



# Level Design Document

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Iteration 2

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<b>Introduction</b>	<b>3</b>
<b>Level Summary</b>	<b>3</b>
Title & Credits	3
Brief level summary	3
Goals	3
Intrinsic	3
Extrinsic	3
Gameplay	4
Entities	4
Joker	4
Enemies	4
Weapons	5
Objects	5
Ammunition	5
Bombs	5
Barrels	5
Medkits	5
Ladders	5
Cutscenes	5
Ending Cutscene	5
Player Guidance	6
Pipelines	6
Scan	6
Guiding Lines	6
<b>Key points</b>	<b>7</b>
Research & References	7
About the film	7
About the scene	7
Example Games	7
Moodboards	8
Flowcharts & Maps	9
Links	10

# Introduction

This is the second iteration of a level with a MDA framework fully complete and in this document we will explain all the mechanics, dynamics and aesthetics we have accomplished during both iterations.

## Level Summary

### Title & Credits

Joker: The Final Show.

The game was developed with *Unreal Engine 4* by Joan Barduena and Xavi Marín using as a reference a scene from the film *Joker* of 2019.

### Brief level summary

The game starts just after Joker, our character, shoots Franklin Murray in the head while the show was broadcasting live.

The player takes control of Joker and must reach the helicopter on the rooftop of the building to escape from the police.

### Goals

#### Intrinsic

- **Ammunition:** Players can fill their weapons with ammo in the armories that are located at the end of the room, so players need to have in mind that with the bullets they have at the beginning of the room they must be able to kill all enemies. Aim is key.
- **Combat:** During the game you must use your weapon properly to kill all the enemies you find.
- **Interact with the environment:** Take a look at the surroundings. Every detail can lead you to arrive earlier to the helicopter and use some objects to


#### Extrinsic

- **Amusement:** This game is focused on quickly thinking, defeating enemies, shooting fast but thinking wise as there is not infinite ammunition and most important having a great time playing.

# Gameplay

## Entities


### Joker

Name	Health Points	Movements	Carried Weapons	Image
Arthur Fleck (Joker)	200	Walk Run Crouch Aim Fire Scan Open doors Climb ladders Pick up medkits Equip weapons Reload weapons	1	

Joker is controlled with the classic PC shooter game controls.

When the player dies the game is restarted and Joker and all the enemies return to their initial position.


### Enemies

Name	Health Points	Movements	Carried Weapons	Image
Swat Soldier	100	Patrol Seek Alert Position Fire	1	

Is controlled with AI and there are two types of behaviours:

- **Static Soldiers:** Have a fixed position and they only fire when they have the player in their vision range.
- **Dynamic Soldiers:** They are constantly patrolling through different waypoints. If they detect Joker in the vision range they will immediately fire and seek the player. If a soldier dies in front of another one, he will be on alert and will try to find the player.

## Weapons

Name	Fire Rate	Damage	Magazine Size	Image
M4A1 Carbine	0.2 sec	35	30	

Joker can instantly kill if he headshots the enemy.

## Objects

### Ammunition

Players will find ammo through the map in shelves or tables, so that player will never be out of ammo if uses it in a logical and correct way.

There are armouries which are little rooms where there is more likely to find extra ammo.

### Bombs

There are two bombs on the map that you must activate before escaping. You can get to them by different paths and you will be able to prepare the strategy depending on where you come from.

Bombs are in wide and open places so that enemies can protect them easily.

### Barrels

There are explosive barrels through the map. If you shoot them, they will explode and will also move some objects because of the explosion force.

This is a way to give feedback to the player that is possible to interact with the environment and give pace and dynamism to the level.

### Medkits

You can recover 100% of your health with them. You are able to bring a maximum of 3 medkits at the same time. As the ammo, you can find them through the map but in the armoury is more likely to find extra medkits.

### Ladders

They let the player climb vertically to one floor above. There are some of them placed on strategic sites to win the height to the enemies so that it is easier to kill them.

## Cutscenes

### Ending Cutscene

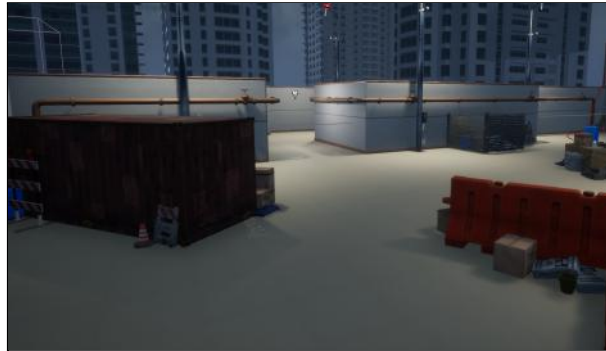
Is displayed when the player arrives at the helicopter on the rooftop.

Joker comes into the helicopter and takes off. Then he flies above the building and makes the bombs explode. Everything is on flames and gets out of there.

