

DESIGN TASK

Aim: Creation of a single level with 3 mechanics.

Basis:

The player just arrived in the port of X city, but the enemy caught wind of his arrival and sent his thugs to deal with the protagonist. The player must sneak across the level because he cannot deal with the enemy due to the lack of equipment. Luckily in the port tower there is an old friend waiting to get the player in a safehouse. The player has to reach the tower without getting spotted.

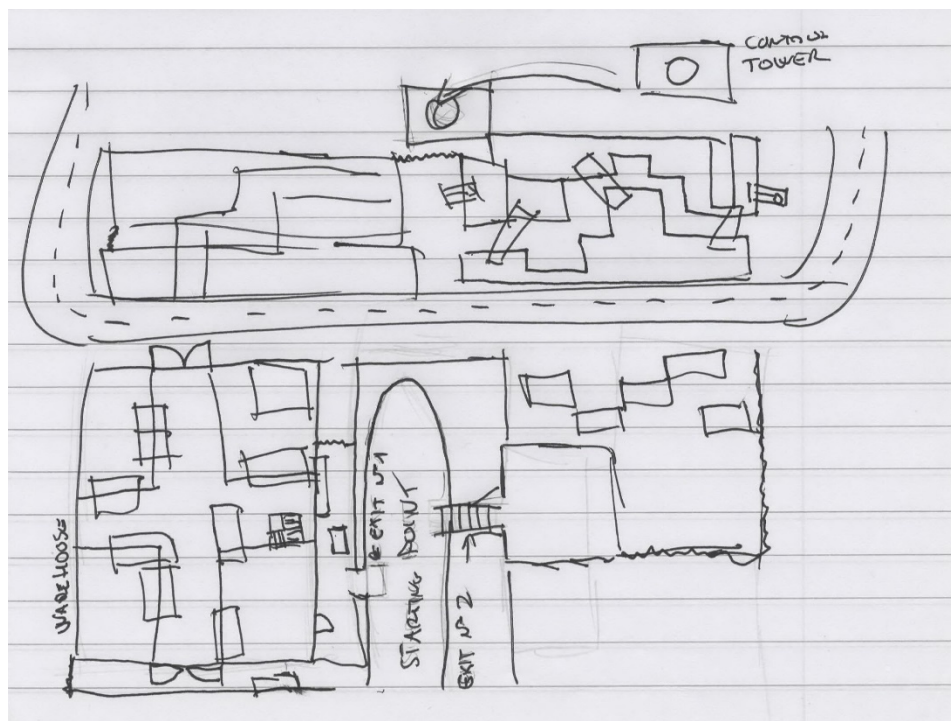
PLAYER MECHANICS:

STEALTH: if the player stands in front of an enemy, he will be spotted after 3 seconds. If crouched, the time to be spotted is 4.5 seconds. If the enemy sees the player but then the line of sight is broken, it will investigate the last known position. If the player is spotted before breaking line of sight, the enemy will actively chase the player behind the cover.

COVER: the player can go in cover. The cover system has two main status. The normal one, where the player is standing behind a crate. In the other the player is crouching behind some obstacle but has reduced movement speed since its crouched.

MOVING CONTAINER: certain containers are on a set of tracks which enable them to be moved for a few meters. This allows the player to modify slightly the environment to better sneak past enemies and solve puzzles to progress

