NEWM-N320 Final Paper

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In my final level, I made numerous changes about the things I did not like from my midterm.

To start, I redid the wall with static meshes instead of seer landscape cliffs. This gave the cave a much better look.

I filled the crack in the ceiling with a bight emissive material to make it look like there is blinding light outside.

I fixed the lighting issues that were rampant on my first attempt, adding a orangish hue to the scene. This also helped me get a nice layer of shadows on the top of the level. I made the bsp ceiling not cast a shadow. This allowed light to pass through and make the level visible.

I took great care in knitting the various meshes that make up the wall together in the most seamless way possible. In total, there are around 10 different meshes that make up the cave walls. Three different types of meshes were used to accomplish this.

I removed the blocking boundaries that kept the player from exploring. Exploration is not necessary to complete the level.

A message is displayed when the level starts, saying that you need to collect dynamite to escape, informing the player of the goal of the level.

The objective of the level is to find and collect at least 10 dynamite and destroy the bolder preventing escape.

I added a counter on the side of the screen to show how many have been collected. I also show a message saying how many you still need to collect.

When all the necessary dynamite is collected, a 'cutscene' plays that highlights where the exit is. When you reach the exit, there is A short pause of 5 seconds, then the bolder is destroyed. The escape tunnel is now open, and you hear a celebratory jingle marking your completion.

I expanded the post process volumes to envelope the entire level. This give the lava and crack in the ceiling a better look.

I redid the foliage since the old stuff kept causing me issues.

I decided to keep the player fast but small because it made traversing not feeling like a hassle, but still made the level feel large.

The high speed with the small body gave way to a lot of opportunity to skip over the large lava river if desired. The UI section gave the most issues, it does not like playing nice with the rest of the level elements.

I tried to get destructible messes to work how I wanted, but they did not blow up as intended when I tried.

I instead opted for the dynamite appearing when the player got close and blowing up the rock.

I covered the straight bsp ceiling in rock foliage to give it texture.

I believe that now since the level is no longer a prefect circle, it feels much more organic. Being able to explore and look for the tnt is a pretty fun experience since if you aren't careful, you will end up in the lava.