

Unannounced First-Person Simulation

Abbreviated Game Design Documentation

SNHUPerior Gaming Studio

Company Background Scenario:

The company that has hired you—Celestial Designs—has recently changed ownership. The company originally contracted services for game design and development; however, the new owner would like to hire a team to complete a previously started game level in their unannounced first-person simulation. For this level, your team will complete a fully functional level based on first-person gameplay.

The overall scenario for the game is that the player has been miniaturized and inserted into the body. The player's goal is to locate and eliminate various viruses. The player will move through the game space and shoot the viruses.

This level should meet all the requirements below and have good level design. The overall execution of the theme for the level will be up to your team. Just make sure that the theme is cohesive and flows well. Each team will complete the level and the requisite number of additional tasks that are specific for the game.

Mission Metrics Overview:

- Single level designed to be a virus-hunting simulation. For this level design, use the default of 20 virus kills.
- Level should be based on a single theme throughout

Level Requirements:

- Single level
- Designed for a player to move around looking for the targets (viruses)
- Finished level will need to have at least 5 rooms of varying sizes
- Entire level should be fully textured; no untextured areas seen from the playable areas
- Level should be fully playable
- Level will have a cohesive theme throughout

Level Elements:

Required (all):

- Player spawn point: This is where the player will spawn at the beginning as well as respawn during the game. Think of this as the home insertion point for the mission.
- Creation of viruses (3 total; each virus should look different from the other types. Should move and have AI)

Additional Elements (choose 4 tasks):

- Elevators (four; 2 horizontal, 2 vertical)
- Jump pads to get to other areas (4; can be a simple vertical leap or a horizontal throw)
- Teleporters (4; at least 2 pairs)
- Pick-ups (ammo, armor, etc.) (9 total; at least 3 unique items)

- Virus-tracking capability (minimap, directional indicator, etc.)
- Capillaries (small tunnels that require crawling)
- Virus reproduction—timed splitting/spawning of “living” viruses

Additional resources:

[Link to Unreal tutorial about first-person shooter games](#)

[Wikipedia article about first-person shooters](#)

[Unreal video tutorials](#)