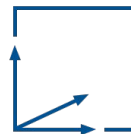


The Facility

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16.03.2023



Final: Master Practical Course “Level Design”

Supervisor: Daniel Dyrda

Agenda

- Trailer
- Game Overview
- Storytelling
- Game Design Specification
- Sound
- UI and HUD
- Level Design
- Evaluation
- Conclusion

Game Overview

- Tutorial: Lobby
- 4 distinct levels
 - Sewers
 - Laboratory
 - Asylum
 - Crew Cabins
- Goal: Penthouse

Storytelling

- Takes place on a space station
- Player is sent to retrieve research documents
 - Player character John: Personal bodyguard of CEO
 - CEO Daniel: Leader of Pallas Security Systems
 - Pallas Security Systems:
 - Megacorporation with thousands of workers
 - One of the world's leading security systems
 - Research in pharmacy, AI and superweapons
- Security breach upon arrival
- Escape through the Penthouse escape pod

Game Design Specification

- Player has to survive
- Elevator is safe haven
 - serves as checkpoint tracker
- Enemies try to kill the player
- Closed and formal system

- Initial: Player engaged by combat and hiding
- Final: Player engaged just by hiding
 - > Removed Weapon

Game Design Specification

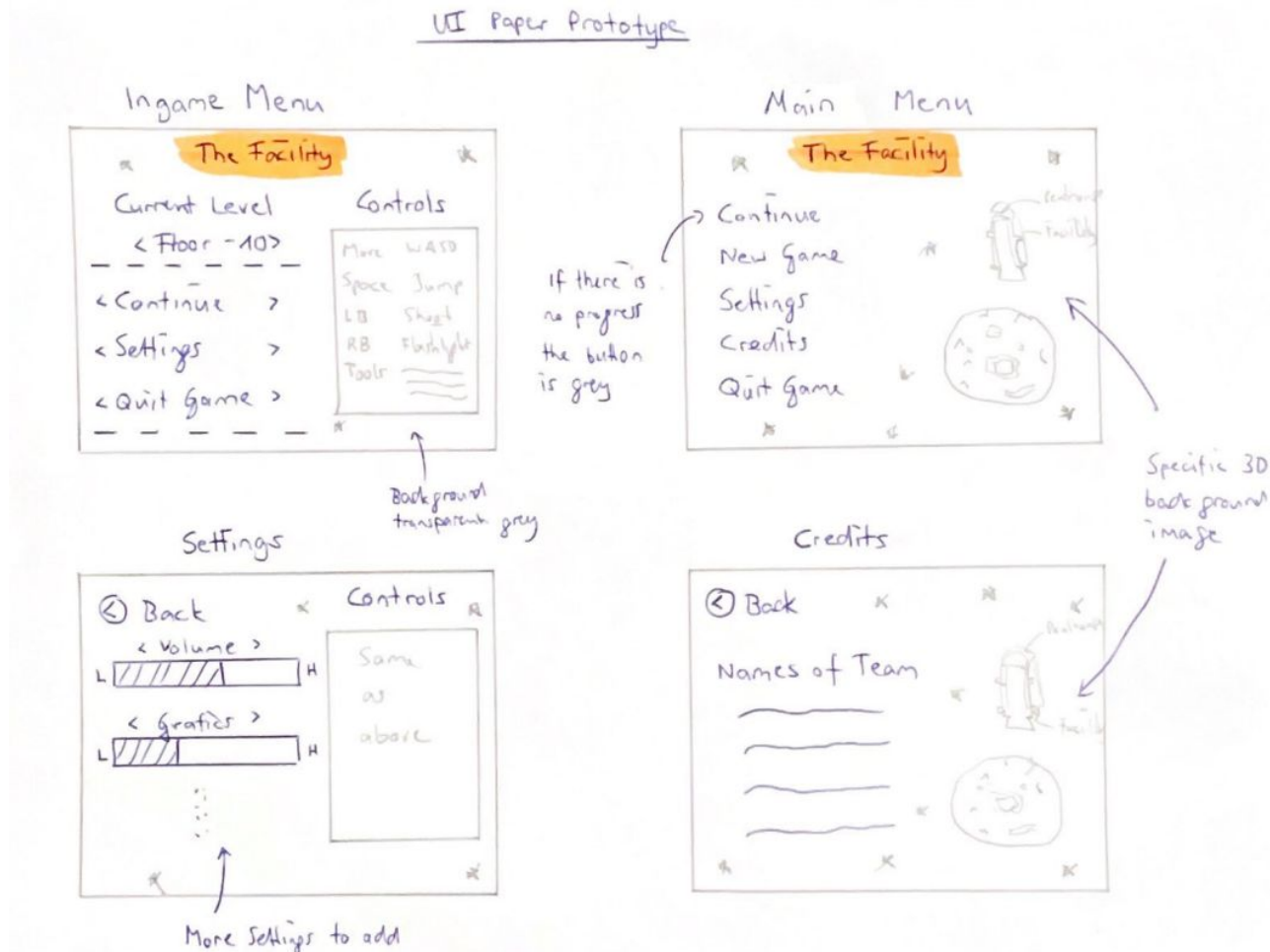
- Each level differs in its ambiance and artstyle
- Player uses common FPS controls
- The player may use objects and their surrounding in order to complete a level
 - Sprinting, use of flashlight and interaction with objects
- Once a player completes a level, the progress is saved