## Player Guidance

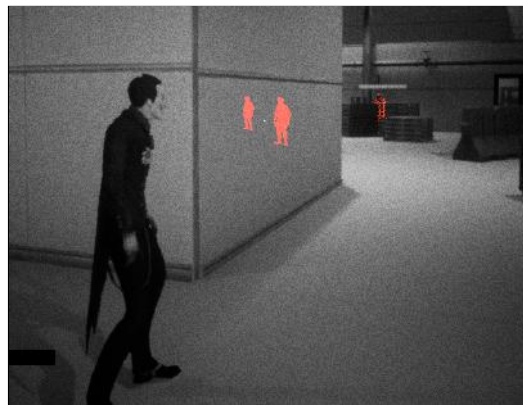
### Pipelines

Pipelines are placed in the walls to show the player what is the fastest path to arrive at the rooftop.



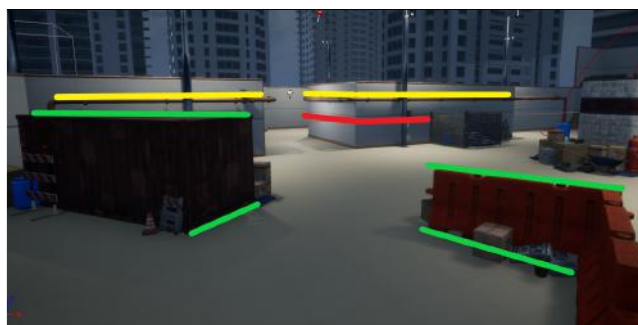
### Scan

Joker is able to scan all the environment by pressing key 'Q'. It will show where the enemies and the bombs are with red and green color, respectively.



### Guiding Lines

Walls and some props can guide the player because of their horizontal lines, so the player will move forward unconsciously to the nearest door.



# Key points

## Research & References

### About the film

**Joker** is a 2019 American psychological thriller film directed and produced by Todd Phillips. The film, based on [DC Comics](#) characters, stars [Joaquin Phoenix](#) as [The Joker](#) and provides an alternative origin story for the character. Set in 1981, it follows Arthur Fleck, a failed clown and stand-up comedian whose descent into insanity and nihilism inspires a violent counter-cultural revolution against the wealthy in a decaying [Gotham City](#).

### About the scene

After Murray says to Joker that he must stop telling jokes, Joker shoots him in the head as a protest of what society does with a lonely mentally ill person.



## Example Games

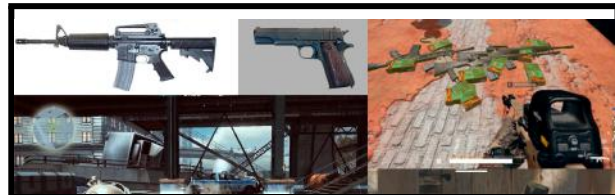
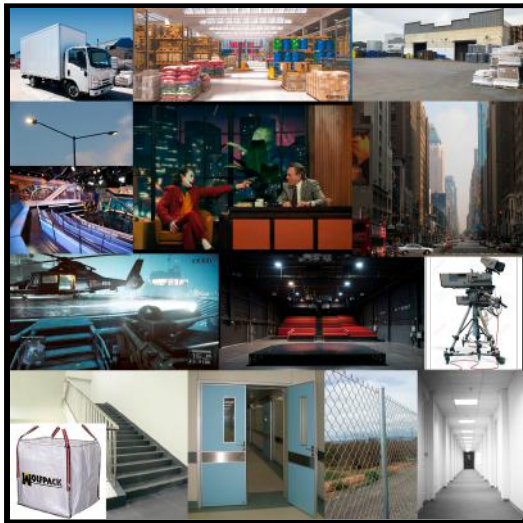
We have taken *Tom Clancy's: The Division* as the main reference.

*The Division* is a third-person shooter that focuses on moving slowly and tactically through a space with coverages to gain ground and finally have conquered that area.

We tried to give this sense, creating small places divided by doors that act like level divisions. Also, placing coverages in a way that the player can go through the room without exposing himself too much.

On the left, there is the **environment moodboard** made to have a general and visual reference of the environments that contains our game.

