Epiphany's Journey

Epiphany's Journey is a soul-like level design project about exploring through an island, fighting boss and finding treasures.

Players need to defeat the real boss and destroy their statues in order to **escape the island**.

I'm a serious fan of **souls** games, therefore making this project made me very glad and fulfilled.

UNREAL
ENGINE

blender

Links to game video: https://youtu.be/Bx0LAfco6Xc?si=mmZMkeWowIBd3I9y

Inspiration

I'm an avid fan of **souls game**, and the allure of crafting one myself has long captivated my ambitions. Particularly, the intricate level design exhibit in *Dark Souls 1* has piqued my fascination, as it intricately interweaves diverse locales.

Inspired by this, I want to master the art of **crafting exeptional level designs** for my own Souls games in the future.

In my creative process of designing levels, my mind envisions a realm of steeped in sword and sorcery, akin to the enchanting universe of Dark Souls. **This world encompasses dragons, mystic arts, gallant knights, and a tapestry of dreams.**

Research:Souls Game

The typical souls game always have the following elements:
· Small enemies in narrow space.

· Big boss that are strong and have imposing manner.

· Player can remember the level without looking at the map.

· High rewards after hard challenges.

Flowchart

Exploration → Defeating Enemies → Level Up → Boss Fight → New Area

Collecting Resources → Level Up

Idea and Process

I commence my level design by utilizing Blender. Once I complete crafting the blockout in **Blender**, I transfer it to **Unreal Engine** for testing and addressing any potential issues. The design of my level resembles an island, featuring both an upper ground area and an underground section. The contextual backdrop establishes that this island is merely a minor segment within a much larger world.
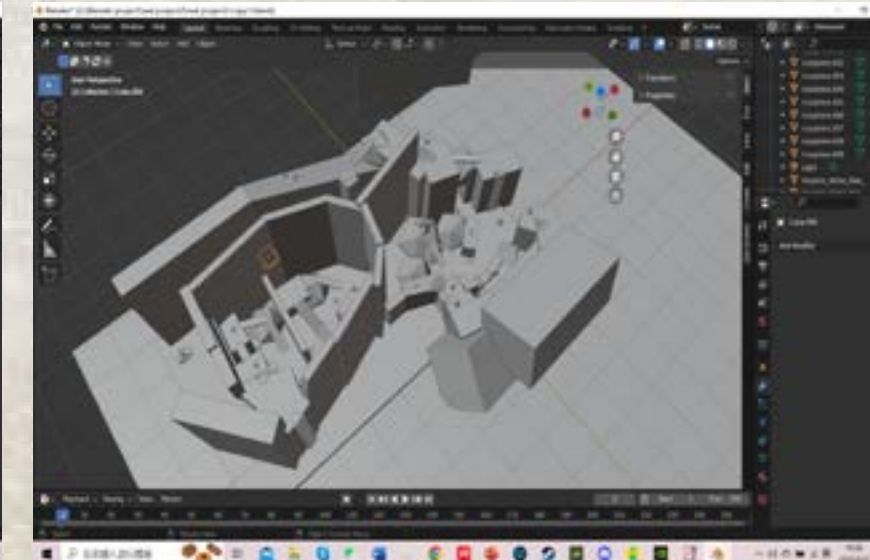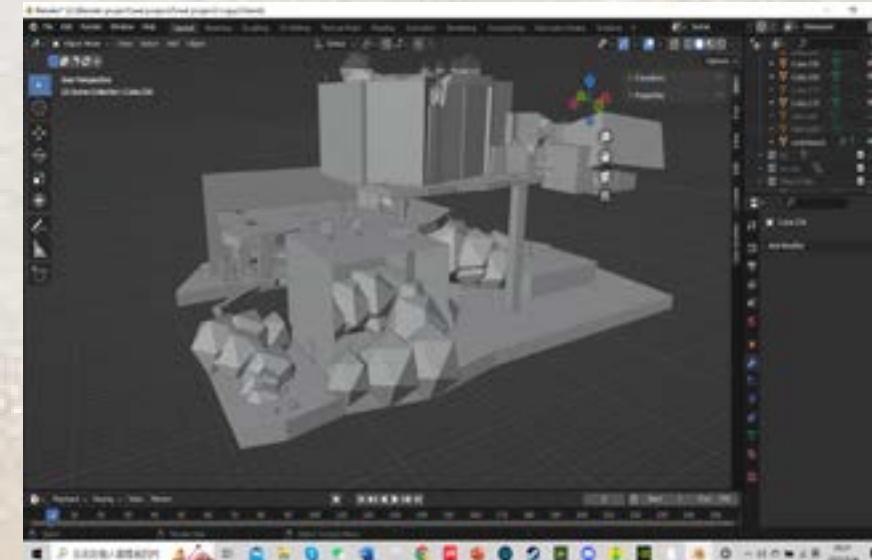
Upper & Lower Levels

