Level Design Document
Parole in One

Group 3
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Design Philosophy

The levels in Parole In One combine stealth and minigolf elements to create two distinct feelings while playing a level: one of calm planning and one of panicked escape. Players can choose to take on each level slowly with a thought-out plan, or barge through the level and hope to avoid the guards in the chaos.

To incentivize the players to think about the levels and not rush through all of them, one aspect we use to measure success is the number of shots players use to complete a level. Levels are designed with one or more intended routes and the par number is the number of shots needed to complete the level while playing optimally or close to optimally. To achieve the par shot, players need to plan well and react quickly if and when their plan goes awry.

All is not lost if players are caught by a guard. Levels are fairly short, less than a minute if the planning is already done, so players are not heavily punished when they make a mistake and are caught. The short and easily resettable levels give players options to try out different approaches to each level, possibly finding routes or shots that allow levels to be completed under par. Overall, our intent is to not frustrate the players when they restart a level and instead to make them excited and motivated to try again.

Basic Patterns

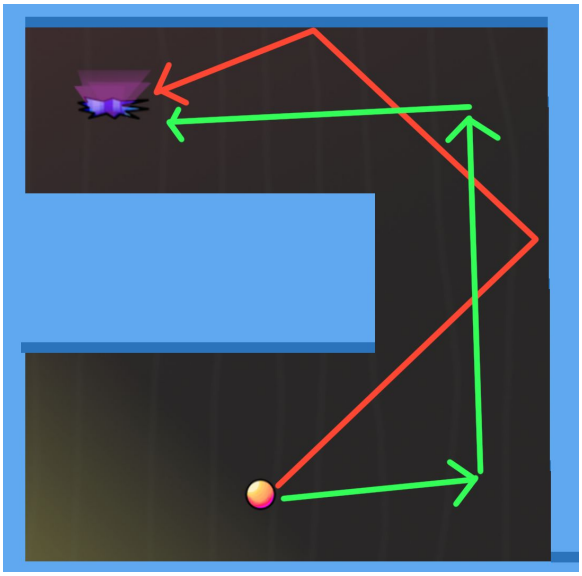


Figure 1: Corner Obstacle

Corner Obstacle

Obstacles such as corners are difficult to get around in one shot. Players can either try to angle their shot and risk losing control of the ball, or take multiple shots and decrease their chances of reaching the goal with an optimal par number.