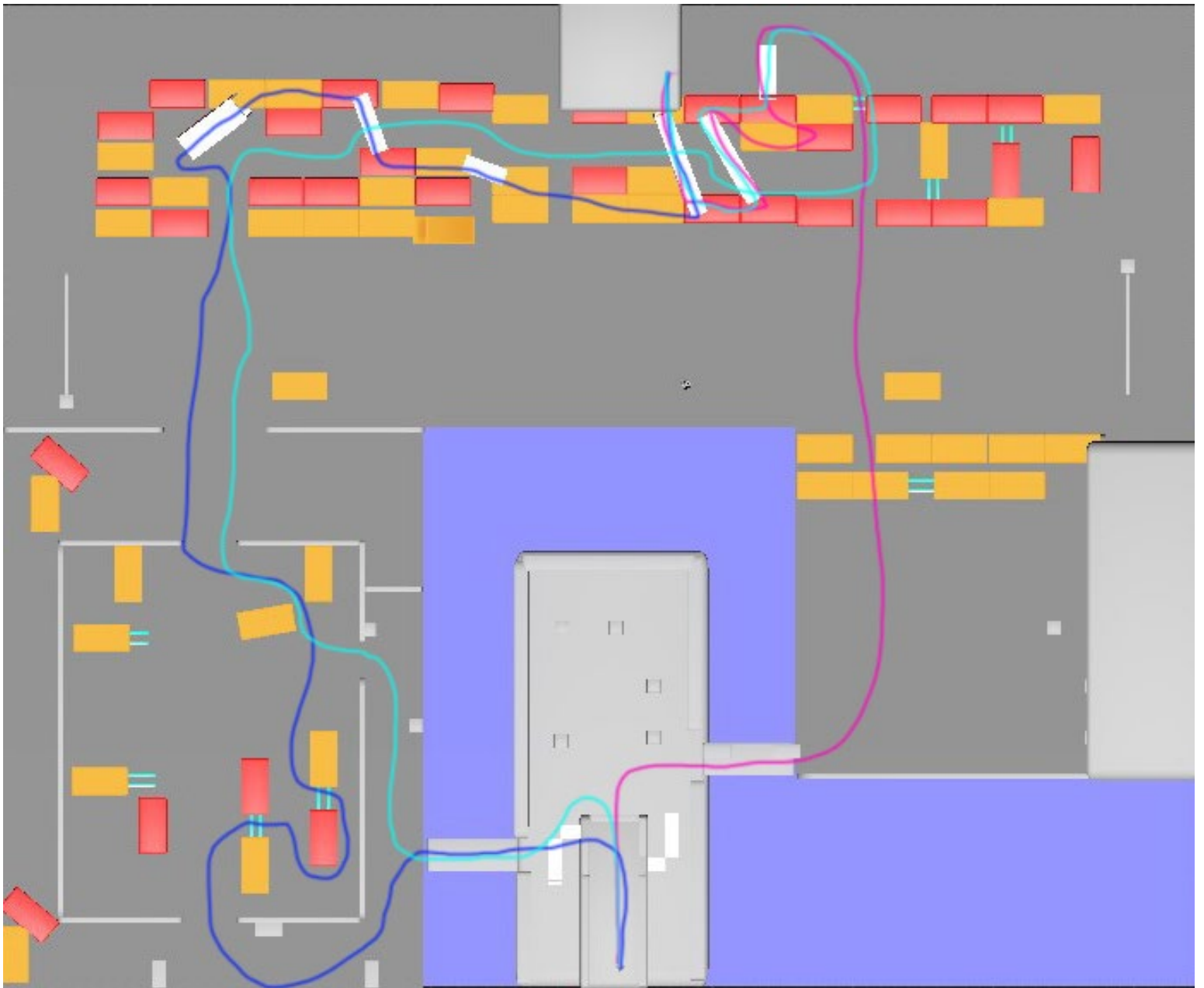
SKETCHES OF LEVEL DESIGN



FINAL LEVEL DESIGN