Sound

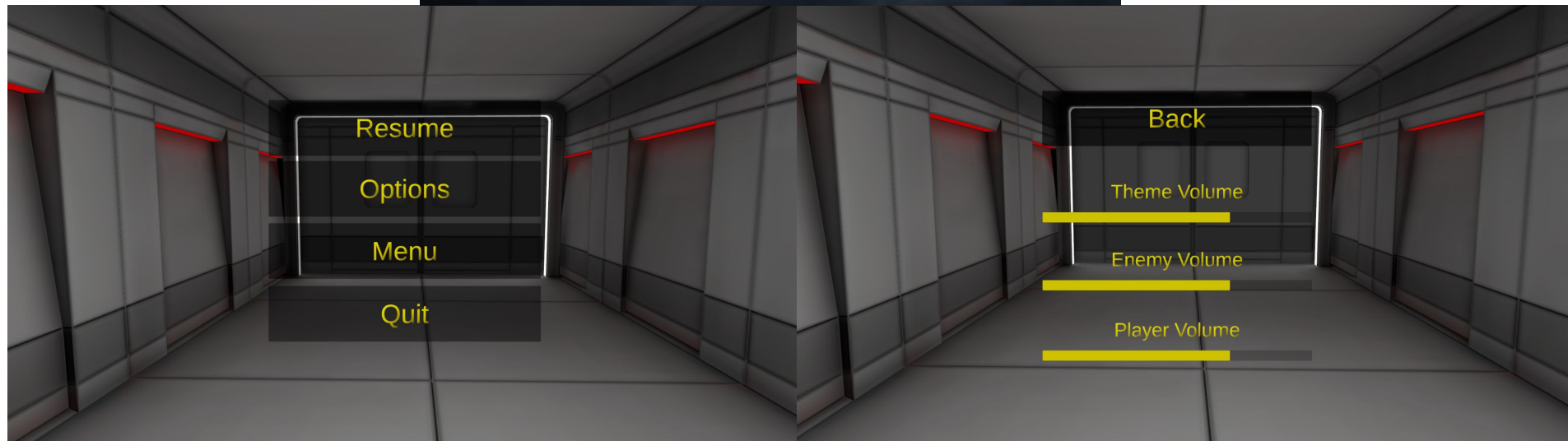
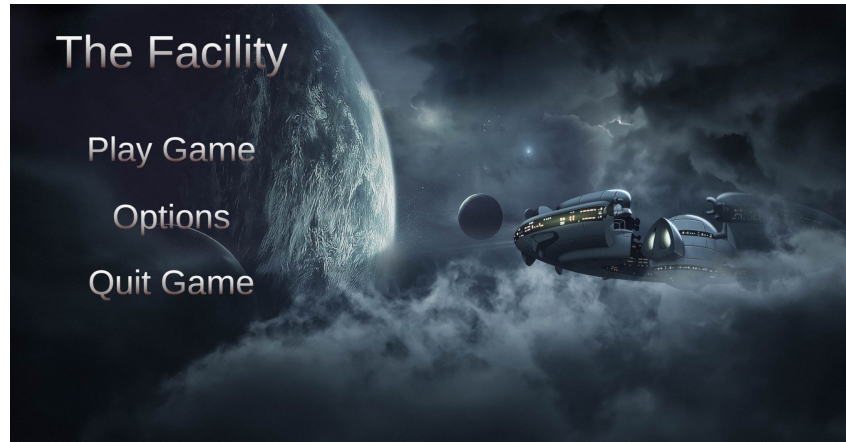
- Main Sounds
 - Background Theme
 - Doors, Interaction, Collectibles
- Player Sounds
 - Footsteps
 - Flashlight on/off
- Enemy Sounds
 - Idle
 - Chasing
 - Attacking

