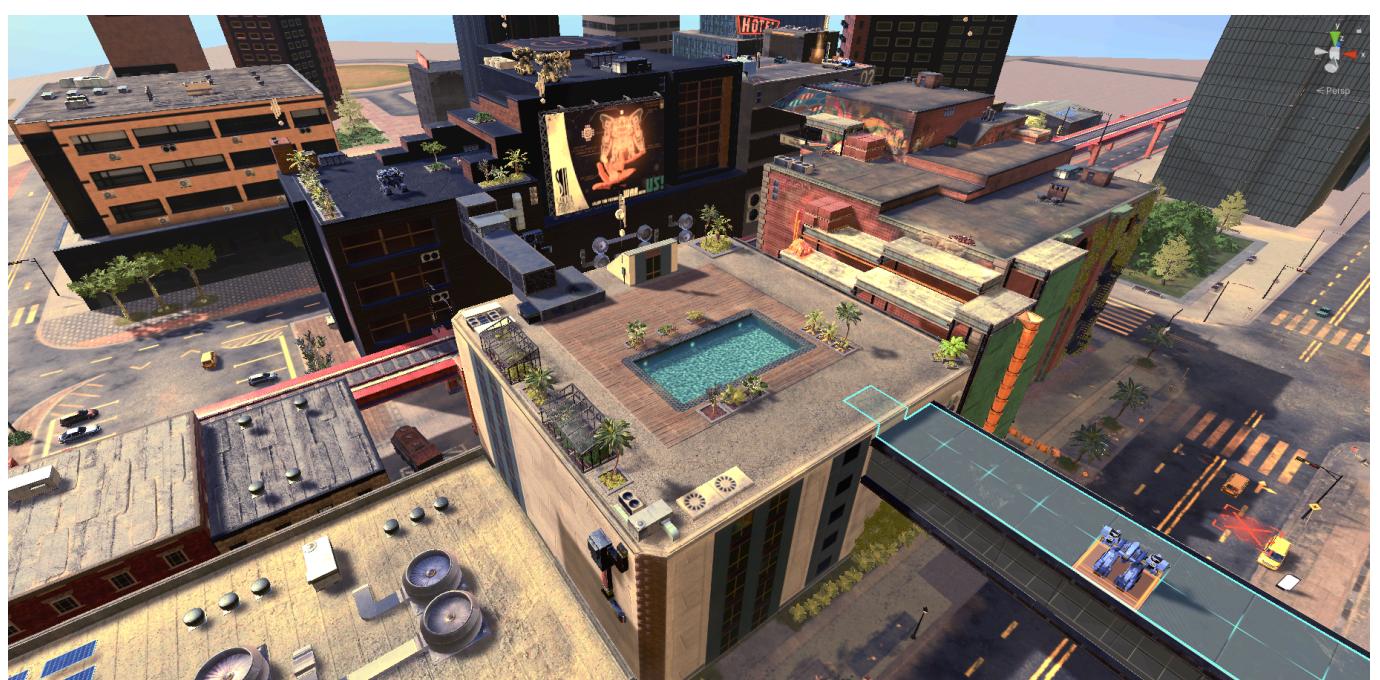
A heavily plot-driven mission in which the player rushes to protect an allied unit spawning on the opposite side of the map. The action takes place on the rooftops of a metropolis' skyscrapers. Below, the world of its inhabitants is visually visible, including a passing railway.

The map features two routes, one of which is only accessible by climbing units. Both routes merge into a single loop, with bottlenecks and spaces along the way that prevent close combat but open up to ranged fire. In the third turn of the scenario, enemy helicopters appear on the rooftop – reinforcements, creating an additional threat on the side of the path that units of any equipment can take, as well as the path of the allied unit requiring protection is moving. The whole experience is a challenge involving a race against time and positioning decisions.