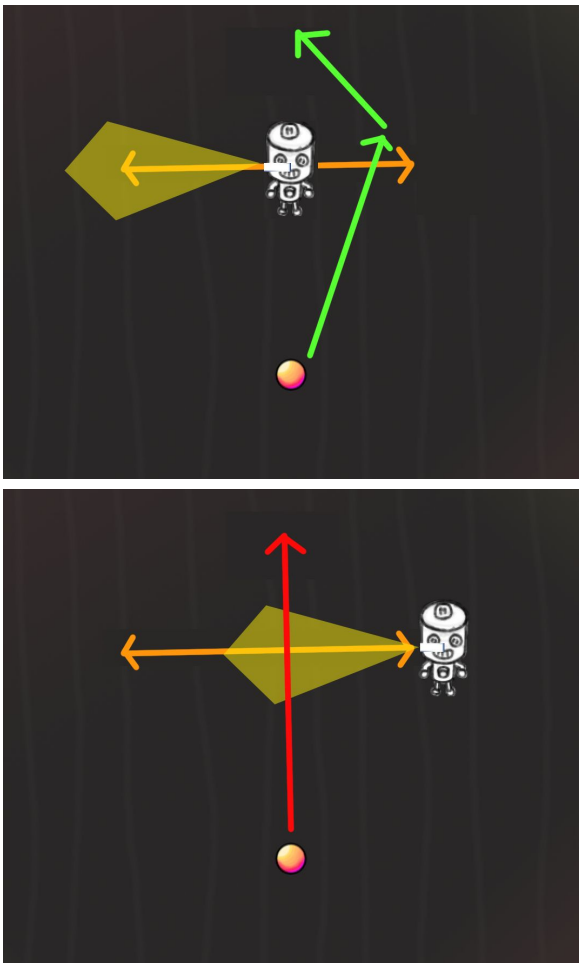
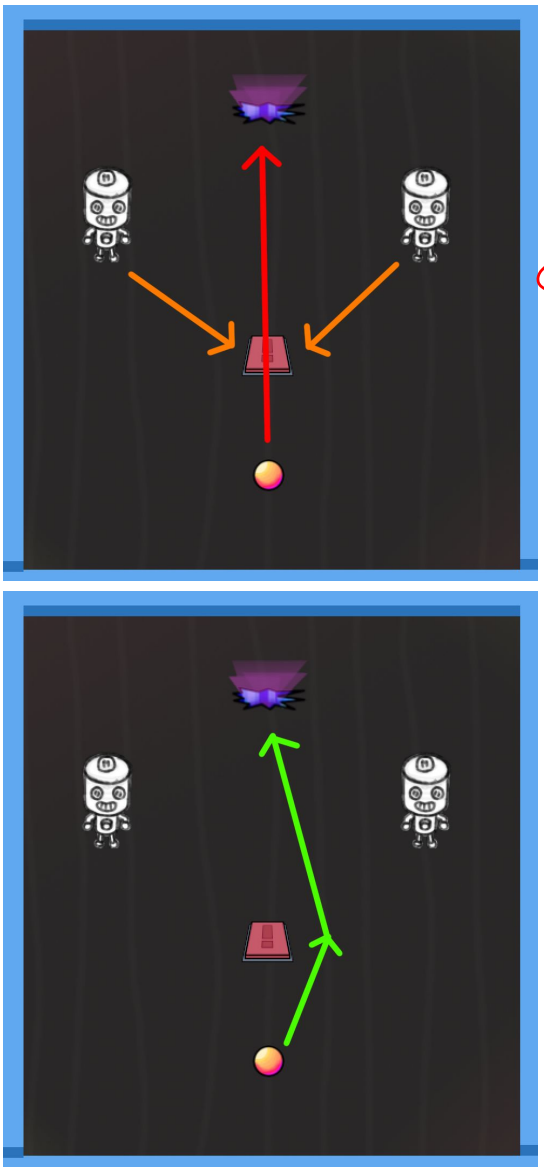


Figure 2: Patrolling Guard

Patrolling Guard

Players will have to time their shots and aim the ball to avoid the guard's patrol light. If they fail to do so, they will have to shoot quickly to escape. This makes controlling ball movement more difficult, as players will have less time to measure shot angle and power.



Alarm as Obstacle

When the ball rolls over an alarm, it triggers all guards to move to that spot. Players can either aim to avoid the alarm, or face the increased challenge of guards converging on them. As guards converge on the alarm, the spaces between them through which players can escape becomes narrower.

Figure 3: Alarm as Obstacle

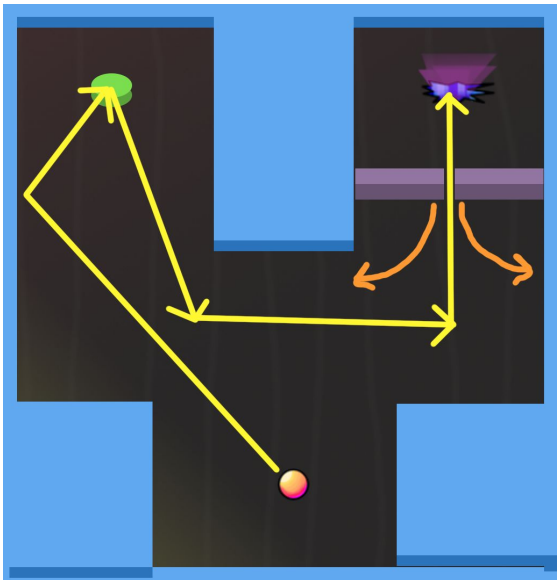


Figure 4: Button and Door

Button and Door
In order to open the door, players must first press the button. This forces them to traverse a greater area of the level, increasing their number of shots and possibly forcing them to pass more obstacles.