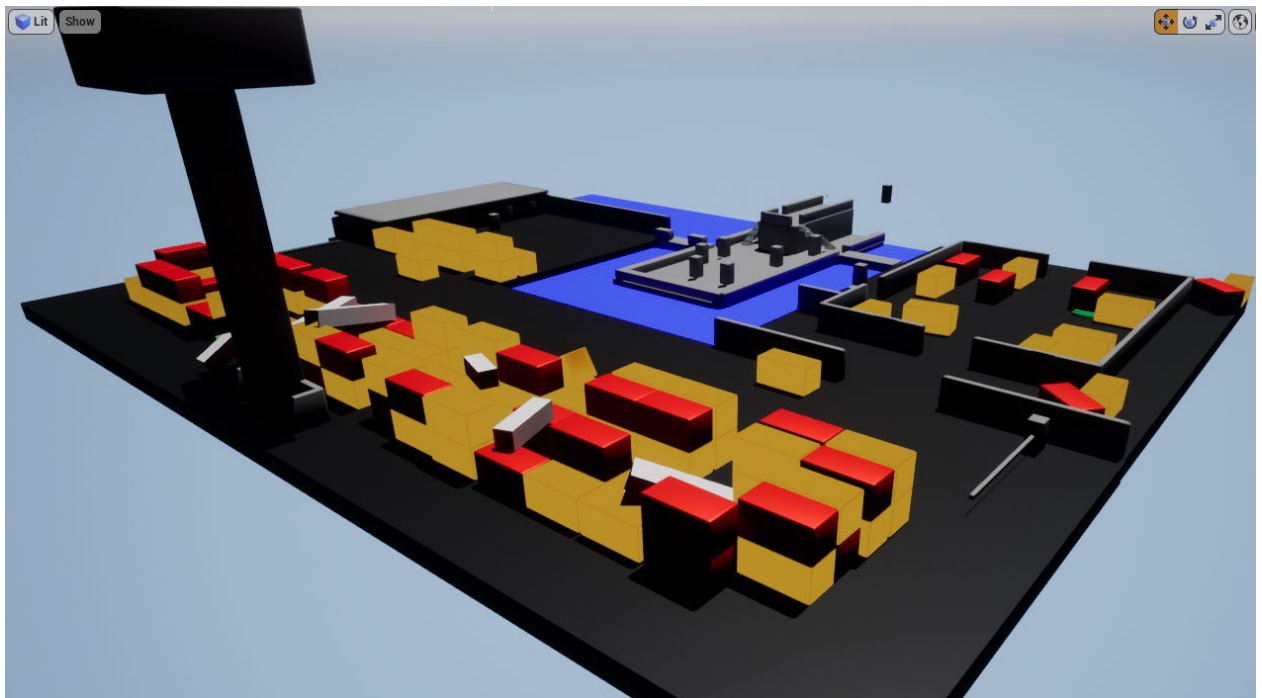
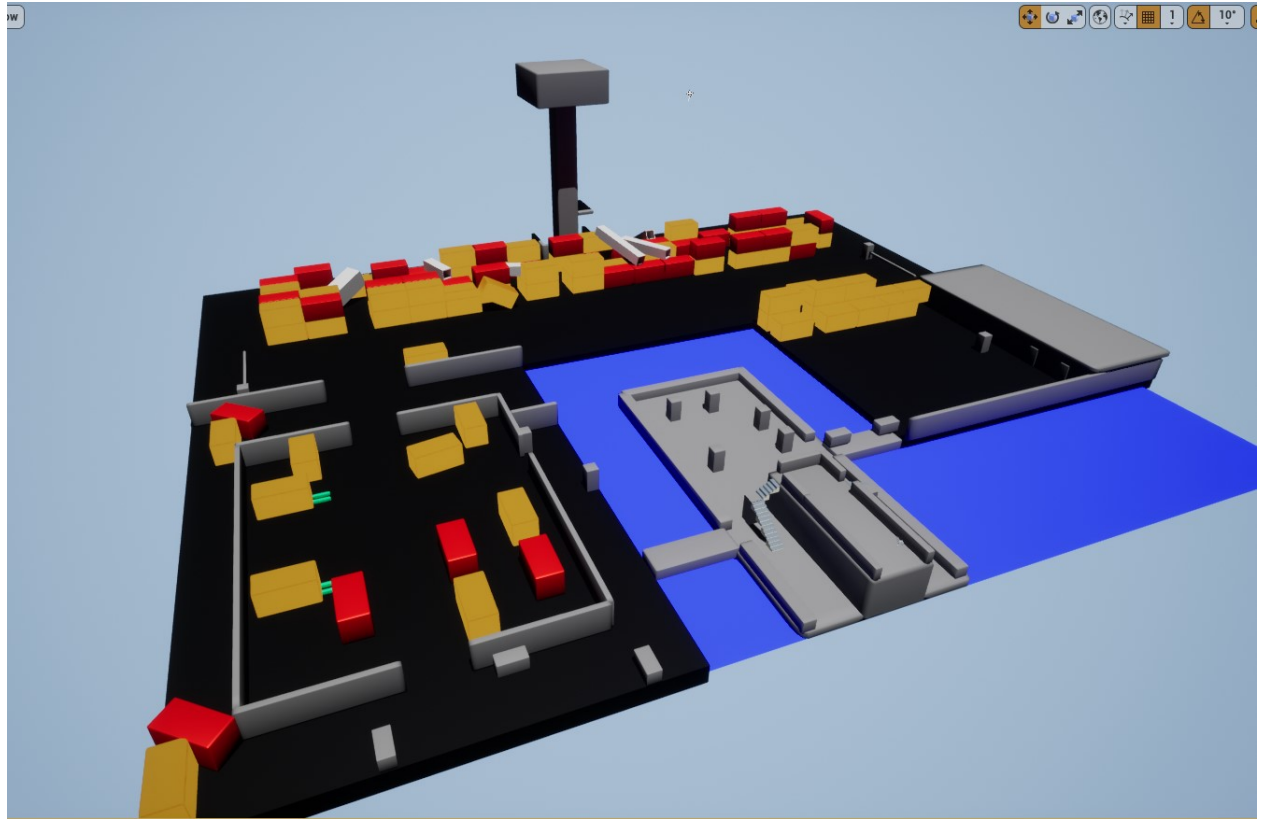


