

Action Adventure - Level Design



"THE LOST TEMPLE OF RA"

Design, Illustration and Documentation by

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Animated execution of the Level:

<http://www.youtube.com/watch?v=xkOii4U5k4E>

1. GOAL

To design a sample level for a third-person, action-adventure game with an added element of visual pleasure. An action-adventure game usually combines the 'arcade style' reflexive movements of the player character with his combat action against the enemies. My mission is to design a level that balances the environmental challenges of the level with combat.

Reference : Uncharted series, Batman, Prototype and Tomb Raider series.



1.1 Story

Our story takes place at Memphis, Egypt in 1952. An Evil organization aiming for world domination, learns about a sacred artifact in Egypt. The artifact is called the 'Eye of Ra' and is rumored to possess supernatural powers. The 'Eye of Ra' is hidden deep within the 'Lost temple of Ra' which recently has been unearthed near Memphis. Our lead character aims at foiling their plan. He must race against the lead villain to retrieve the 'Eye of Ra', while tackling his innumerable henchmen.

1.2 Player Character

The lead character of our game is an 'eccentric non-superhero superhero'. He is an aspiring relic hunter. His personality can be defined as adventurous, cold, distant and ruthless. His tastes are rich whereas his jokes are poor. He always prefer to work alone. He is adept at gun combat, but finds melee combat as a challenge. Some of the reference characters from movies and games are found below.



2. LEVEL - 'LOST TEMPLE OF RA'

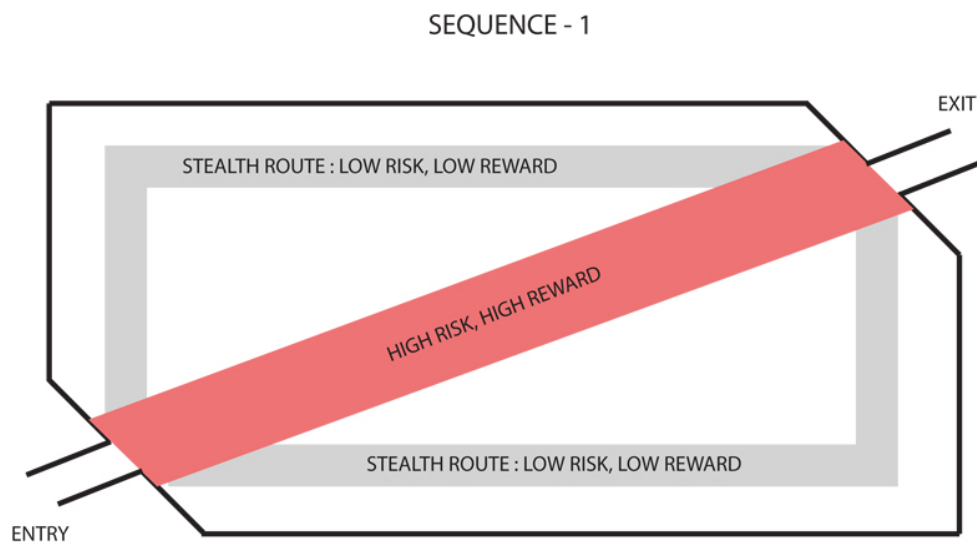
In this level, the player controls the lead character in search of the mysterious 'Eye of Ra'. The level is presented in a fictitious location in Egypt. The objective of this level is to provide two challenging sequences for the player, where he makes his way to the entrance of the temple. The gameplay is restricted to the gun-combat with the henchmen. On the other hand, the emphasis lies on solving environment puzzles and performing trick jumps to complete each sequence.