The game is divided into an upper level and a lower level. **Upper level** has three areas, the Beginner's Ship and Warior's Practice Area, the Guardian's Fortress and the Mechanical Path, the Rooftop and the Underground Rift.

The **lower level** consists of three areas, the Earthquake Lord and Moon Prison, the Giant Tree and the Hidden Overlook, the Guardian Core and the Underground Guardian (as well as a hidden area where the Boss true Waraholic Leader is located).
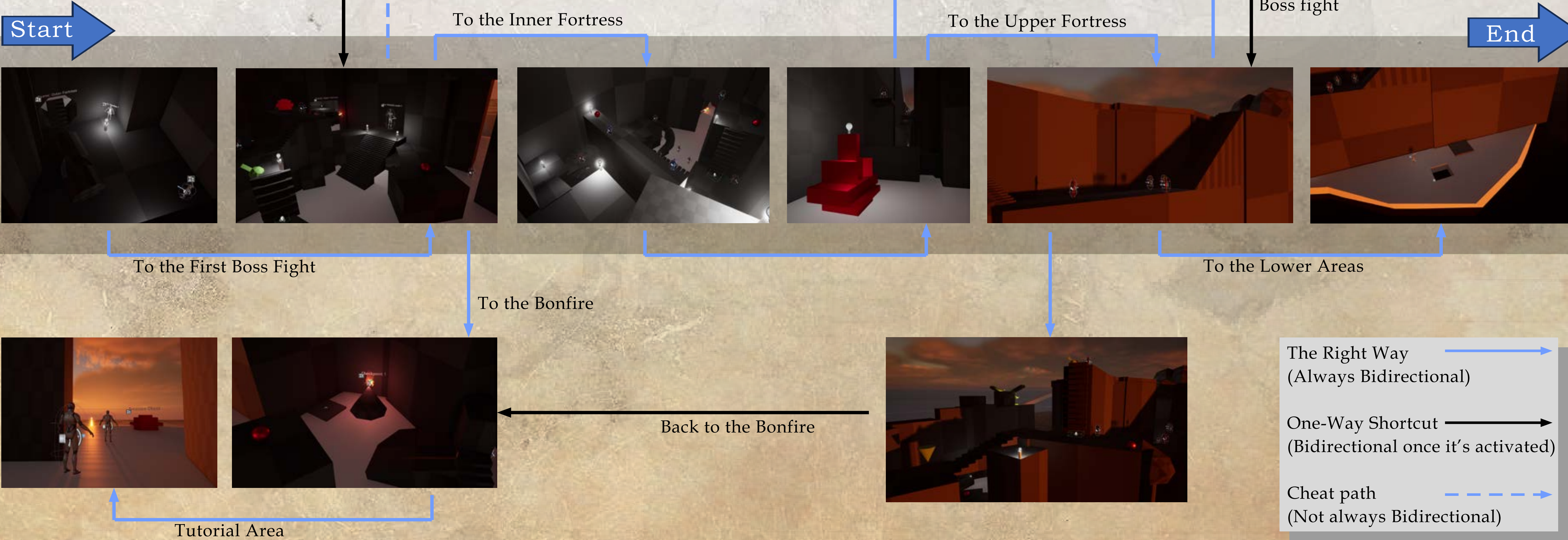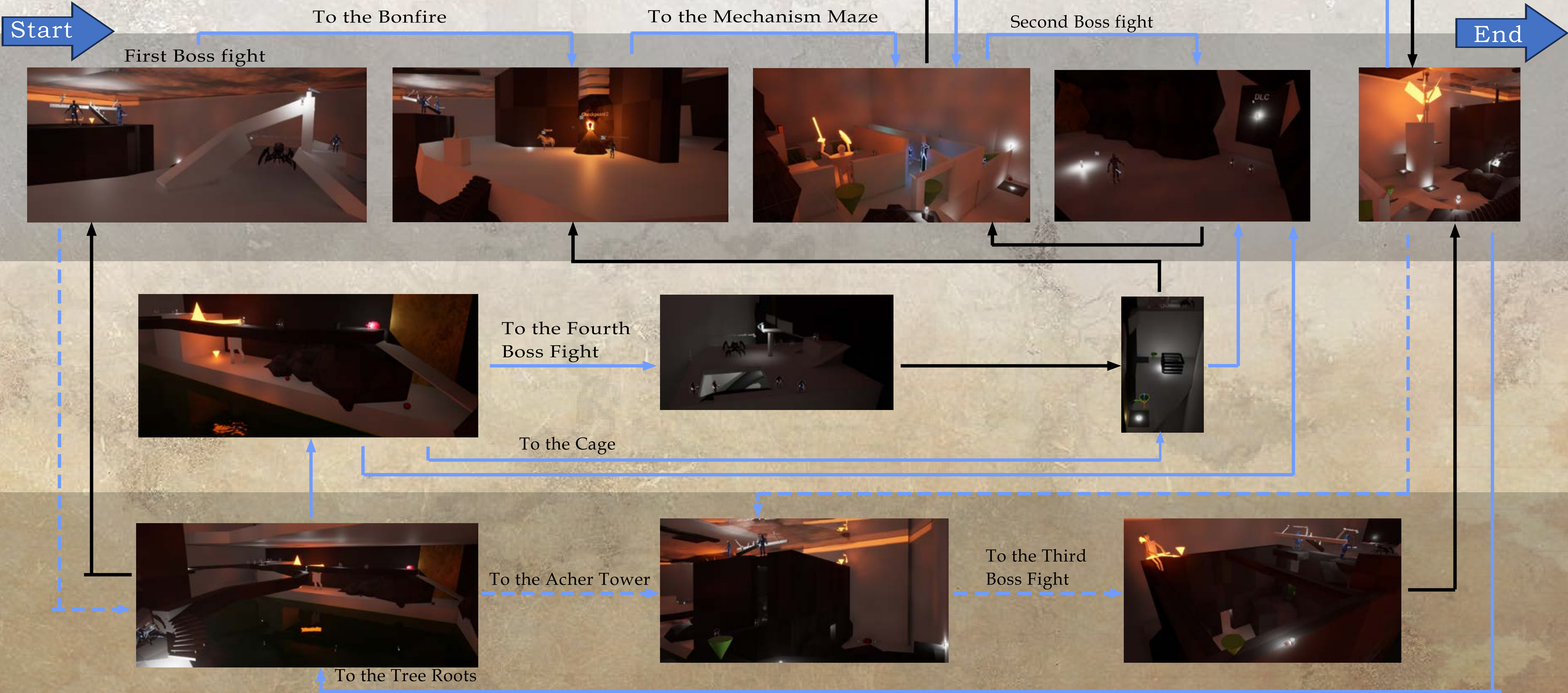

Upper Areas

Lower Areas

LEVEL DESIGN

Upper Areas

Start

End

To the hidden area

To the Second Boss fight

To the Inner Fortress

To the Upper Fortress

To the First Boss Fight

To the Bonfire

To the Lower Areas

Back to the Bonfire

Tutorial Area

The Right Way
(Always Bidirectional)

One-Way Shortcut
(Bidirectional once it's activated)

Cheat path
(Not always Bidirectional)