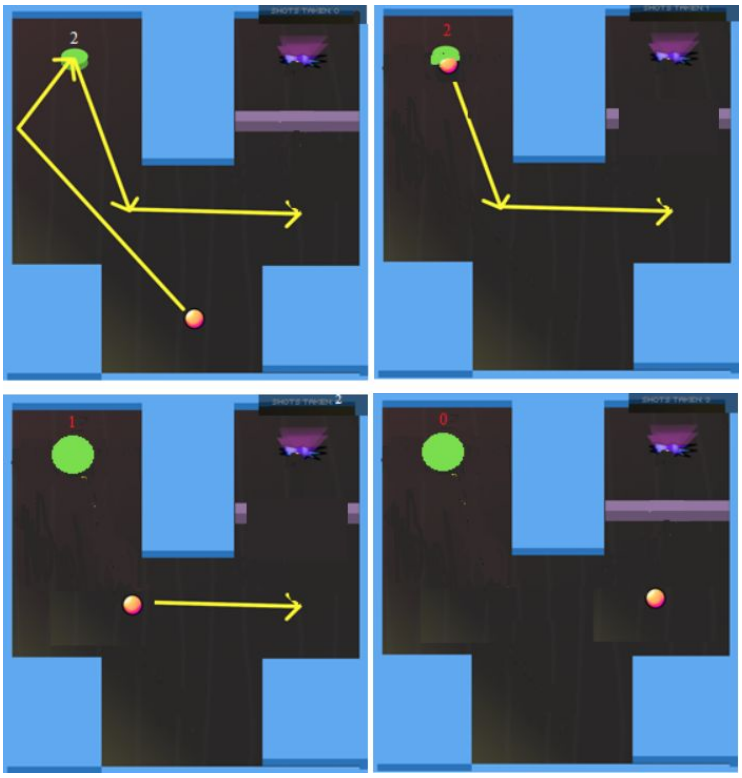
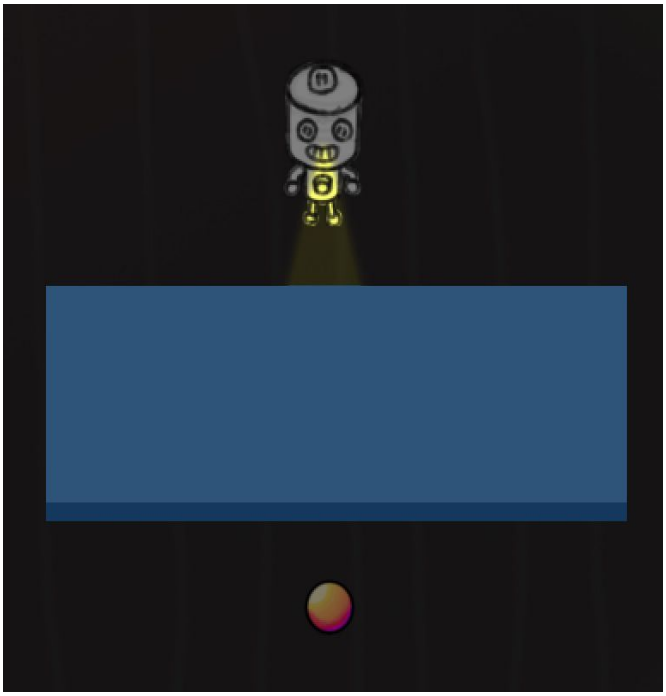


Figure 5: Shot-Timed Button and Door

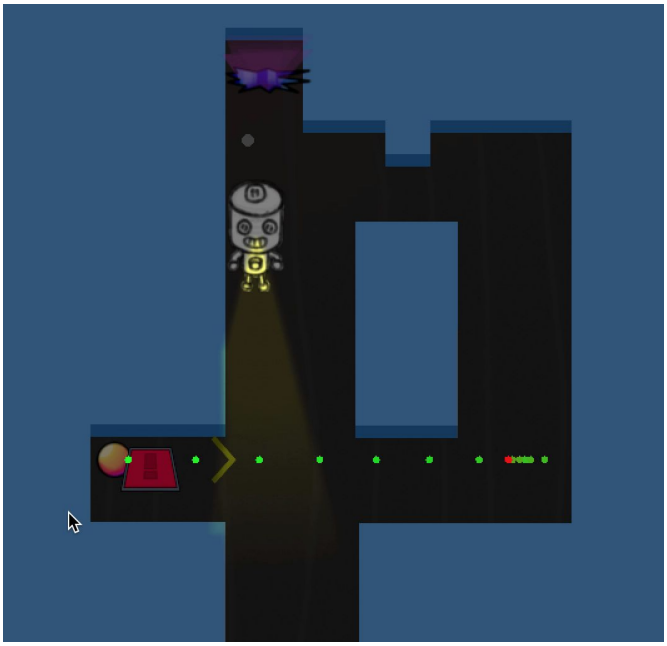
Shot-Timed Button and Door
Similar to "Button and Door," but after a certain number of shots, the button deactivates and the door returns to its initial position. This variation forces players to limit the number of shots they take between pressing the button and reaching the door.