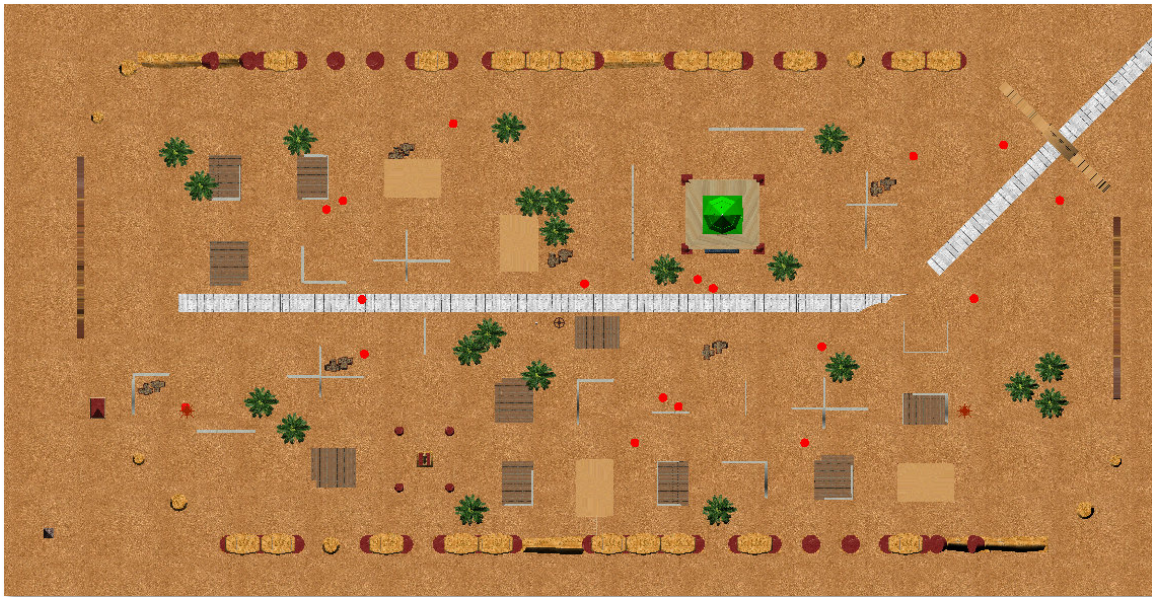
2.1 In detail - Sequence 1

The first sequence has the theme and setting of an dilapidated village in Egypt. This deserted village acts as the command base for the henchmen. This sequence presents a choice of three routes for the player. Each route has varying levels of risks and rewards. The sequence can be completed by either moving past the enemies stealthily or by engaging in direct combat with them. Some reference images can be found below.



2.2.1 Sequence 1 rundown





TOP VIEW OF SEQUENCE - 1

- The player parachutes down to the entry of the village.
- He must cross the village to catch up to the path that leads to the dig site.
- The whole village is packed with an army of henchmen.
- Majority of the enemies patrol around the central route.
- Taking this route would result in heavy combat.
- The player can also choose another route through which he can sneak past the enemies.
- The player has to use the ruins to evade a combat with the enemies.
- Crossing the path through the ruins, requires tricky jump movements.

