**City Hall - Level Design Document**

**1. Level Name:**

* Level 1 – City Hall

**2. Game/Project:**

* Andarilha

**3. Designer(s):**

* Suellen

**4. Version:**

* V 0.5

**5. Date:**

* 2025 / June / 02

**6. Level Overview**

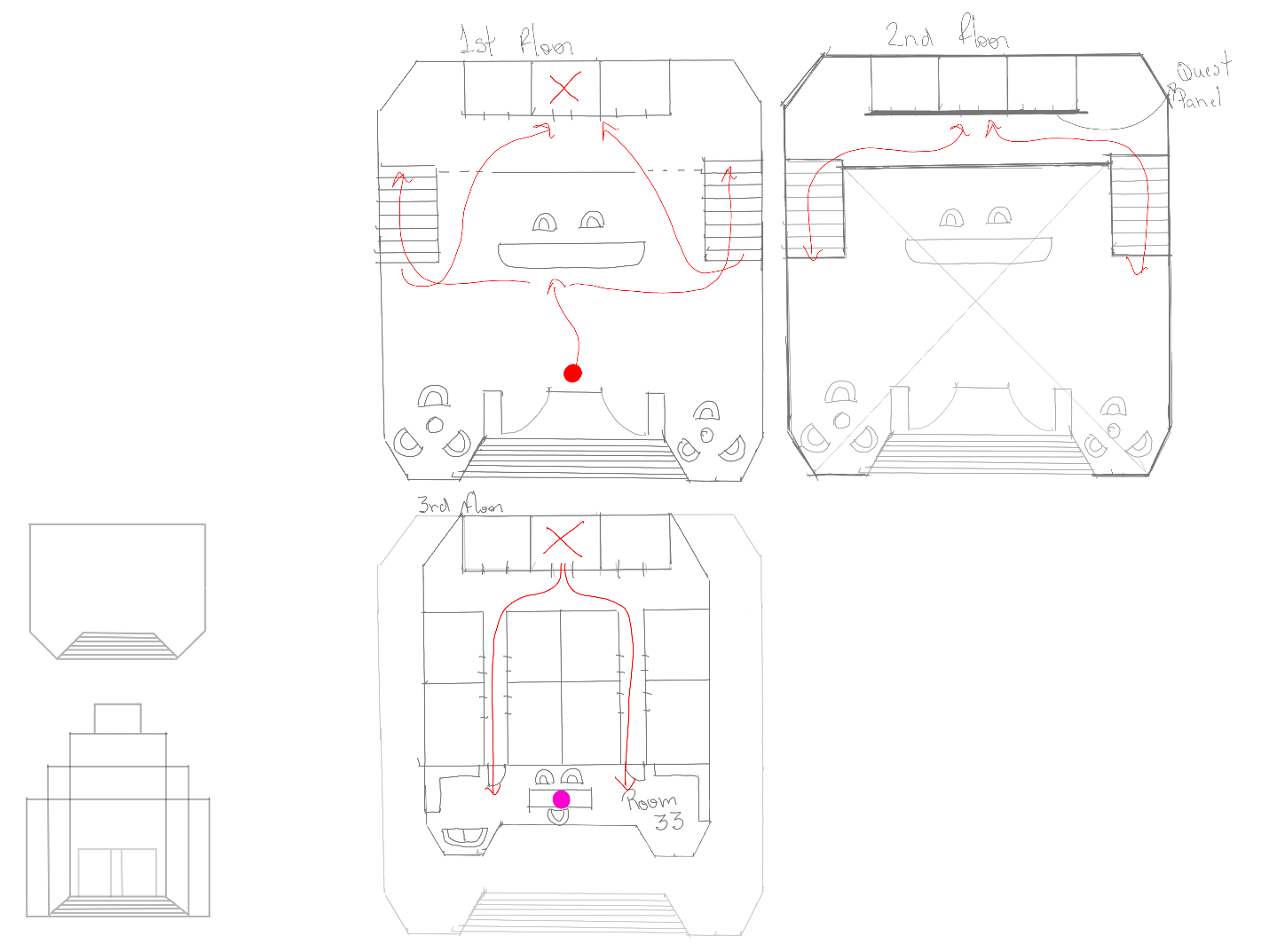
* **Level Goal:**
  + Learn the basic movements, interact with train and elevator. Get used with the environment and dialogue system.
* **Target Audience:**
  + Beginners that enjoy dystopian and horror games.
* **Level Theme/Setting:**
  + Dystopian
  + Art Deco
  + Futurism
  + …
* **Level Flow:**
  + The player starts on a train; they should interact with the train by pressing “E” when seeing an “!” signal.
  + After that, they arrive in front of the City Hall, there is a path that leads to the entrance of the City Hall.
  + The player will encounter a receptionist who will guide the player upstairs to get a task with a person standing there.

**7. Gameplay Mechanics**

* **Core Mechanics:**
  + Walk
  + Run
  + Sprint
  + Jump
  + Interact with train and elevator
* **Challenges:**
  + Wip
* **Enemy Encounters:**
  + n/a
* **Puzzles/Obstacles:**
  + n/a

**8. Level Layout and Design**

* **Map/Sketch:**



* **Areas/Zones:**
  + (Divide the level into distinct areas or zones and describe their purpose and characteristics.)
* **Points of Interest:**
  + (Highlight specific locations within the level that are important for gameplay, narrative, or visual impact.)
* **Verticality:**
  + (Describe how vertical space is used in the level. Are there multiple levels, climbing sections, or vantage points?)
* **Visual Design:**
  + (Explain the visual elements that contribute to the level's atmosphere and theme. Consider color palette, lighting, and environmental details.)

**9. Narrative and Story Integration**

* **Story Context:**
  + (How does this level fit into the overall game narrative? What story elements are conveyed?)
* **Environmental Storytelling:**
  + (Describe how the level design itself tells a story or reveals information about the game world.)
* **Character Interactions:**
  + (If applicable, outline any interactions the player might have with NPCs or other characters in the level.)

**10. Technical Considerations**

* **Performance:**
  + (Are there any potential performance bottlenecks in the level? How will they be addressed?)
* **Optimization:**
  + (Describe any optimization techniques used to ensure smooth gameplay.)
* **Scripting/Triggers:**
  + (Outline any special scripting or trigger events that occur within the level.)

**11. Playtesting and Feedback**

* **Playtesting Plan:**
  + (How will the level be playtested? Who will be the target playtesters?)
* **Feedback Integration:**
  + (How will playtest feedback be collected and incorporated into the level design?)

**12. References/Inspiration**

* **Reference Images:**
  + (Include images that serve as visual inspiration for the level's design, mood, or specific elements.)
* **Level Design Examples:**