Composite Patterns



Guard and Cover
(Guards + Wall Obstacle)
Cover is a wall obstacle placed to help players avoid detection or escape being chased by guards. By moving the ball to be on the other side of the wall from the guard, players can evade detection and safely navigate the map.

Figure 6: Guard and Cover



Alarm as Decoy (Alarms + Guards)
Players may be required to activate alarms in order to make a guard move from its post, but this can cause trouble for players if the guard is not far from the alarm. In this situation, players must be quick enough to escape the area before the guard arrives and spots the ball.

Figure 7: Alarm as Decoy

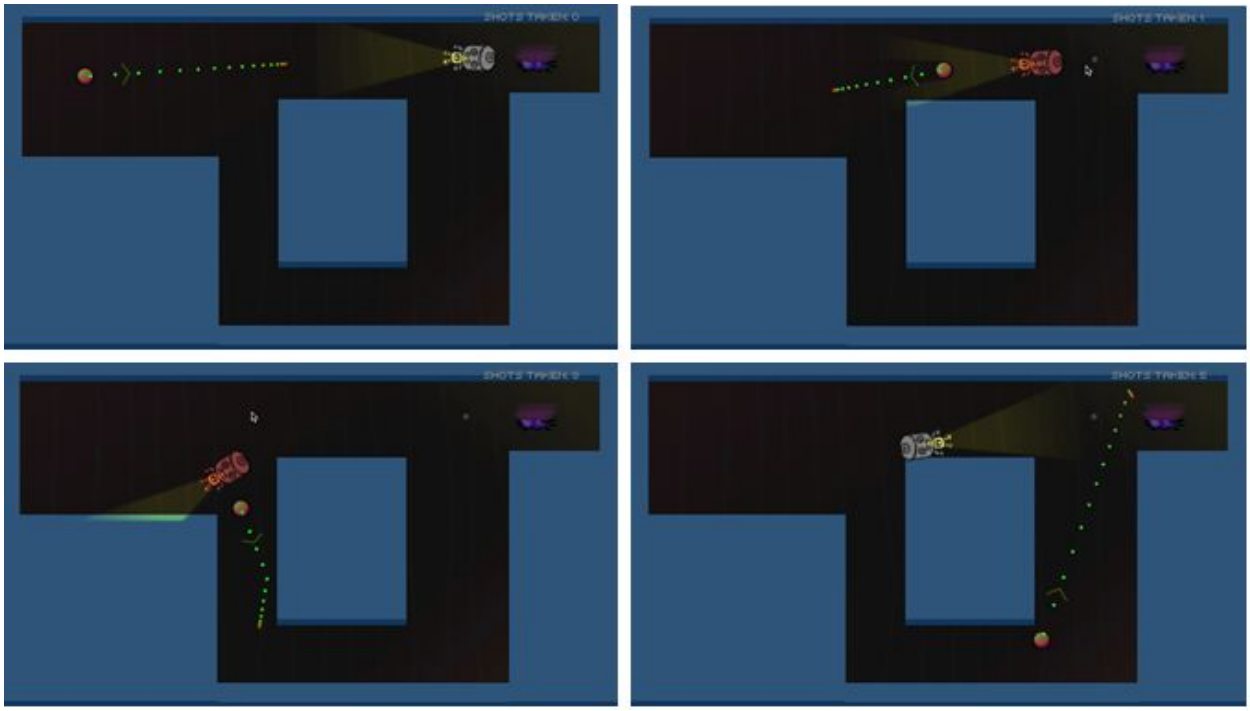


Figure 8: Guard and Loop

Guard and Loop (Guards + Wall Obstacle)

Sometimes, a path will be blocked by a guard. (**Figure 8**) In order to get past this guard, players will need to enter its line of sight and activate the guard's chase sequence. They must then hide the ball and/or quickly maneuver the ball to the previously blocked area.