- Implemented Sound Mixer to control each of the sounds ingame

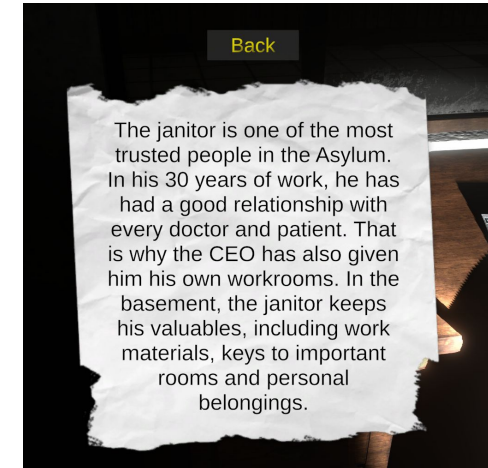
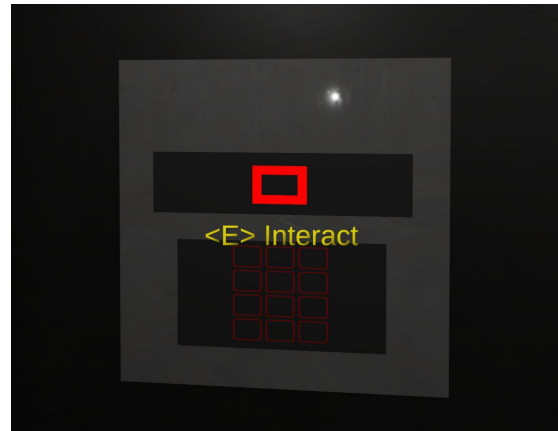
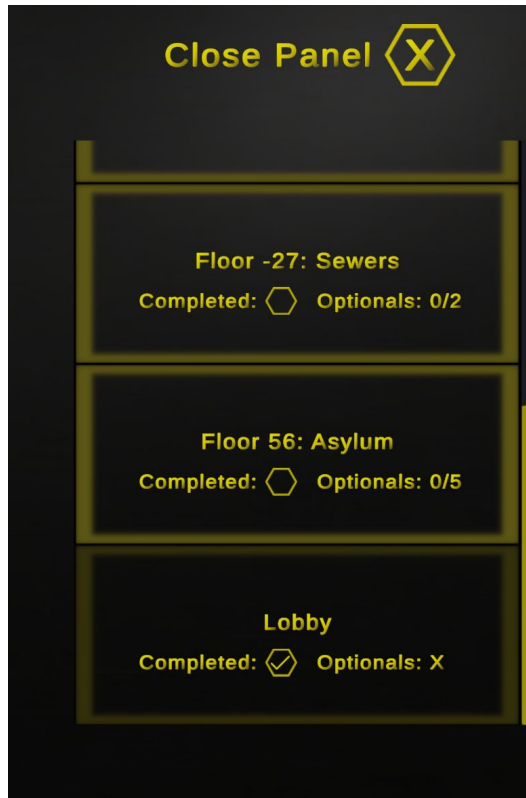
UI and HUD



UI and HUD

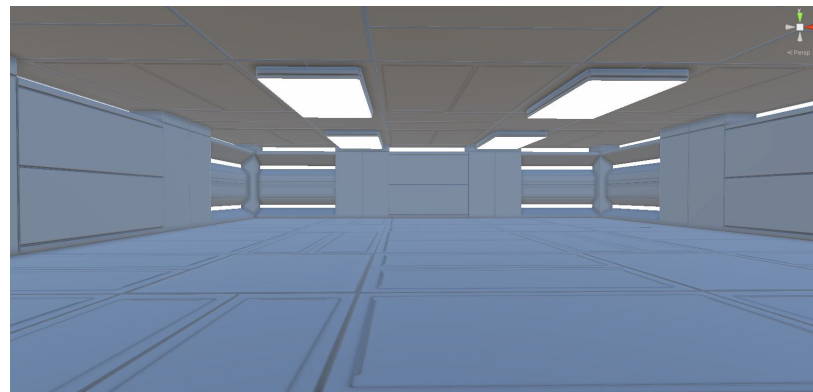


UI and HUD



Lobby and Penthouse

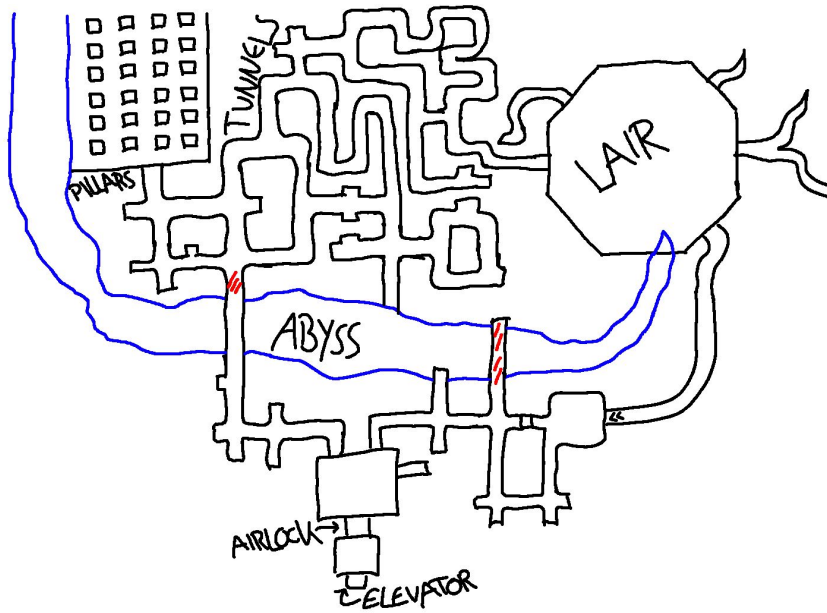
- Lobby:
 - Tutorial
 - Entrypoint
- Penthouse:
 - End of Game
 - Originally planned to have two Endings