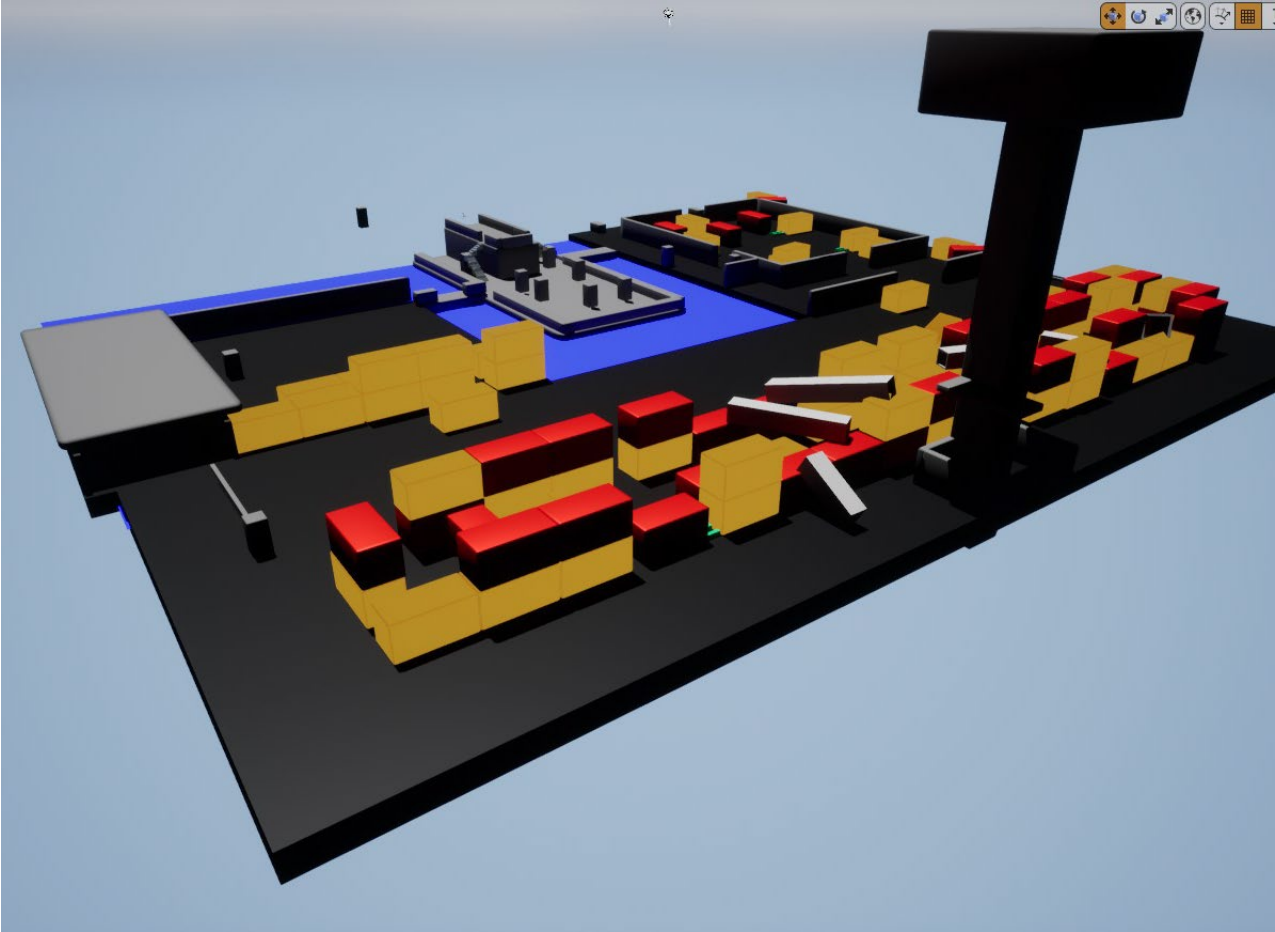
OPTIMAL ROUTE TO FINISH LEVEL



The level has 3 main route. Each option is represented by a colorful line in the image above.

