The Lurker - Level Design

- interconnected rooms + corridors

- flickering or malfunctioning lights

- dark corners, shadowy passages
  scattered throughout, providing hiding
  spots for the lurker

(light switches or portable light sources that the
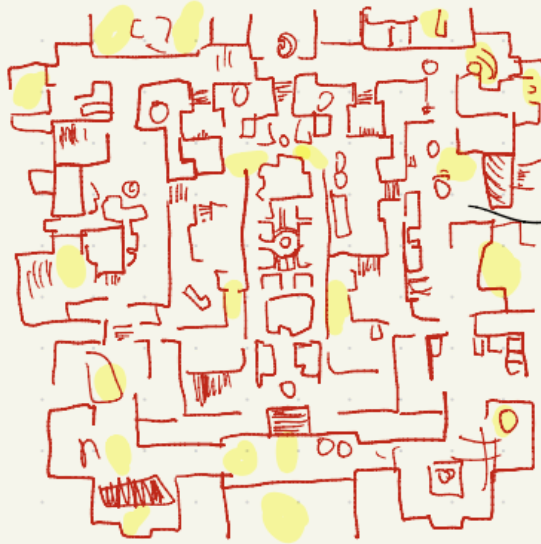player can use strategically to draw the lurker out)

Sample 1

flickering lights,
Labyrinth-like

Sample 2

- Rooms w/reverberating acoustics
- Small tight corridors that amplify sound

Sample 1

longer, tighter halls & corridors so sound waves can amplify tightly

Sample 2