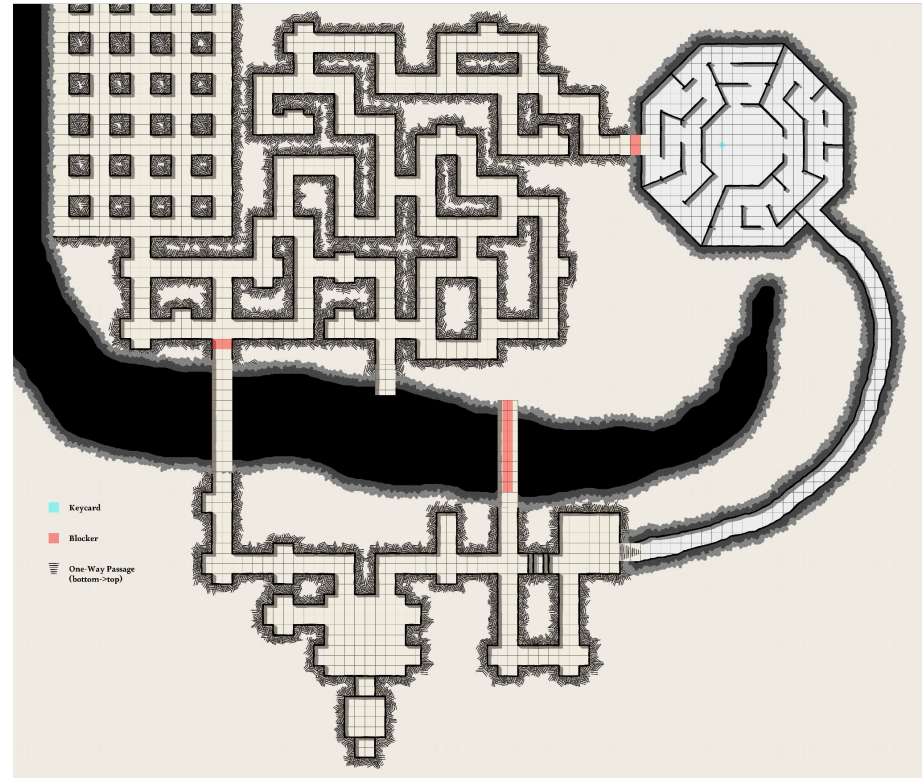
The Sewers - Concept

- Dark and foreboding
- Ominous atmosphere and ambience
- Subareas:
 - Entrance/Southern Labyrinth
 - Abyss
 - Aqueduct/Cistern
 - Northern Labyrinth
 - Lair
- Enemy:
 - Single, large worm-like entity
 - Inhabits the lair
 - Blocks player movement
- Goal: Find keycard required to enter the Penthouse

