**GAMES LEVEL DESIGN – MINI PROJECT LEVEL DESIGN REPORT**

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| **Game Concept** | First-person shooter/beat-em-up, Metroidvania-ish |
| **Theme** | Sci-fi, Abstract low-poly style |
| **Environment** | Guided Open world |
| **Goal/ Objective** | Get to the exit / Escape the facility |
| **Challenge** | Player has to manage sanity and health by switching body parts with the enemies they have defeated and gain enough power to reach the exit |
| **Reward/ Motivation** | Sanity is an ever lowering resource to punish players who take a backseat while rewarding a more aggressive and engaging playstyle, as they can take upgrades instead of spending them on regaining sanity. |
| **Way of handling failure** | The player loses when sanity or health reaches 0, when that happens they get sent to the game over page where they can restart. |

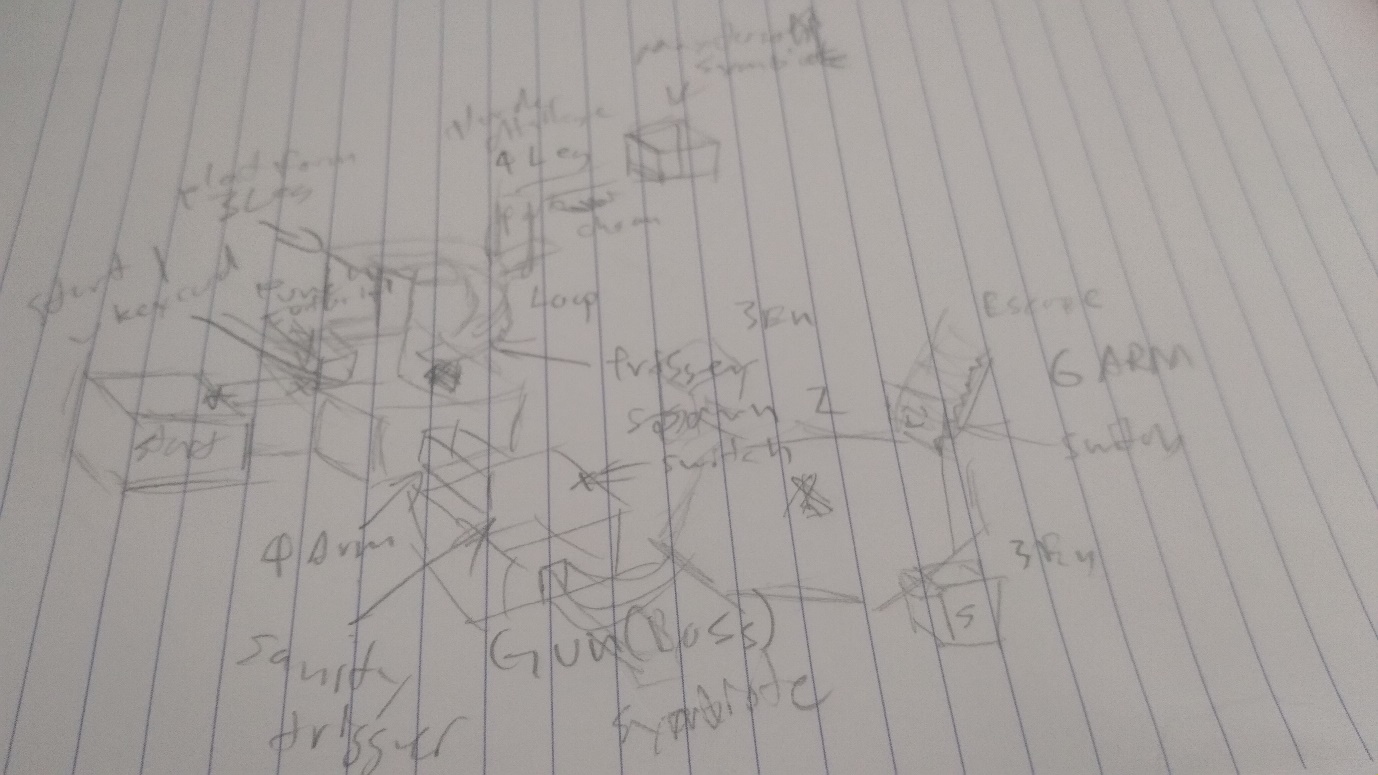
**Concept (Images for reference, theme and design)**

  
from Superhot, will emulate a similar aesthetic. From Ape Out, similar aesthetic and gameplay style

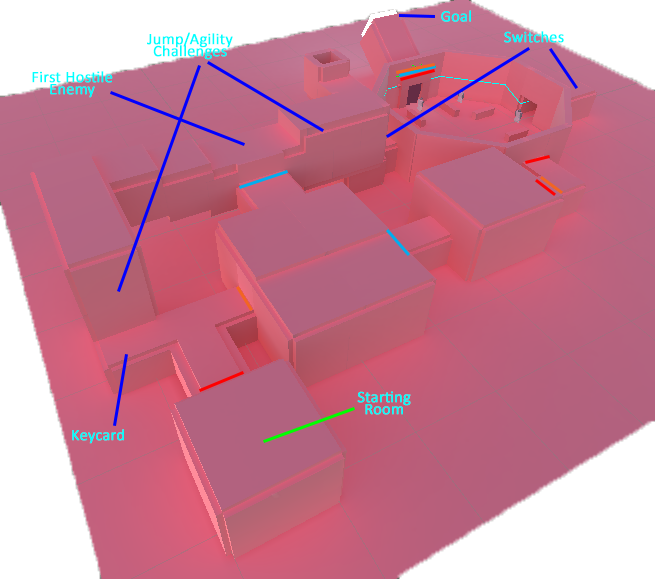


Prey inspired level design, with different ways of getting through a blockade

**Map/Level Design (Drawn or Screen shot captured from your game)**



* Drawn plan on notebook



* Actual final product
  + Red Lines are Strength doors
  + Light Blue Lines are Energy doors
  + Orange Lines are Keycard/Switch doors;

**Level Objective/ Solutions**

* The Game is pretty linear thus the solution is mostly dodging bullets and managing your sanity as you progress, there is no need to defeat every enemy, your objective is to escape.

**Questions**

1. **How do you ensure that the difficulty of the game is appropriate?**

The difficulty of the game is balanced by making it mostly linear so I would know how strong the player can/will be when they reach the room/area thus adjusting the amount of enemies and the area’s design accordingly.

1. **What are the obstacles introduced to slow down the players, and what are the skills required to overcome them? Refer to chapter 05 & 06 of the notes on the details for challenges and obstacles.**

As this is an action/adventure game, the obstacles are locked doors and enemies.

The doors require various different methods and checks to go through them ensuring the player has acquire the right skills before they can proceed.

1. **What are the rewards or motivation provided to encourage players in overcoming the challenges?**

Once the player obtains the energy gun upgrade, their sanity will start to gradually lower, thus pushing them to act quickly and progress through the game, the enemies also drop their body parts which are used for stat upgrades.

**References**

* **Background Music:** [**https://www.fesliyanstudios.com/royalty-free-music/download/retro-platforming/454**](https://www.fesliyanstudios.com/royalty-free-music/download/retro-platforming/454)
* **Outline Shader:** <https://github.com/Shrimpey/UltimateOutline> (edited version by me)
* **Coding and 3D models done by me**