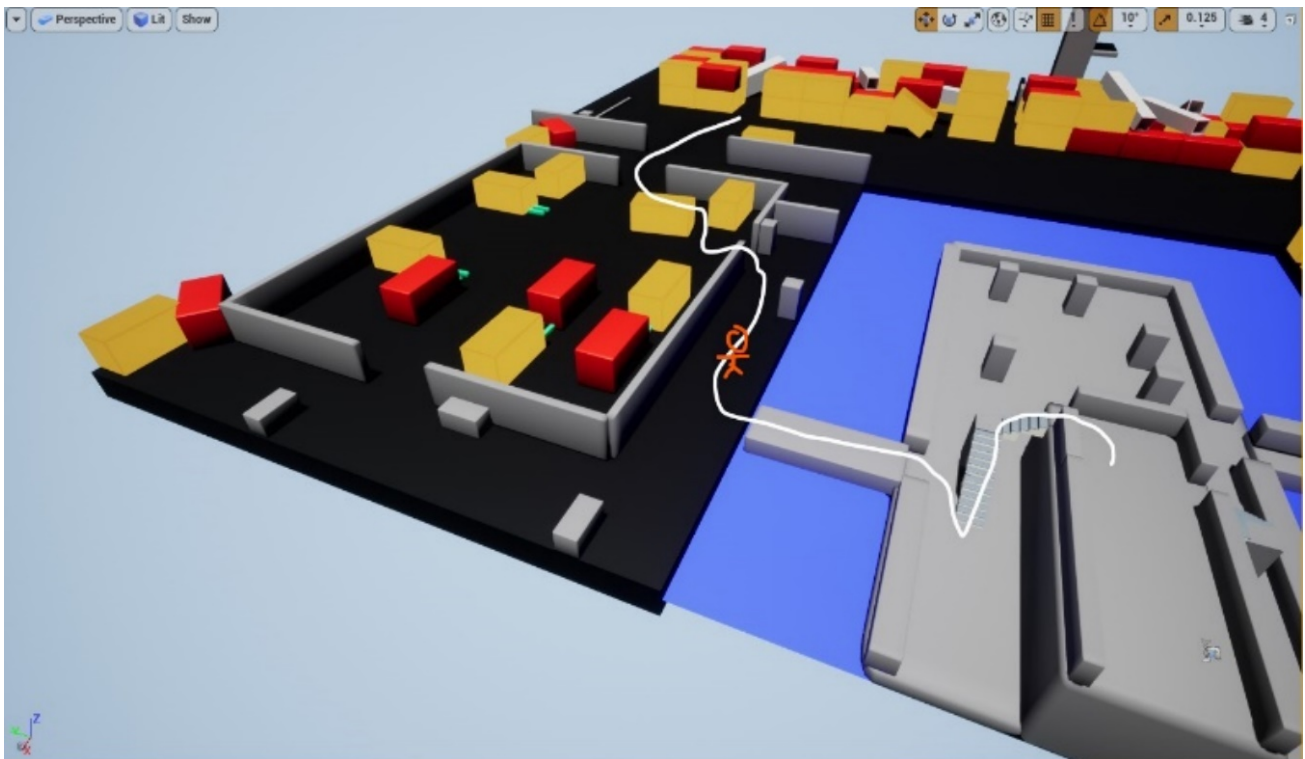
GREYBOX

