Will be updated periodically

Date last modified: 3/26/2023

Title TBA

There will be between four or seven levels in this game. Each level is going to be different; the path can’t be the same otherwise the player would grow bored at the act of following the same path every time. This does not create emotions of panic, of tension of not knowing what looms next because the player will feel the familiarity of them.

Each level has to create tension, and make the player want to keep going because the plot is interesting, the environment and tone enhances the dread that the main character is going through. The environmental sounds further cement the drive for her to reach her targets and finish them off. The player in response will feel powerful, strong and scary, as if they’re able to kill anyone in their way just by being in front of them, that they can scare others by being near. The player can die of course, players know this but they feel that the character they’re controlling is powerful and their abilities are enough to really take out anyone in their way.

This sense of power is accentuated by the animation on screen, the VFX that impacts the tone of the game and every scene taking place.

Now, about the level design. As I began, each level has to be different and the same structure can’t be repeated, not even the same art style or pattern in the background because there will be so few levels that having any striking similarity such as the one mentioned will give players the thought that the developer was ‘lazy’ and couldn’t create any distinctive art or path to follow. We want to avoid this, and the one sure way to do so is by knowing who the corporate members are. What is their motivation for killing Girl B? What is it exactly that they were afraid of? Would they have lost their positions of power? Their fame? Prison time? Financial loss or total financial support? Nothing? Why is it that they went to such extreme measures to make sure the story was not released?

Note: What was the story that Megan and Girl B were working on? Provide details!!!

After deciding on who the corporate members are and what their motivations for targeting M&C investigative agencies were, we can begin to detail the environment for their levels, the type of art that they will have, the wall pattern placed, color painted, items and lighting of the location where they will be found.

After all the previously stated has been decided, only then can any planning of actual layout that player will follow to kill said corporate member can be drawn. The layout has to provide for quiet moments (or not), for long-winded, battle filled (or not) and dramatic scenes where the target gives a speech for their motivations, their feelings, reasoning and why the player is destined to die at the hands of the other members as in Assassin’s creed II (or anti-climactic kills with Megan unceremoniously finishing them off).

This is the structure that all levels can follow, ideally not all following it to the point but adding or removing to it. Maybe one level is all actions with no climactic final scene, maybe the beginning is about the player dealing with grief and thinking about ending her own life or midway through the level the player is hit by a panic attack or loses all hope (stamina/time-mechanic is drained).Other variations could be one level where we take control of the player already having finish the target and we have to walk back (can’t run in this level, only walk slowly) with melancholic music playing loudly and drowning everything but the player’s footsteps all the while we can decide to kill the enemies left alive or not (not affecting story or moral state in any way).

Levels don’t all have to follow the three part structure, but it can be used as a guideline of what I am looking to create and what I hope to achieve emotionally onto the player. This can be achieved in a multitude of ways, there’s no set path to follow and this is all experimentation on my part.

Let’s have fun, it’s a videogame.