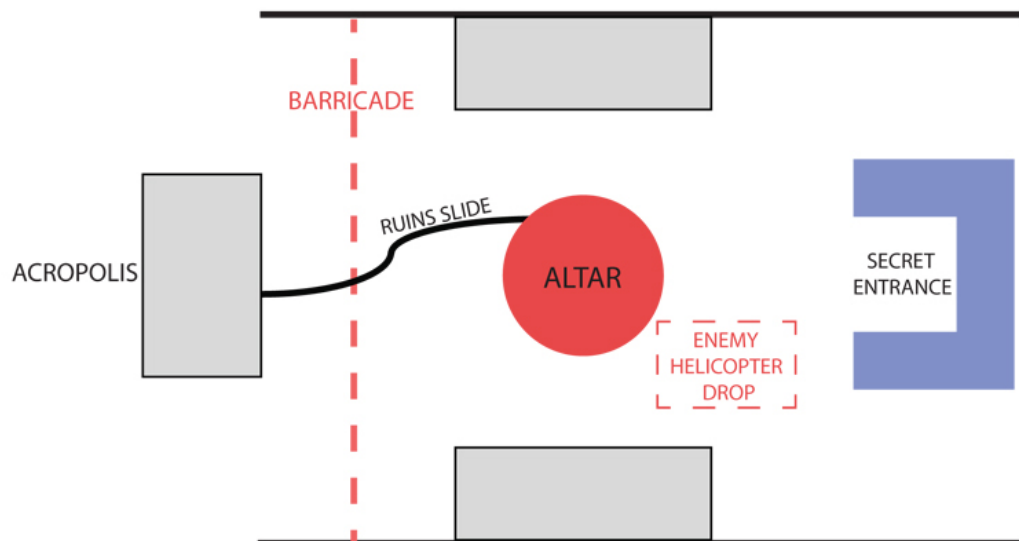
2.3 In detail - Sequence 2

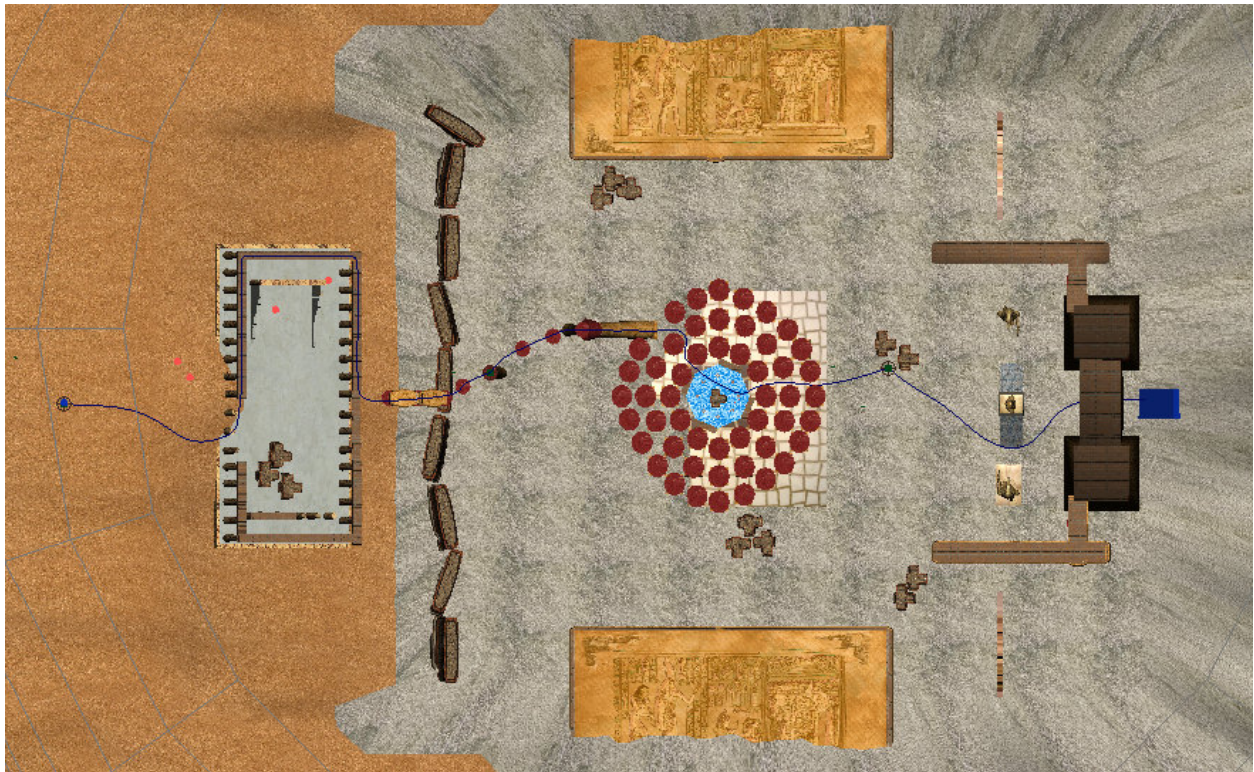
The second sequence has the theme and setting of an ancient Egyptian dig site. The Lost temple of Ra has been recently unearthed. Hence it is submerged below the horizon level. This ancient temple has been modeled based on actual references like Temple of Philae and Temple of Abu Simbel. Some reference images can be found below.