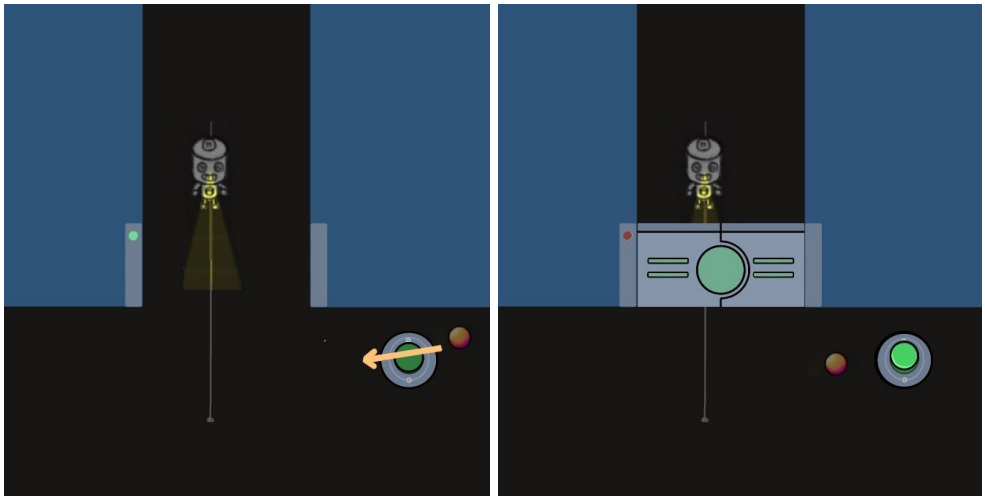


Figure 9: Trapping Guards

Trapping Guards (Guards + Buttons/Doors)

By taking control over when doors open and close, players can manipulate guards into going and staying where they want them to be (**Figure 9**). For example, players might lure a guard through an open shot-timed door with only two shots remaining before it closes. Players would then use a shot to flee the area, and another to close the door, trapping the guard.

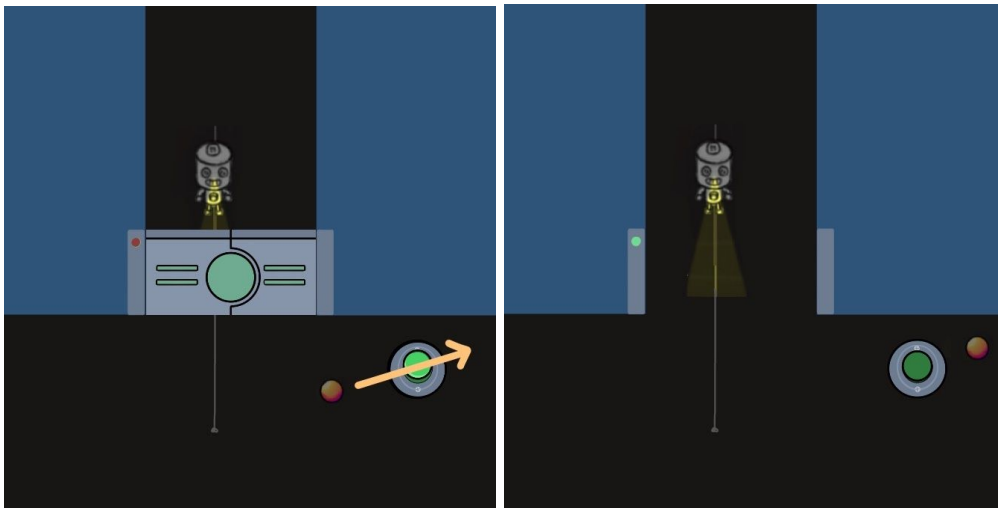


Figure 10: Releasing Guards

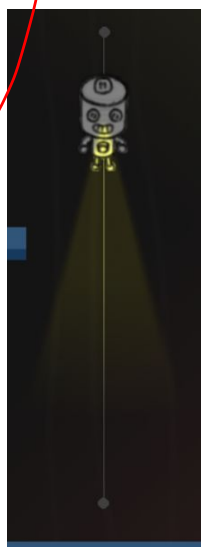
Releasing Guards (Guards + Buttons/Doors)

There may be situations where releasing a guard is necessary to reach a portion of a level. Players must plan ahead to ensure that they can add another patrolling guard and still reach the goal safely.