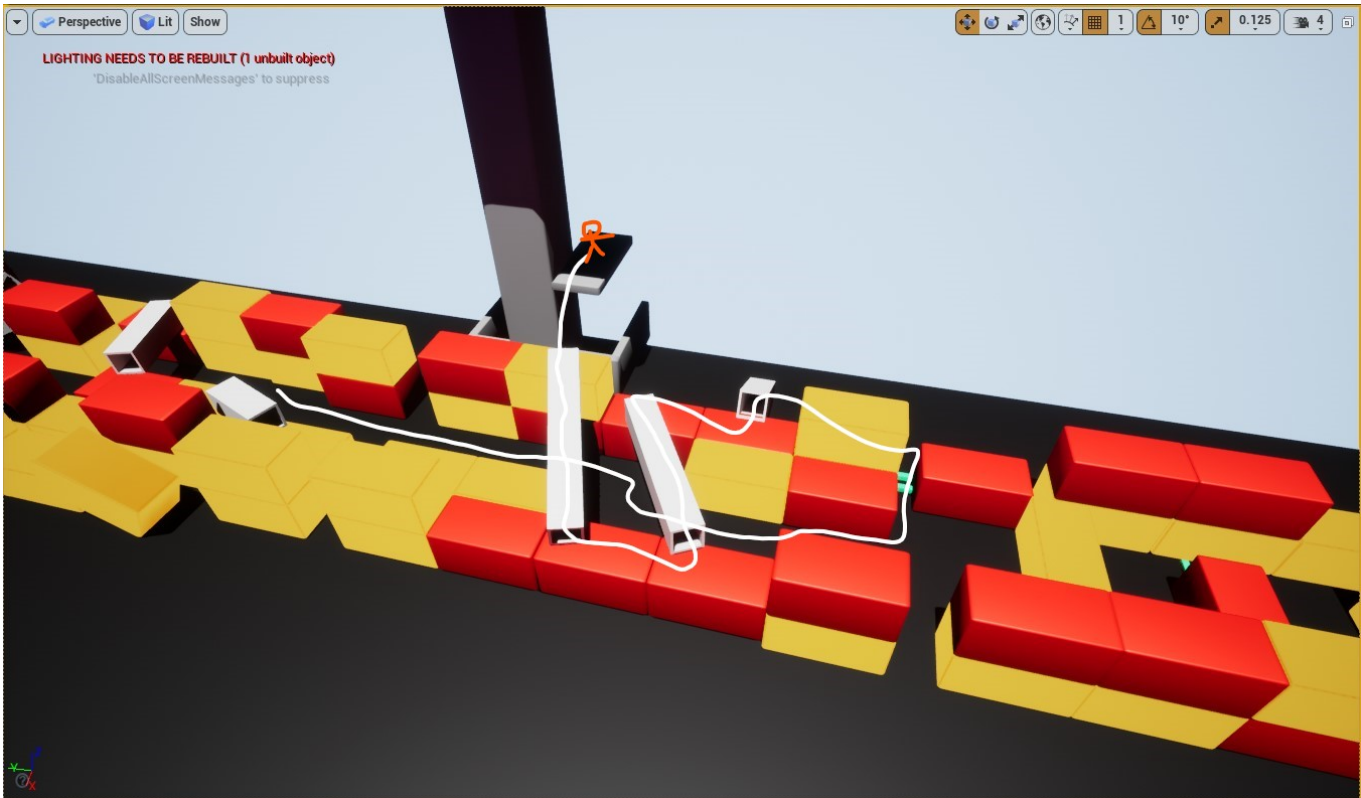
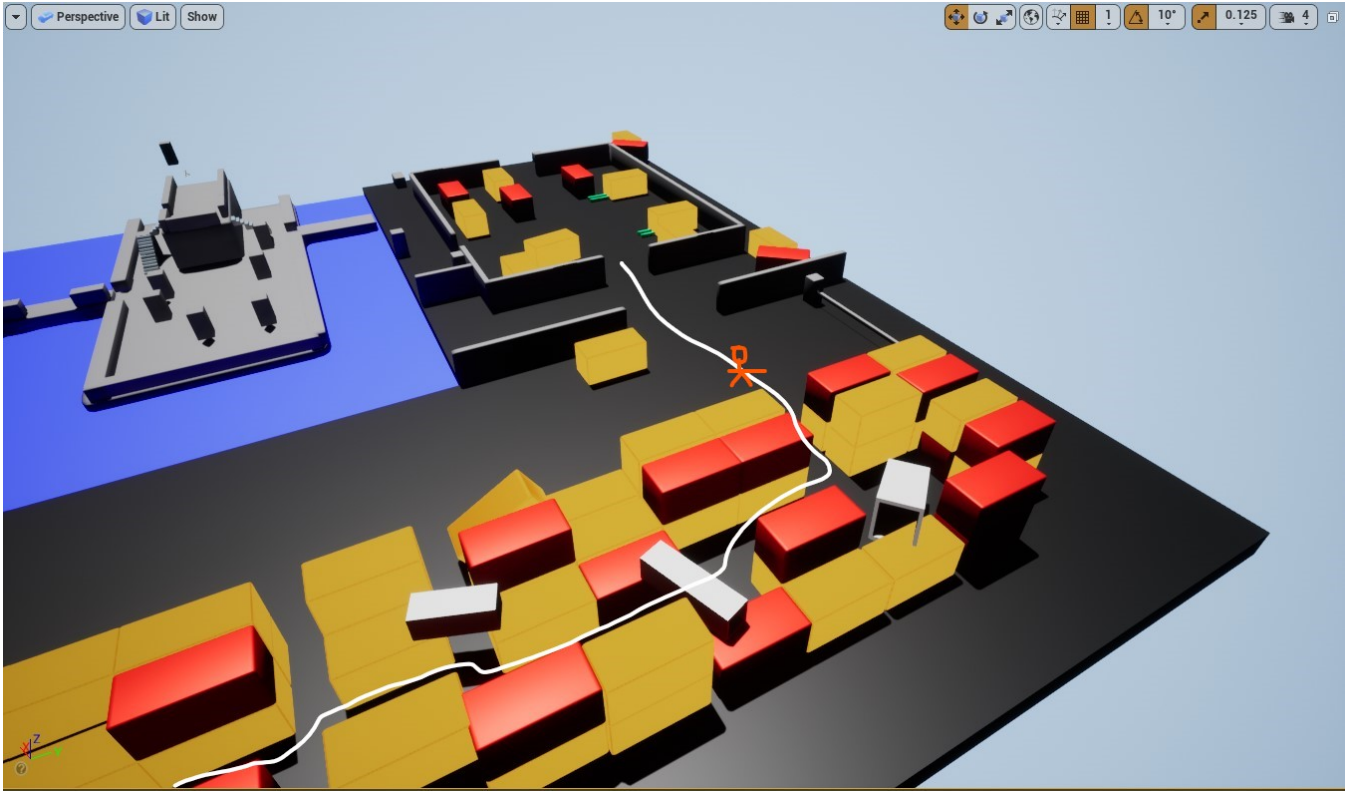