The Sewers - 1st & 2nd iterations

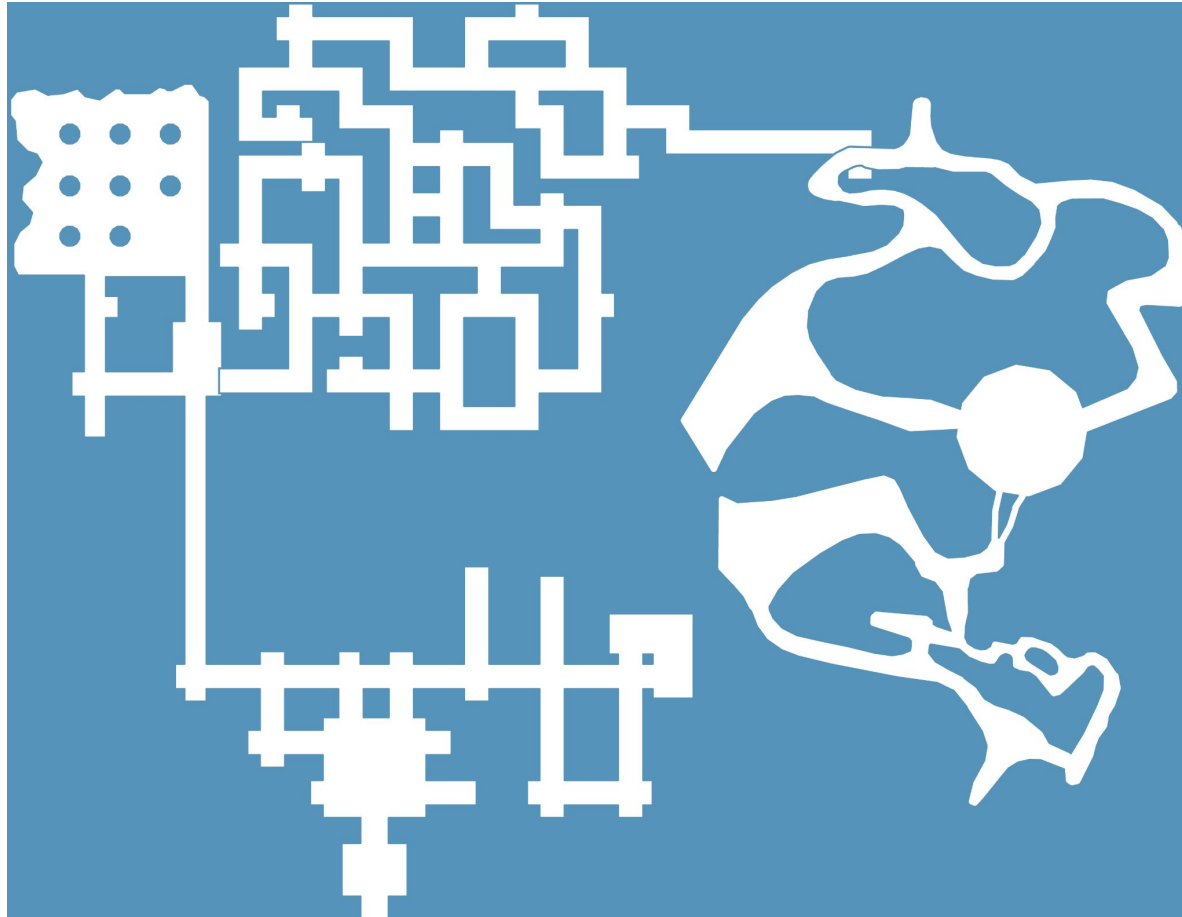


1st iteration



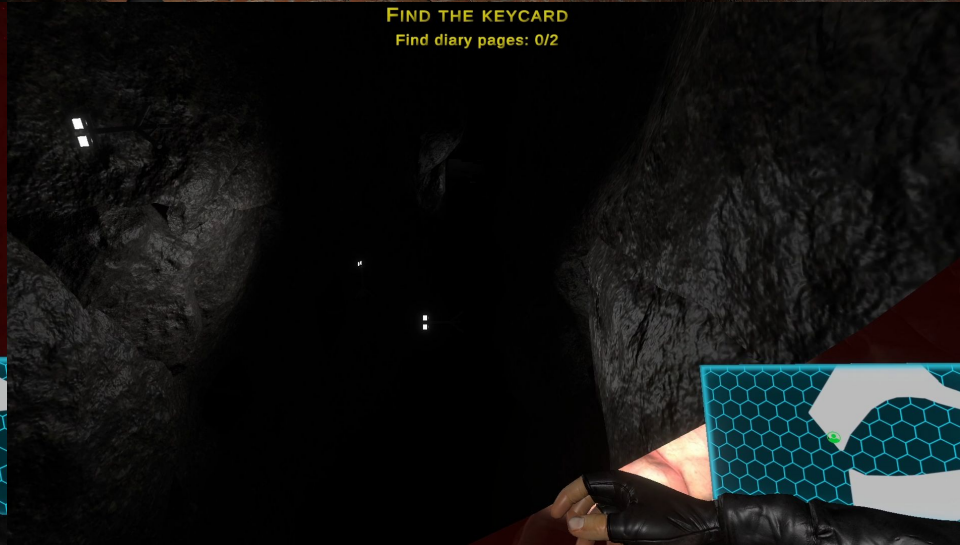
2nd iteration

The Sewers - Final iteration



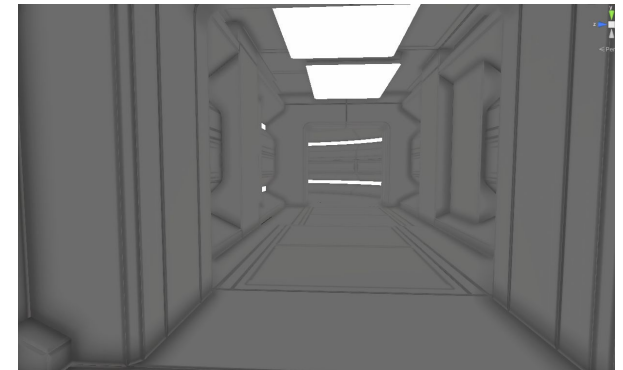
Final iteration

The Sewers - Screenshots