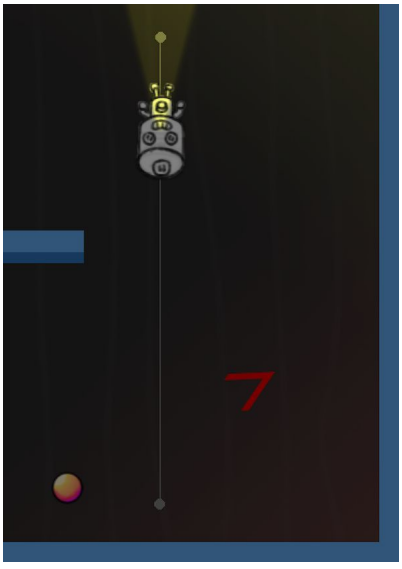
Easy Level

An easy level example

An easy level introduces players to new gameplay elements and allows experimentation with mechanics. Additionally, easy levels provide ample space to forgive when players make mistakes as they learn how to navigate the game. This example level is easy because it provides the players with a forgiving and generally stress-free path to the goal that allows them to learn mechanics and simple strategies for the game.

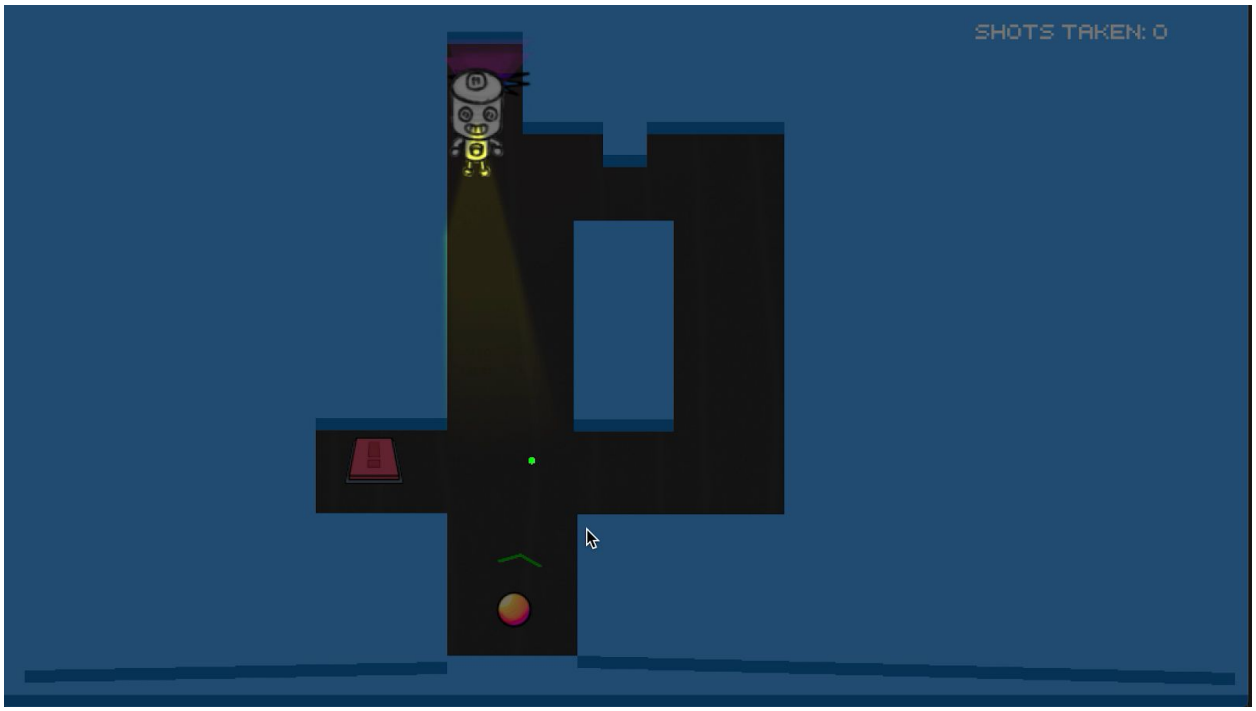


1. A Patrolling Guard. The players are introduced to one of the game's basic patterns, the patrolling guard. Players must time their shots to avoid being spotted by the guard. If the player is spotted by the guard, they must quickly move again to avoid getting caught.



