



Ratchet & Clank Design Test

The Assignment:

Create and define the gameplay for a portion of a 'Ratchet & Clank' (PS4) level. There are two main components to the assignment,

- An outline document that defines and explains the concepts used. The max. size of this document should be 3 A4 pages.
- A map of the level segment.

To best understand the gameplay concepts and mechanics for which you will be designing, it is highly recommended that you obtain a copy of Ratchet & Clank (PS4) and play several levels. Once familiar with the fundamentals you should then find enough information in this document to be able to complete the assignment.

In the absence of a PS4 we suggest that you play 'Ratchet & Clank Future: Tools of Destruction' (PS3), 'Ratchet & Clank Future: Crack in Time' (PS3), or 'Ratchet & Clank: Up Your Arsenal' (PS2) to get a grasp of how Ratchet gameplay works.

Level Brief:

Your level's concept is a Robot Factory. The player has learned Ratchet's basic moves and thus need not be trained. The fictional goal of the gameplay is for you to decide!

Segments

R&C levels are made up of discreet sections referred to as 'Segments'. A segment is an area of gameplay that runs from the level start to a mission goal, important NPC or a reward.

The segment's type, "Enemy" or "Traversal", defines what the majority of the gameplay is in it. An "Enemy" segment is primarily about combat with light traversal elements, while a "Traversal" segment is primarily about the player's movement skills with light enemy elements.

- **Requirement:** You will be designing a single segment that takes place at the Robot Factory. The segment emphasis will be traversal but concludes via an encounter with a large number of enemies. The segment should be no longer than 300m in distance.

Weapons and Gadgets:

Upon entering this level, it should be assumed that Ratchet has *only* the following weapons and gadgets:

The Wrench	-	Ratchet's trusty melee weapon.
	-	Melee Range: 4m
	-	1pts of damage if the wrench connects.
	-	3 hits form a wrench combo.
The Combuster	-	A simple fireball launcher.
	-	Range: 20m
	-	1 shot/sec fire rate.
	-	1pt damage per successful shot.
The Fusion Grenade	-	An area of effect bomb that is thrown like a baseball.
	-	Range: 12m
	-	1 shot per 3 sec fire rate.
	-	5pts damage per successful shot.
	-	3m area of effect.
The Heli-pak	-	Clank produces small propellers that enable Ratchet to perform extended jumps and a glide mechanic.

- **Requirement:** The enemies in this segment should support both wrench and weapon usage. One type of enemy should be easy to wrench. Two other enemy types need to highly encourage the use of the Combuster and strategic use of the Fusion Grenade. Be specific when describing the enemy's size, hit points, and movement behavior.

Ratchet's Moveset:

Below are the basic metrics for Ratchet. This should be employed when creating your map.

Ratchet's height	-	1.25m
Run speed	-	5.75m/sec
Basic jump height	-	2m (3m with ledge grab)
Basic jump distance	-	4m (5m with ledge grab)
Heli-pak high jump	-	4m (5m with ledge grab)
Heli-pak long jump	-	8m (10m with ledge grab)
Heli-pak glide distance	-	For every 10m forward, Ratchet drops 7m.

- **Requirement:** Being a traversal segment your design should require the player to perform a well-rounded mix of Ratchet's moves. Ratchet's basic moves should be at the heart of this traversal, punctuated by long jumps, high jumps, and glides with his newly acquired heli-pak. Remember, there can be some enemies, but they should be used sparingly until the concluding battle.

Mapping Standards and Conventions:

Listed here are some basic rules for map creation. Please use these pointers and the map that accompanied this document as guides when drafting your map.

- Use a legend (key) to reference all common map shapes and symbols.
- Employ 2m grid spacing.
- Label the start and end locations.
- List the heights/depths of all playable surfaces.
- Show enemy locations.
- Call out all major gameplay events.
- Save in either a PDF or JPG format.

Notes: The default camera is offset 5.5m from Ratchet and 2m above the ground.

- **Requirement:** The map should be created to the specifications listed throughout this document and to scale. It should contain all the gameplay setups and encounters described in your outline document.

Summary:

Create a single segment for the Robot Factory level. The map should show the layout of the level while the overview document details the design. Ratchet is limited to the weapons, gadgets and moves listed above. The level should contain enemies and obstacles that support and complement this.



This is not intended to be a full-fledged design. The clarity of your ideas and thought behind them is what's important. **Have fun!**