2.3.1 Sequence 2 rundown

SEQUENCE - 2

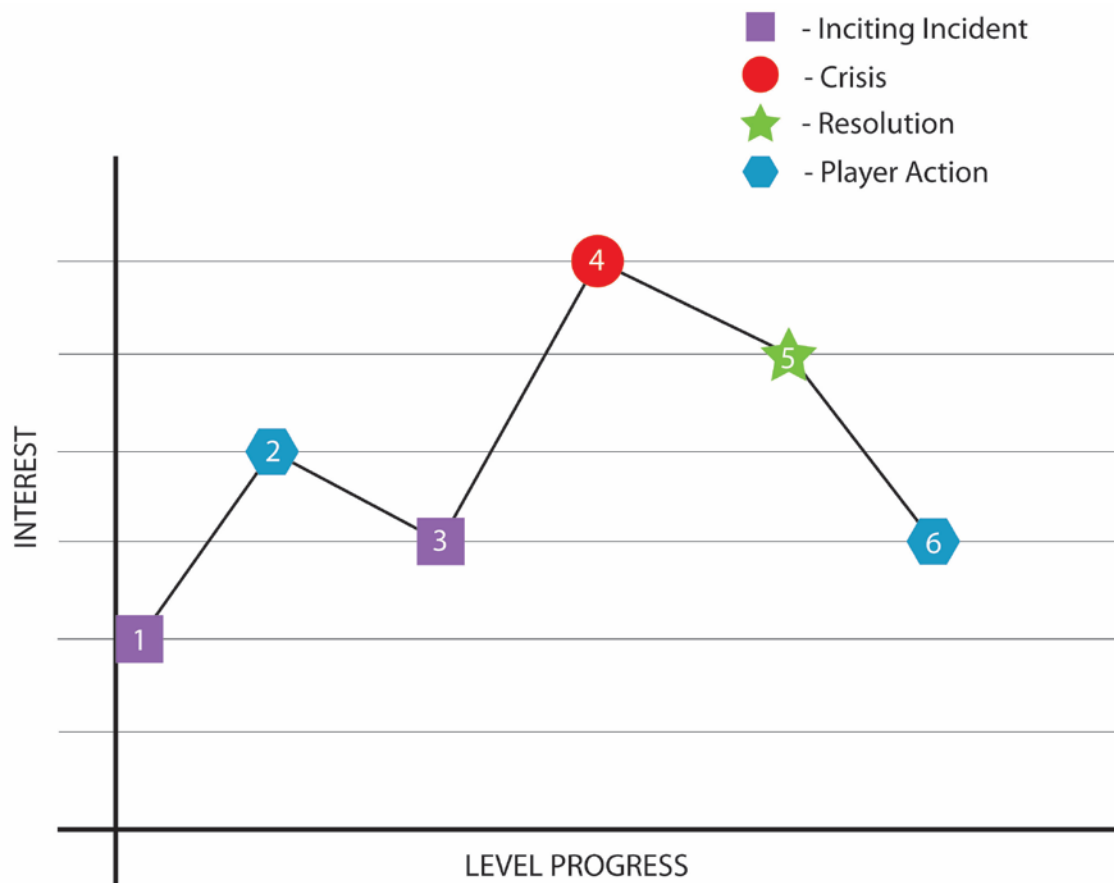




- The player character reaches the dig site after nightfall.
- The security seems very weak and the site looks deserted.
- The path down to the entrance of the temple is barricaded by the enemy.
- The player has to use the ruins again to find a way into the site.
- The massive pillars and structures provide cover against any enemy attack.
- Halfway through the level, when the player crosses the barricade, he finds that the enemy has sent reinforcements to fight against the player.
- Reinforcements arrives through two helicopters.
- This level balances the environmental puzzles with high speed combat.