2. An Angled Shot. The players are encouraged to learn how the ball will bounce off walls. An angled shot from this position will allow the player to evade the guard in a single shot. However, misjudging their angle increases the risk of alerting the guard accidentally.

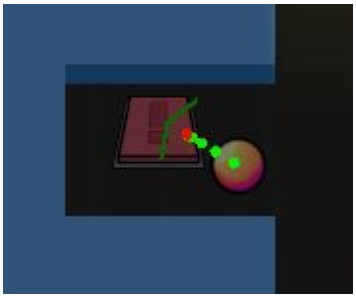
Intermediate Level



An intermediate level example

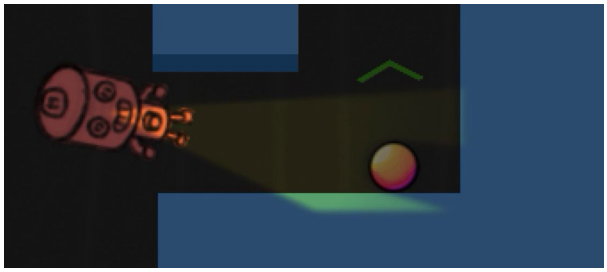
An intermediate level involves simple challenges that combine gameplay elements players learned from easier levels, along with more difficult puzzles that require solutions not immediately obvious.

1. At first glance, this guard is blocking the goal tile. The players must figure out a way to manipulate this guard to leave its original position.



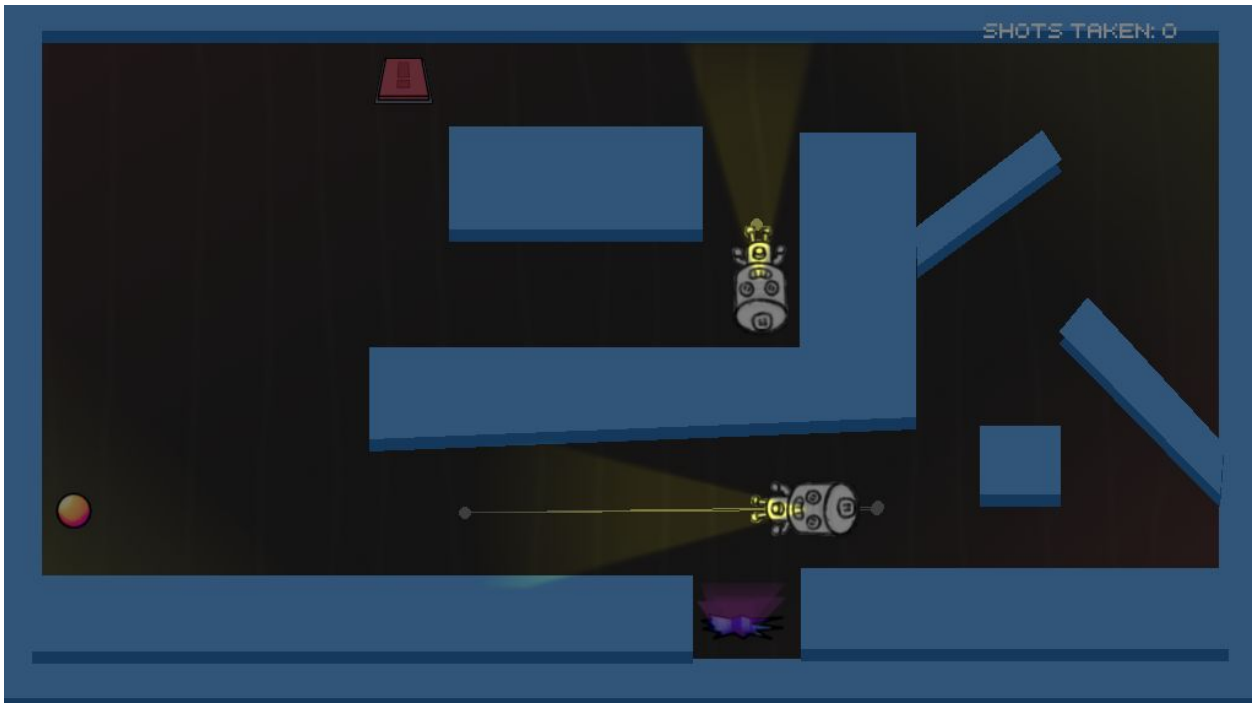
2. Players should use the alarm, otherwise it will be hard to make the guard leave its original position long enough to get to the goal.