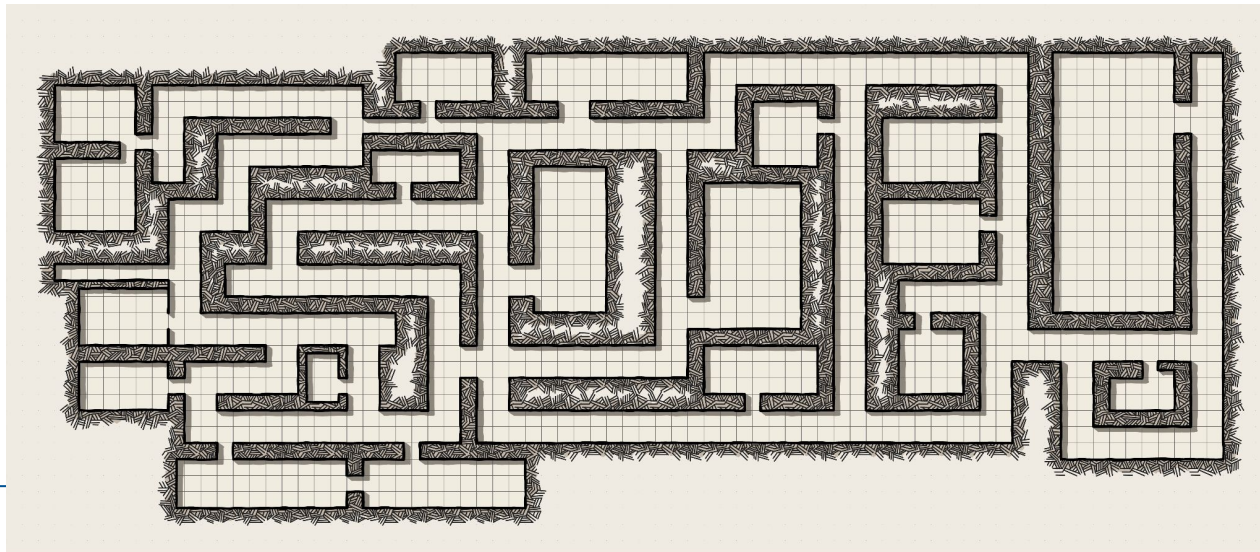
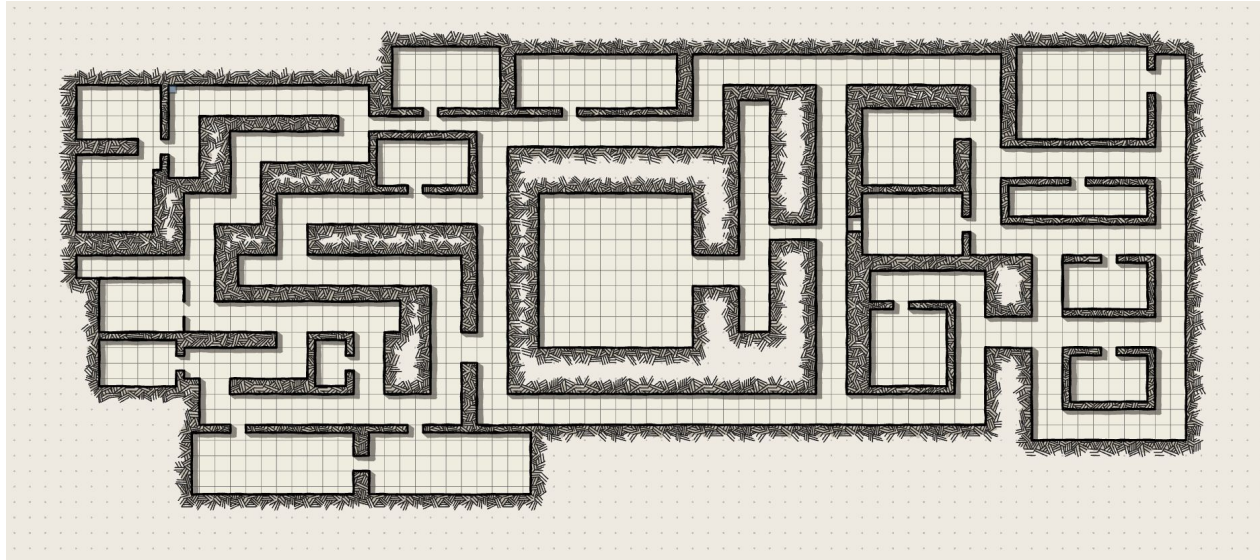


The Laboratory - Concept

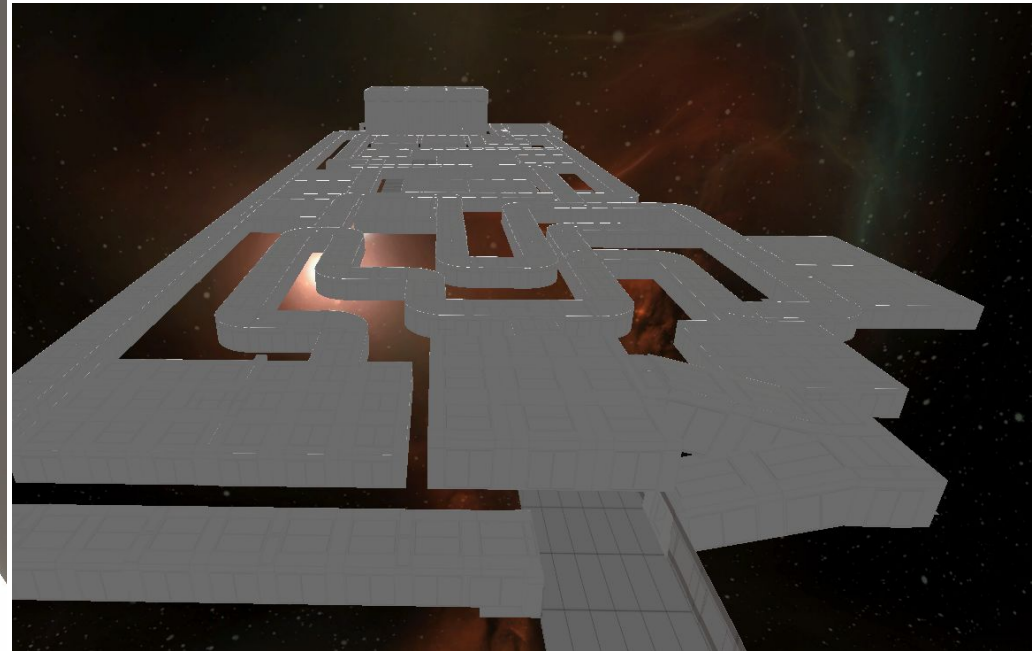
- White and grey
- Mazelike
- Enemies encountered in the other levels
- Goal: Find the Cure