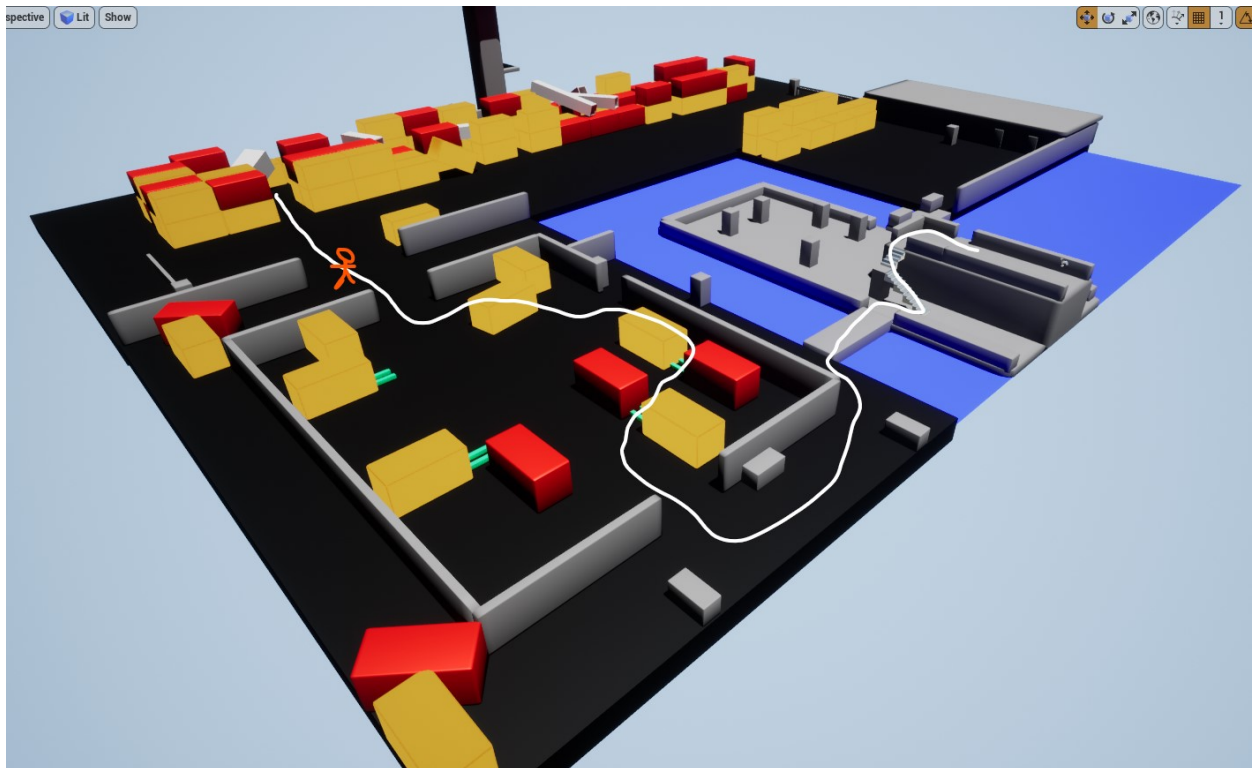
STEP-BY-STEP BREAKDOWN