3. Guards will chase the ball as it goes towards the alarm. This is designed to be a necessary moment in the gameplay where the players must escape the guard's pursuit.



4. Escape and get to the goal after the guard loses sight of the ball, proceeding to then check on the alarm.

Hard Level

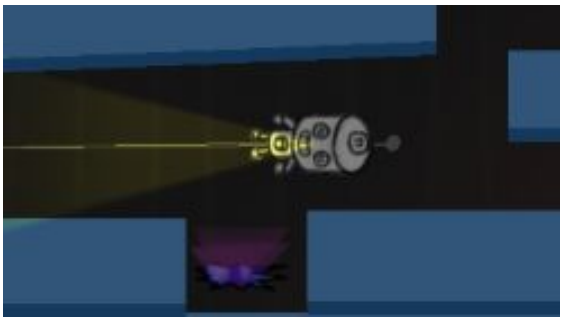


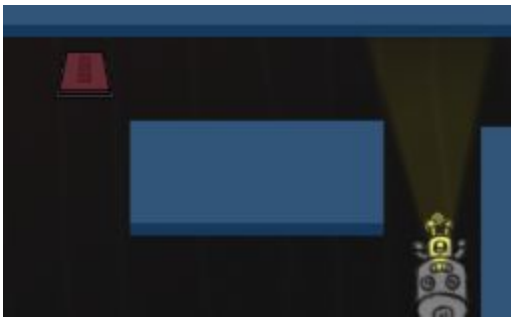
An hard level example

This hard level involves challenges that combine many different gameplay elements into a challenge to test players. Players would likely not succeed in one try, but will improve their play after a few attempts.

An initial attempt by players might be to wait for the bottom guard to turn his back and make a straight beeline for the goal. After realizing that there is not enough time for that, the player will attempt the long route to draw the guard away.

Thinking ahead: After triggering the alarm, the top guard will move upwards and left to reach its location. If players think ahead, they can ricochet with their alarm-triggering shot and end up far from the guard's pathfinding.





3. “Minigolf challenges”: After getting past the top guard, the next part of the level is a series of minigolf challenges. These slanted walls serve as traps for players -- if the ball finds its way into the alcoves, extra shots are needed to get the ball out before moving o

4. Timed constraints. Throughout the minigolf challenges, the top guard may have been alerted on its way back from the alarm, forcing players to act quickly. Another obstacle that players will face is the bottom guard returning from checking on the alarm. Players must be quick to get to the goal before the bottom guard returns.

3152: Assignment 14 (Level Design)

Assessor: Walker White

SA: Strongly Agree
A: Agree
D: Disagree
SD: Strongly Disagree

	SD	D	A	SA
The document targets the **correct audience** (the designer).				
• The language and tone is appropriate for the audience.				✓
• The point-of-view is that of a designer, not a player.				✓
The **design philosophy** motivates the level layout choices.				
• The philosophy articulates clear goals for the player.				✓
• The philosophy explains how level design will achieve these goals.				✓
• The paragraphs are well-written and structured.				✓
The **basic patterns** are effective building blocks.				
• The patterns pose challenges that can be failed.				✓
• The challenges depend on actions/interactions.				✓
• The pattern difficulties are tunable.				✓
• The patterns are illustrated and annotated.				✓
• The accompanying text is properly descriptive.				✓
The **composite patterns** build on the basic patterns.				
• Each composite has an identifiable basic pattern at its core.				✓
• The composite additions clearly increase the difficulty.				✓
• The patterns are illustrated and annotated.				✓
• The accompanying text is properly descriptive.				✓
The **example levels** demonstrate proper pattern usage.				
• The patterns used in each level are easily identifiable.				✓
• The example levels increase in difficulty.				✓
• The accompanying text justifies the level difficulty.				✓
• The example levels are illustrated and annotated.				✓
The document is **clear and well-written.**				
• The document contains no spelling errors.				✓
• The document contains no grammatical errors.			✓	
• The sections are properly organized.	✓			
• The document adheres to the course writing guidelines.	✓			