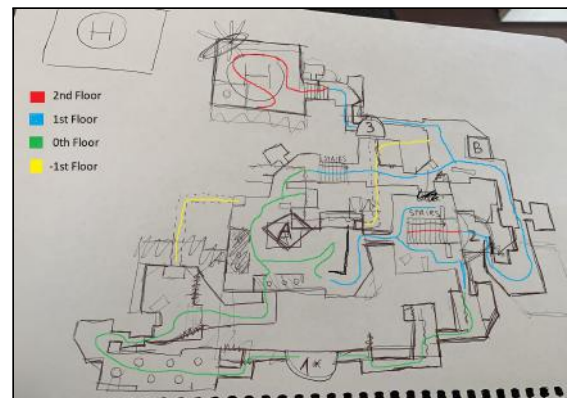
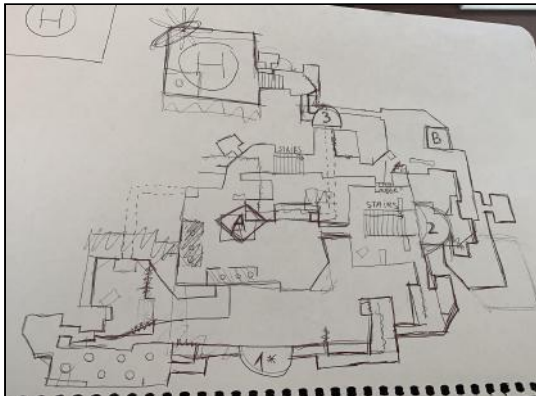
And on the right, you can see the **mechanics moodboard** made to have a general and visual reference of the mechanics that we have in our game.



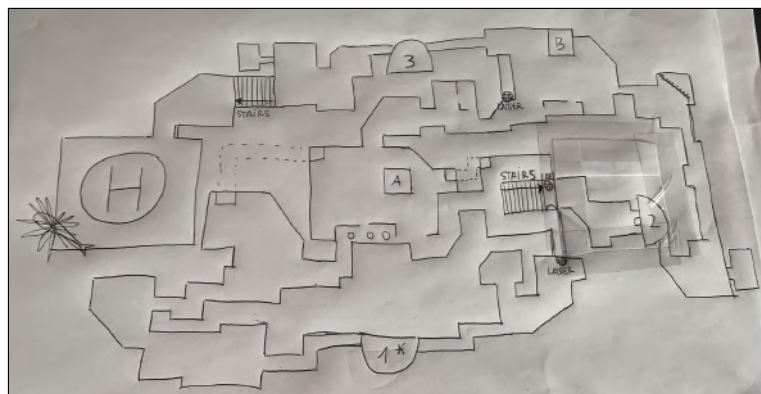


# Flowcharts & Maps

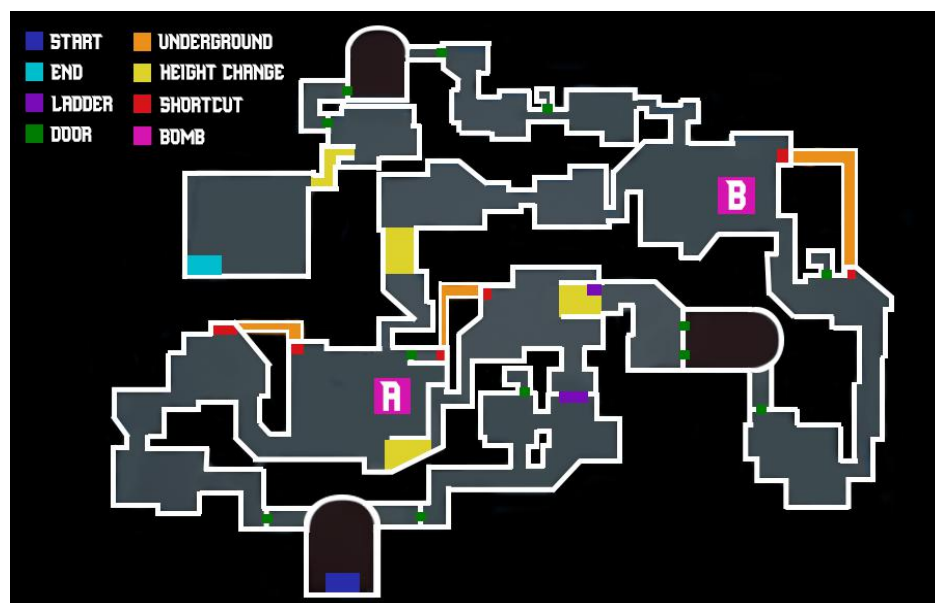
First iteration & Height Map:



Second iteration:



Third and final iteration:



## Links

Scene Reference:

<https://youtu.be/kxyLkWkXO5o>

GitHub Repository:

<https://github.com/xavimarin35/Joker>

Game Executable:

[https://github.com/xavimarin35/Joker/releases/download/1.0/JokerTheFinalShow\\_v1.0.zip](https://github.com/xavimarin35/Joker/releases/download/1.0/JokerTheFinalShow_v1.0.zip)

Youtube Video:

<https://youtu.be/MX7tgdxKLI0>

Assets:

- Joker: <https://skfb.ly/6X6CR>
- Weapons: <https://bit.ly/3gziFI0>
- Environment Pack 1: <https://bit.ly/2Qj9nz3>
- Environment Pack 2: <https://bit.ly/2RRB8PH>
- Environment Pack 3: <https://bit.ly/3dDsU66>
- Environment Pack 4: <https://bit.ly/2Qj9VF7>
- Animations Pack: <https://bit.ly/2P6JTEn>
- Buildings: <https://sketchfab.com/aitortilla01>