Overview of the map:  [Abovethecivilworld.mp4](#)



Grey tiles – concrete, red – inaccessible, blue – water/pool



Helena Hancke – portfolio, level design



## Leaves of the Fallen

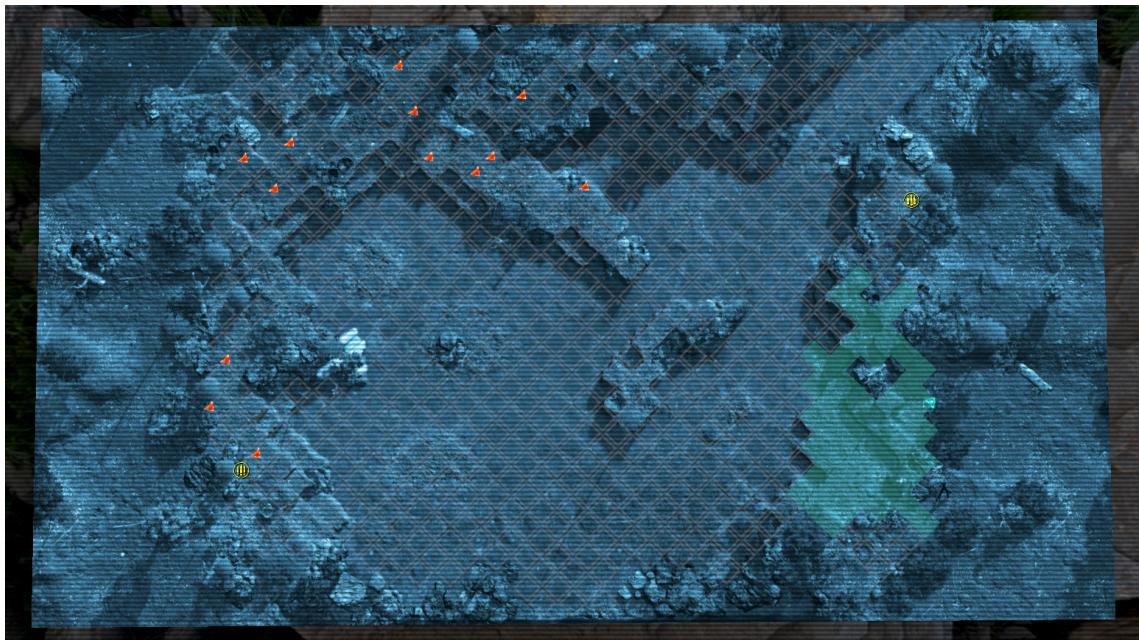
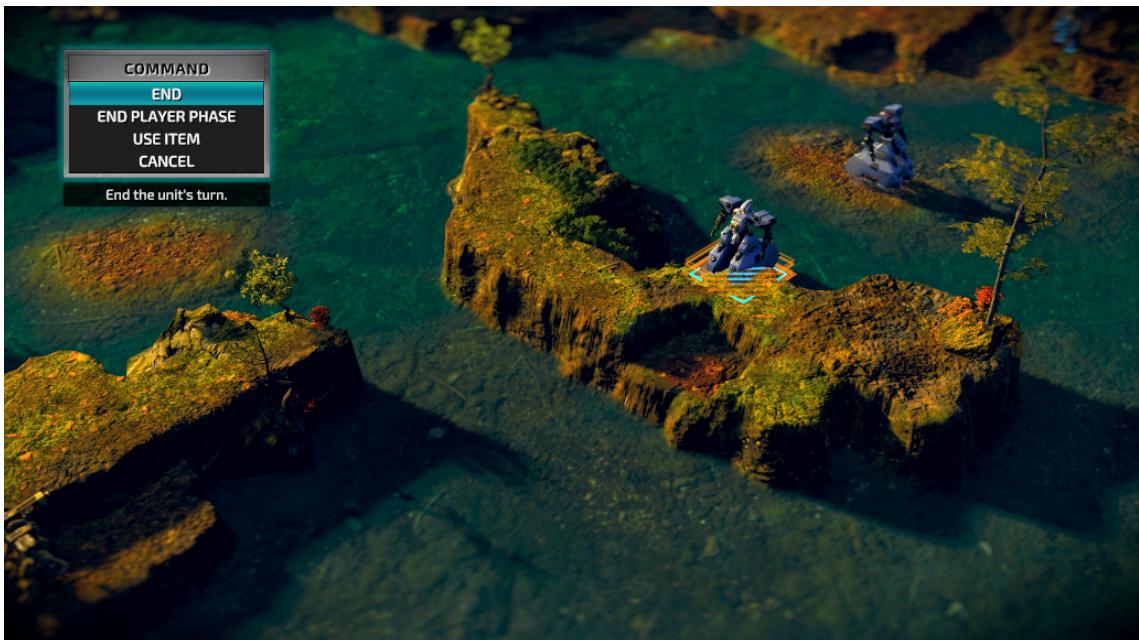
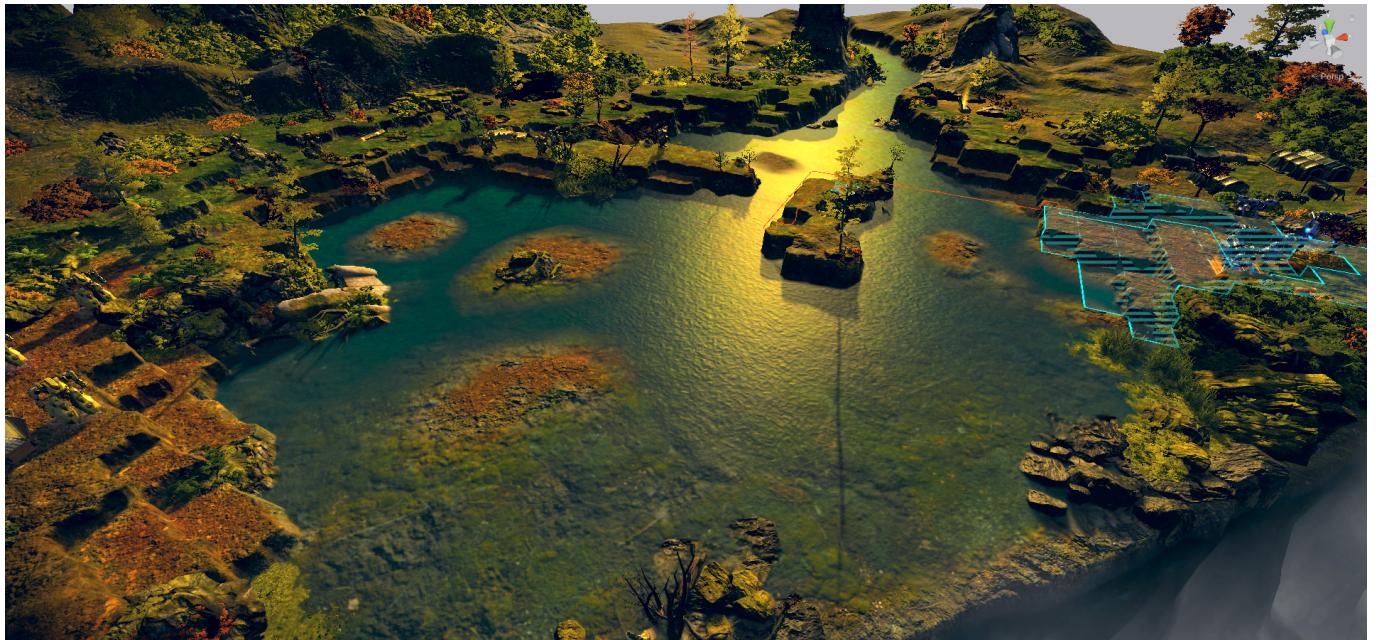
A small map with very difficult terrain to maneuver. Most tiles are water tiles, which have zero protection and expose player units to enemy fire. Furthermore, crates containing player equipment will not spawn on water tiles during gameplay. The water tiles include shallows and an island – these are the points where crates spawn, and also have an additional level of cover – making them strategic points. The player can choose to fight above the lake, on the escarpments – which, while providing significant protection, are difficult to maneuver as terrain – numerous vertical entrances restrict movement and require units to climb. On the northern side of the map, there is a tributary of a river, from which enemy helicopters spawn after a few rounds – an additional threat attacking the player from the flank if they have taken the main route, fighting for strategic points in the center of the map.

Overview of the map: [!\[\]\(7377a3302f3d0fb3a834bf90f4594228\_img.jpg\) LeavesoftheFallen.mp4](#)



Red tiles – inaccessible, green – jungle, brown – dirt, blue – water





Helena Hancke – portfolio, level design