

TOMB RAIDER

Area 3: Coastal Forest
Phase 1
Level Design Document



Version 1.0
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Area 3 : Coastal Forest

Phase 1 : Improvise. Adapt. Overcome.

Overview

This is the first sense of breather for Lara since the shipwreck. The player finds the first campsite. A cut scene is introduced where Lara tries to make contact with the other survivors over the radio, but fails. This tells the player that the weather is abominable. Thus, Lara decides to take shelter until it's clear. The upcoming challenges aim towards getting the player familiar with the controls and the surroundings.

Level Objectives

Primary:

- Search for food.
- Kill the enemies.
- Acquire your first weapon.
- Return to the camp with food.

Secondary:

- Kill all the animals to get maximum XP.
- Kill the second enemy with a headshot to get a skill upgrade.
- Destroy the skeleton prisoner.

Characters:

1. Lara Croft

The lead character controlled by the player.



2. Scavenger Scout



3. Scavenger Archer



- Community: Local inhabitant.
- Skill: Butcher.
- Type: Enemy.
- Character: NPC.

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Animals:



1. Deer



2. Rabbit



3. Bird

Theme

Terrain

The terrain is green grass with gravels and few patches of flowers at random places. It is rocky under the stream line of the waterfall. It is a bit spread out in order to provide space for hunting and not make the player feel confined.

Environment

The level is set in the middle of a jungle. It comprises of:

- Waterfall and a following stream.
- Coniferous trees(Douglas-firs, Pine).
- Grass.
- Tall grass.
- Rocks.
- Wooden platforms.
- Wooden panels.

Objects

- An open roof butcher cabin.
- Tower.
- GPS parts(5).
- Skeleton Prisoner.