The Laboratory - 1st & 2nd Iteration



The Laboratory - Final iteration



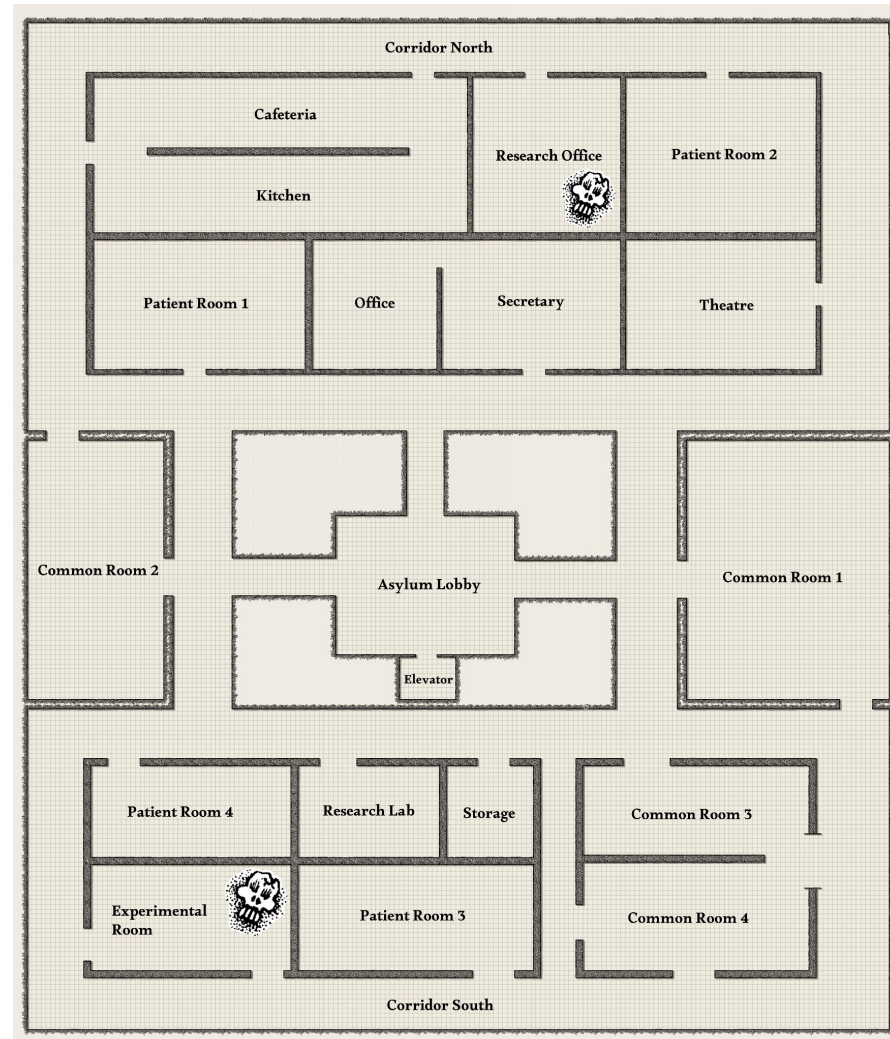
The Asylum - Concept

- Dark and gloomy atmosphere
- Tells story of the doctor's experiments
- Enemies are failed experiments
- Main tasks:
 - Find the key to gain access to all rooms
 - Collect 2 scientific documents to uncover the truth
- Side task:
 - Collect notes from the doctor to discover his motives