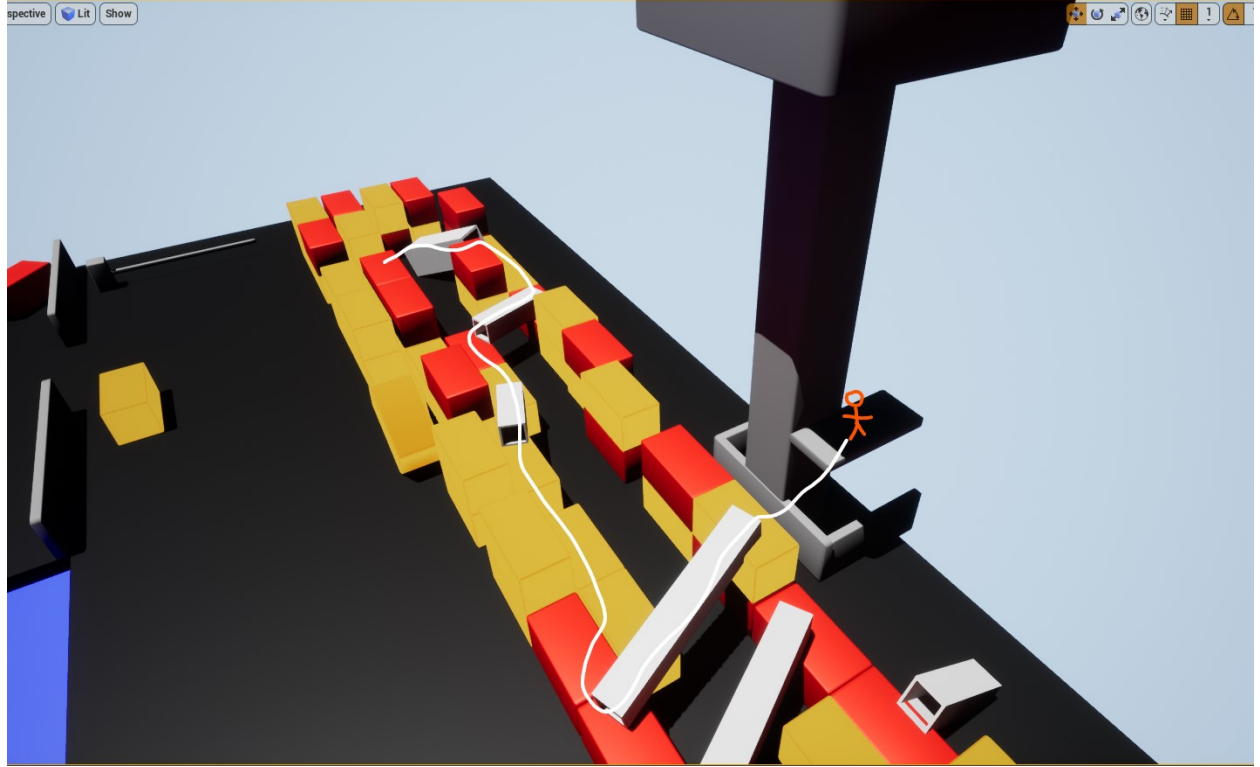
ROUTE 1





ROUTE 2 #





ROUTE 3