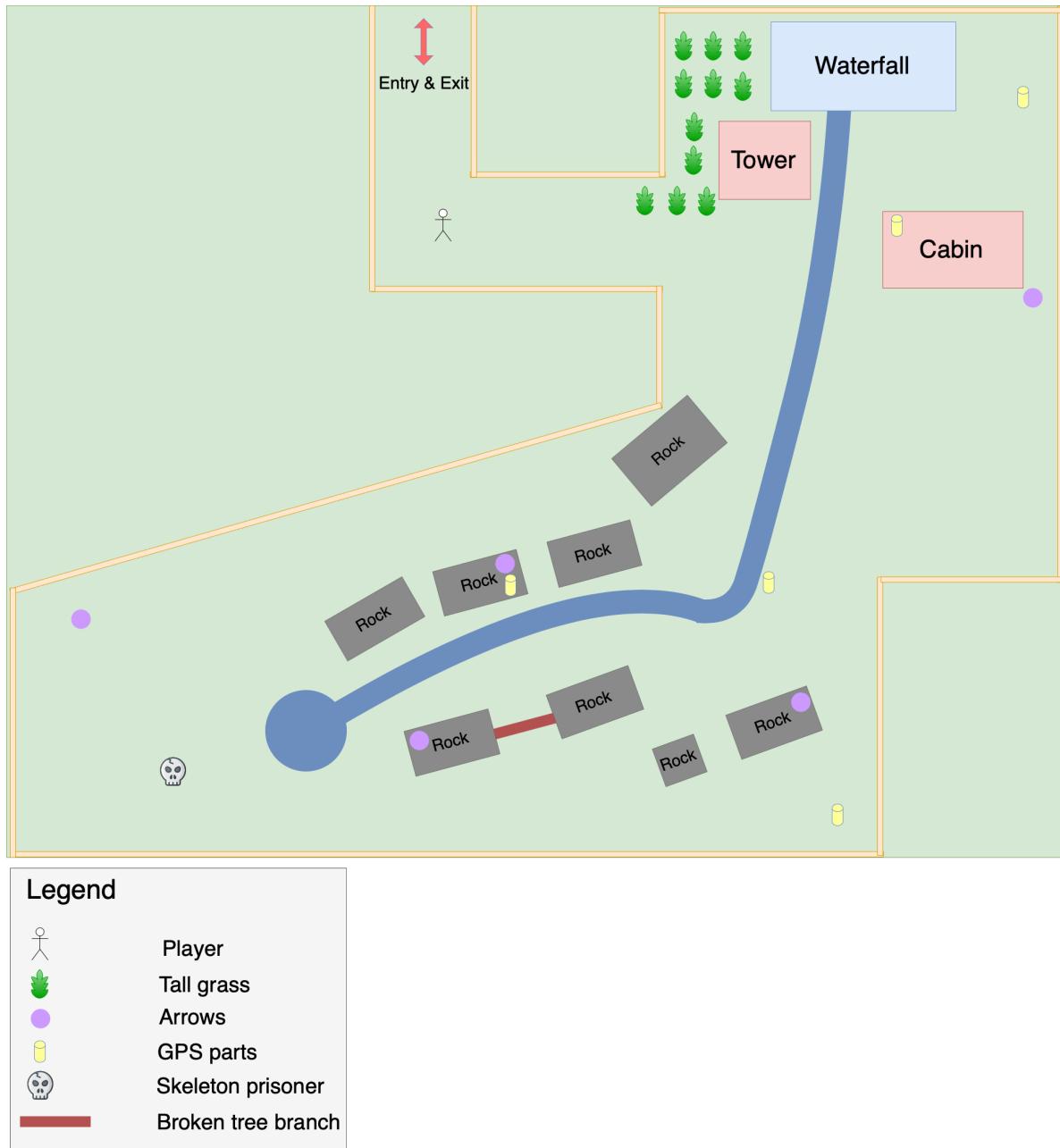
Lighting

The lighting of the scene is done based on the time of the day. The environment change is dynamic. Depending on the time of the day, the scene is lit. It includes, sunny, clear, dark and rainy. The experience is different for every player.

Mood

This is Lara's first encounter with the local inhabitants. She's terrified. The level revolves around building Lara's confidence and training her with the Bow. It also helps her learn about different adapting techniques and forms as a base for her evolution as a survivor.

2D Level Map



Gameplay Metrics

Level Duration:

The level takes around 5 minutes when completed without secondary objectives, and about 15 minutes if all the secondary objectives are completed. It is safe to say that an average 10 minutes is ideal to be spent on this level.

Enemies:

1. Scavenger Archer:

Cut Scene: A cut scene in the beginning, talking with the other enemy.

Position: Stays in the tower until the player suffocates him and throws him.

Movement: No movement. Stays inside the tower.

Interaction: Gets alert if the player is sighted from the tower.

Attack: Kills the player on sight.

AI Performance: The player detection constraint varies with the difficulty.

Threat Level: Moderate.

Weapon: Bow and arrow.

Eliminate: Only way to kill him is by using stealth.

2. Scavenger Butcher:

Cut Scene: A cut scene in the beginning, talking with the other enemy.

Position: Stays in the cabin, butchering.

Movement: Moves towards the player if sighted by him.

Interaction: Gets alert if an arrow strikes near him that the player misses or if he gets a sight of the player.

Attack: Kills the player on sight.

AI Performance: The player detection constraint varies with the difficulty.

Threat Level: Low.

Weapon: Muscle.

Eliminate: To be killed by using the bow and arrows.

Weapons:

1. Bow and Arrow-

Damage: Straight kill if headshot.

Need two arrows to kill if it's the upper body.
Injures the Player/NPC if it's the hands or legs.

Arrows: Spawn sites marked on the map.

Respawn time is 2 minutes.

Objects:

1. GPS parts- The player is expected to collect all the GPS parts in order to gain maximum XP. A bonus XP is awarded after the player collects all the GPS parts spread throughout the game.
10 XP per part. 50XP bonus after collecting all.

2. Skeleton Prisoner- This object is to be destroyed in order to gain XP.

Destroying all will give the player bonus XP and a title of Ghost Hunter.
15 XP per prisoner. 70 XP bonus after collecting all.

Animals:

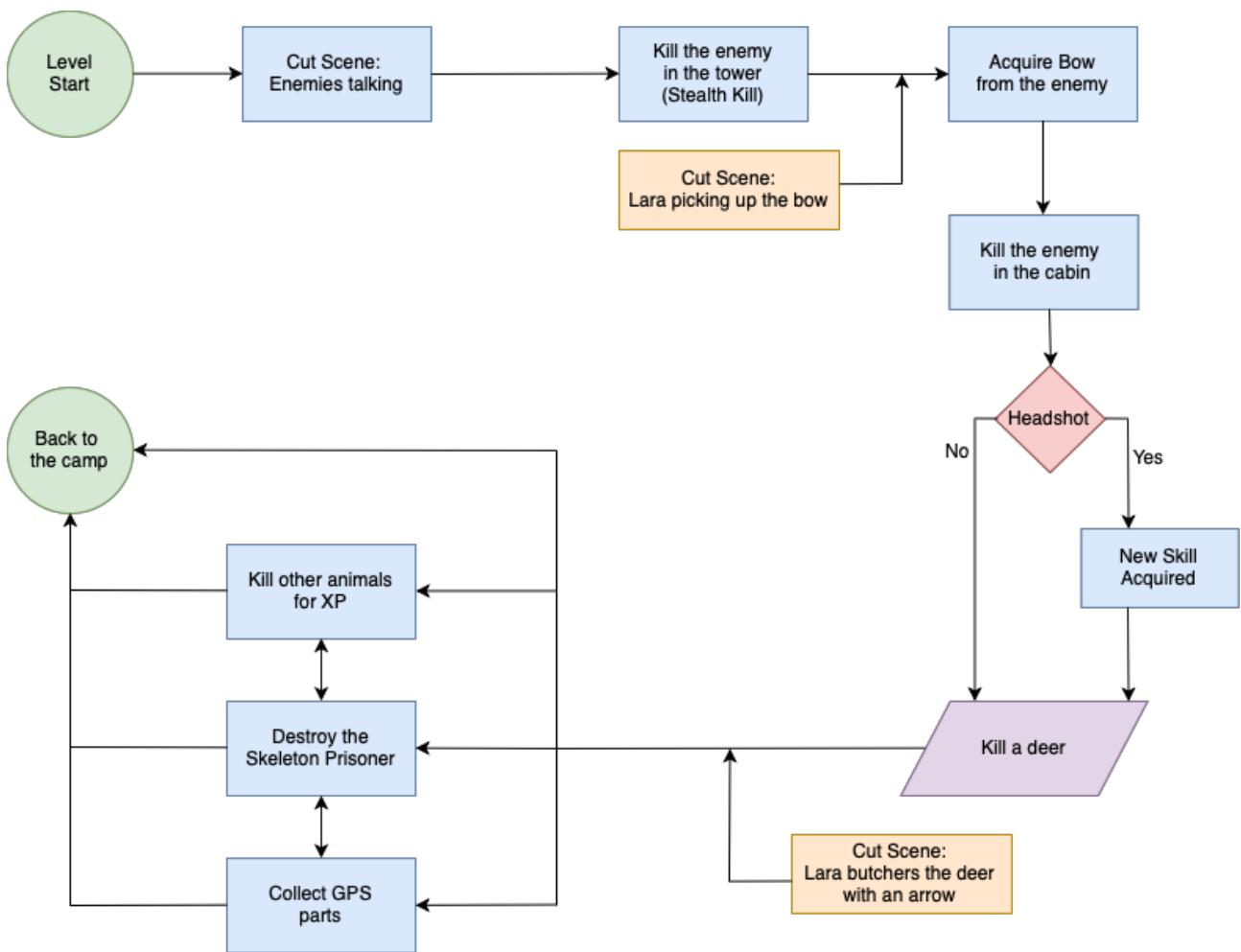
Deer- It can move anywhere on the terrain but not within 50m of the cabin and the tower. A total of 4 deer. 50 XP per deer. They run if the player comes close or an arrow is fired.

Rabbit- It can move anywhere on the terrain but not within 50m of the cabin and the tower. A total of 4 rabbits. 10 XP per rabbit. They run if the player comes close or an arrow is fired.

Bird- It can fly from one branch to another but not within 50m of the cabin and the tower. A total of 2 birds. 20 XP per bird. They fly if an arrow is fired.

Level Walkthrough

- The level starts with Lara noticing the enemies talking. The player is expected to go through the tall grass, above the tower and knock down the enemy stealthily. If the player tries to do anything else, Lara dies.
- The player is introduced to the first weapon and then expected to use it to kill the other enemy. This serves as a tutorial for the player to know the controls of the bow. A headshot gives the player a skill upgrade.
- Now, the player is expected to kill a deer and then get the meat back to the camp. Here, the player is presented with choices. The player can either go back straight to the camp or explore more.



- The player can choose to hunt for a bit, while also collecting items that give a sense of exploration and intrigues the player more about the setting.
- The skeleton prisoner is to be destroyed with an arrow to get XP. While, the GPS parts are just collected.
- Lara has to return back to the camp in order to eat the meat and implement her skill upgrade.

Player Experience

- The most important thing for the player is the introduction of the bow.
- The tutorial and the hunting trains the player with the weapon.
- The player gets to know about enemy behaviour.
- The player also gets a sense of how to use the surroundings to blend in.
- The player develops a rough idea of what to explore in the future levels.

Level Comparison (This Level vs The Levels in the game)

- Lara gets confidence by taking out enemies in this level. This is important for her character to grow as a survivor. This acts a first step where she feels like a Croft.
- The bow is introduced as a reward for taking out enemies here, unlike the level in the game where the bow is attached to a dead man. This makes the player feel they have earned the bow.
- The player finds the skeleton prisoner to be more intimidating than a skull totem which is included in the game.
- This level also sets the player for the theme of the game which revolves majorly around stealth. It pushes the player be more inclined towards using stealth in future scenarios, rather than going out guns blazing.
- The design also affects the next level of the game as it requires to create a new path for the upcoming bunker setting. This further improves game design as the original level involved the player to come back to the same scene after going back with the meat. This will be avoided, thus, avoiding backtracking. Majority of players don't fancy going to the same scene again for the next objective. This design solves it.

Why choose this level?

- This level is a perfect example of how even a small scene can influence the experience for the whole game.
- It proves as a transition. The player feels like the character and everything surrounding it.
- It forms as a base for what's coming next in the future levels.
- And, yes, this allows me to show the best I can do.