

CS 3540 – Level Design Prototype

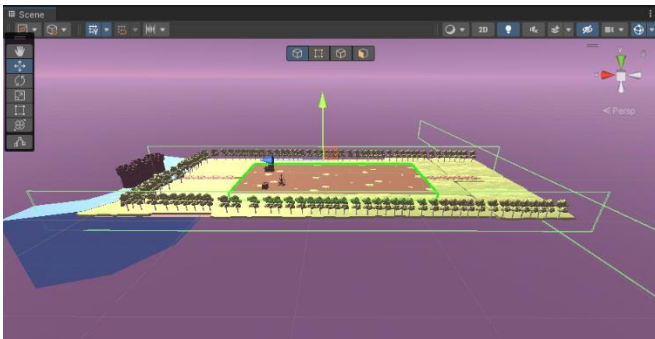
Dreamscape – William Maier

1. SKETCHES

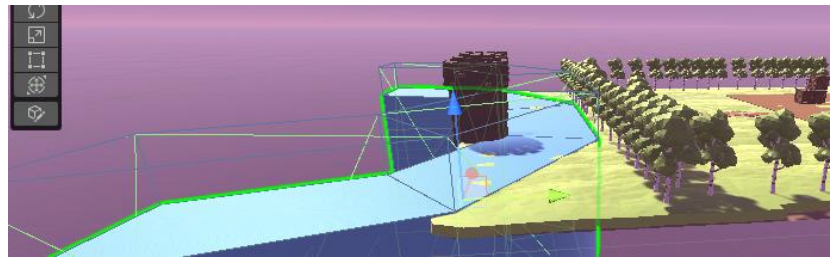
2. PROTOTYPE

<https://maierw.itch.io/maier-level-prototype-1>

3. PROTOTYPE EXPLANATION



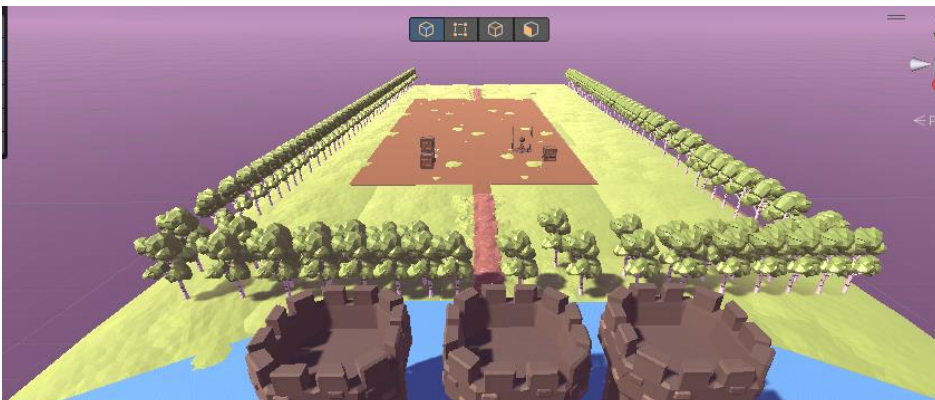
I created cubes and deleted the mesh renderer but added a box collider. This essentially makes invisible walls so that the player cannot walk off the map.



I did the same thing for the moat. I recreated the arc and wiped out the mesh renderer so the player can't see the barrier I made to keep them in the level



The player leaves a castle and is told to go to a camp to gather supplies. This camp is in a wooded area and there are goodies to be found. There are also enemies that will only attack once the player has gotten within a certain range of them



Overview to show some extra detail. More terrain will be added around the edges so that players cannot see off the edge of the map. The camera follows the player closely, so I can add large grass/mountain prefabs around the border to fill in their view