Start

End

To the Statue Tower

To the Bonfire

To the Mechanism Maze

Second Boss fight

First Boss fight

To the Fourth
Boss Fight

To the Cage

To the Acher Tower

To the Third
Boss Fight

To the Tree Roots
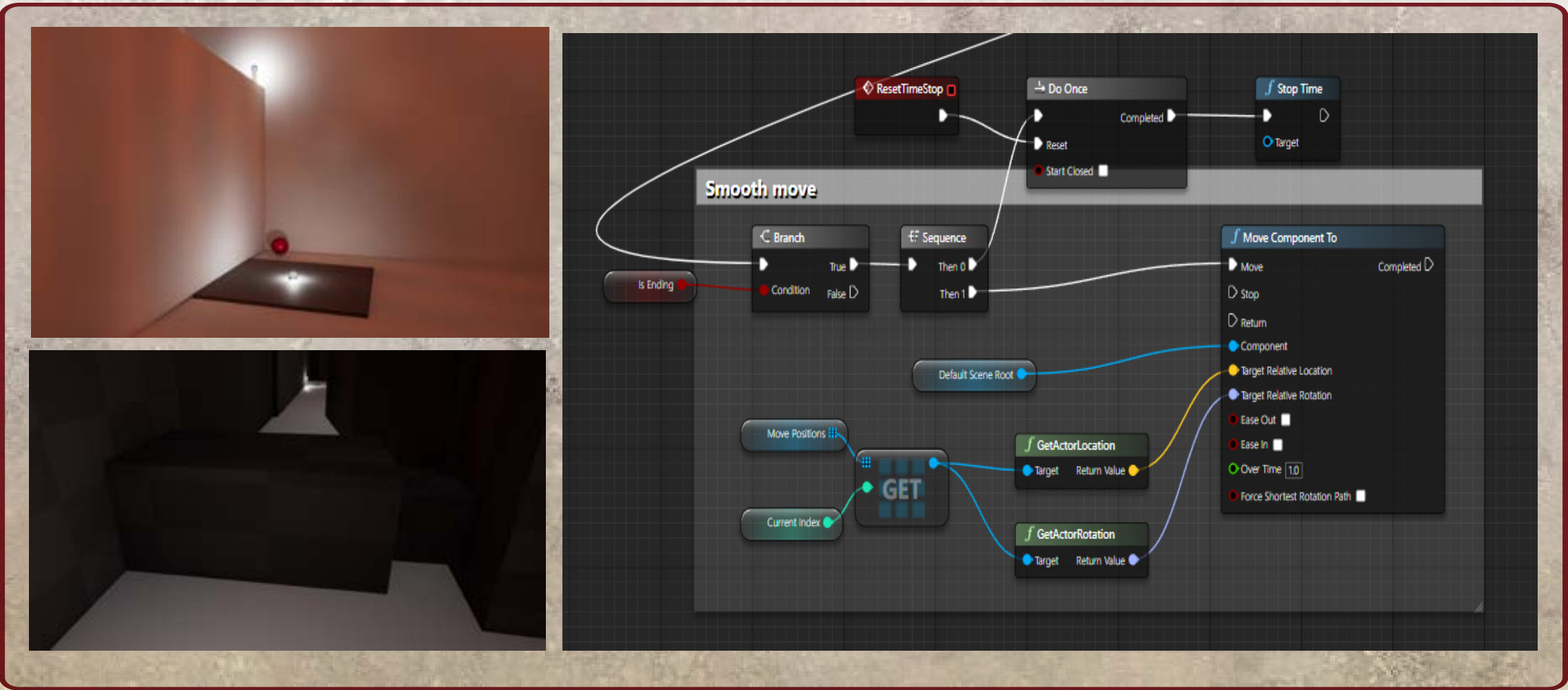
TECHNICAL IMPLEMENTATION

Through the process of creating my level design , I get familiar with creating different machine like lifter and checkpoints.

Checkpoint Function

PLAYTEST

Overall experience and suggestions

Explore the experience: The contrast and continuity between the above and below ground areas is well designed, but this contrast could be further enhanced by adding some unique landmarks and feature landscaping.

Difficulty balance and enemy placement: The difficulty in underground areas required more puzzle-solving and increase the recovery points and resources,which ensures the underground area to balance with the aboveground area.

Atmosphere and visual effects: Enhanced lighting and sound design in underground areas to further enhance the immersive experience.

My reflection

The player finished the whole game within 40-50 minutes. I believe this is a suitable length. What players like about my game is the level design and the feeling that it's clear to remember the roads. They also mention that the obstacles and the hidden enemies are cool.