3. INTEREST CURVE ANALYSIS

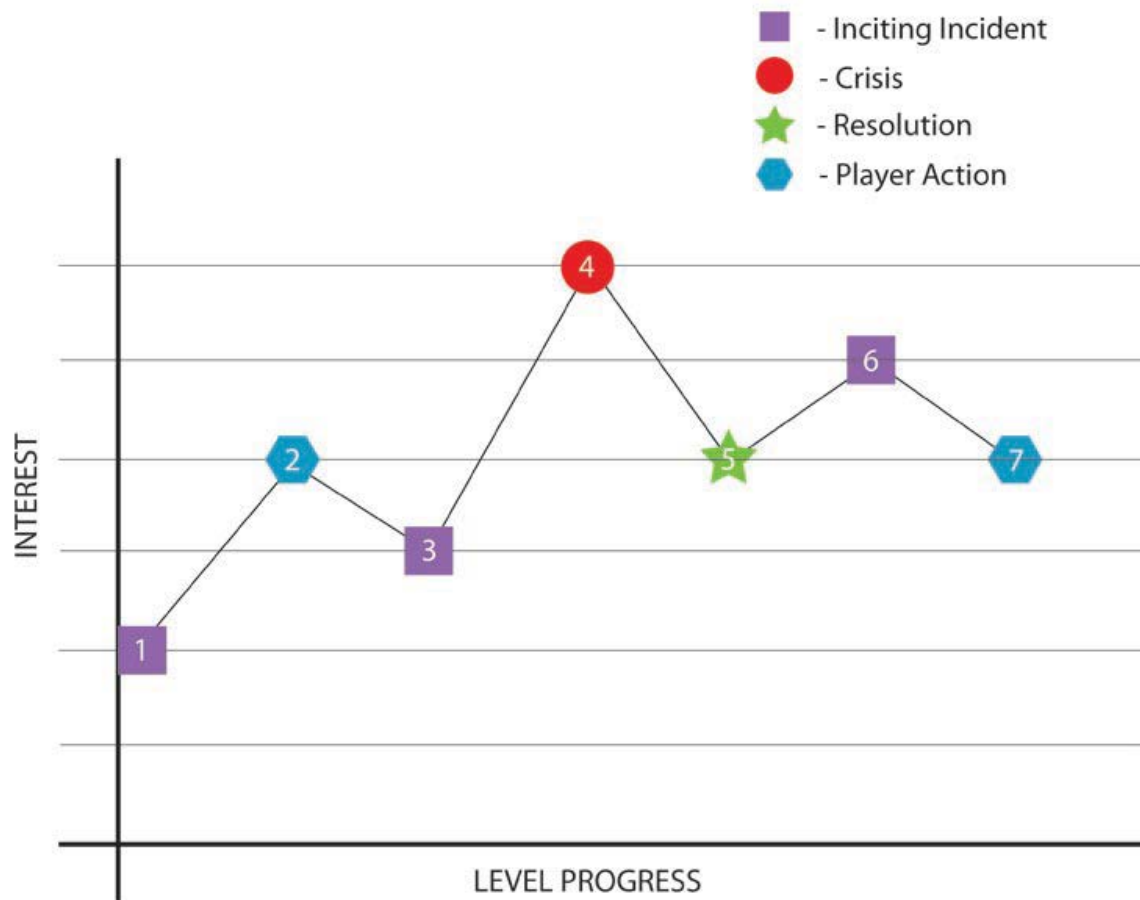
3.1 Sequence 1



Beats of the Level :

1. The player arrives at the new level - a new challenge.
2. Exploration of the dilapidated village in search of the path towards the dig site.
3. The realization of the path which is totally across the village.
4. Crisis : to find a route across the village, without encountering the huge number of henchmen.
5. The player uses the ancient ruins to move across without getting noticed.
6. Dealing with the two henchmen guarding the path, the player sneaks out of the village.

3.2 Sequence 2



Beats of the Level :

1. The player finds himself in the dig site with the unearthed temple in a distance.
2. The player makes his way towards the temple.
3. The path leading down to the temple is found to be barricaded and the player has to use the ruins to make his way down to the temple.
4. Surprise : Enemy reinforcements arrive through two helicopters.
5. The player uses the pillars and columns as cover to tackle the enemy henchmen.
6. After defeating all the enemies, the player finds the secret entrance to the artifact location.
7. The player enters the temple through the secret entrance.