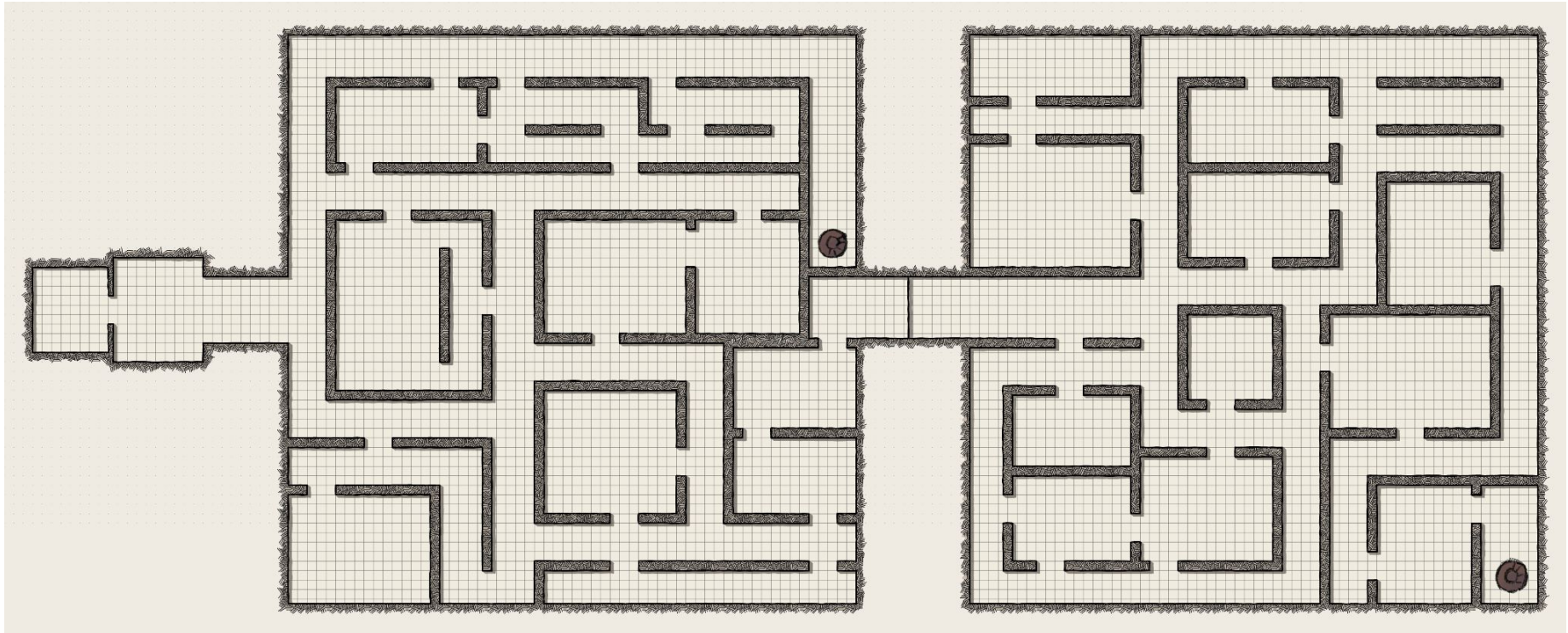
The Asylum - 1st Iteration

- Lobby as landmark
- Non-linear flow
- Repeating room structure



The Asylum - 2nd Iteration

- Linear flow
- Straightforward layout



The Asylum - Final Iteration



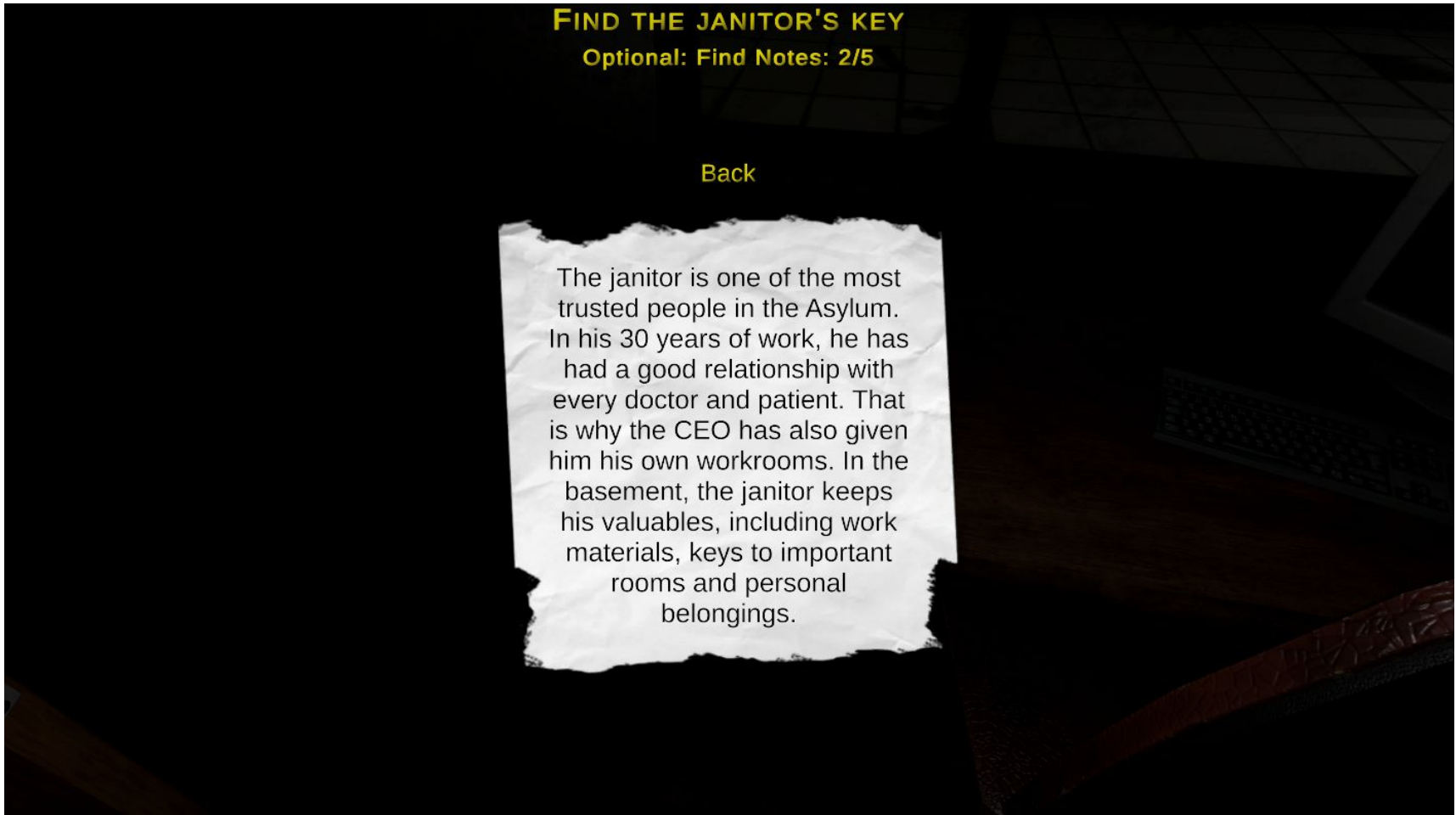
The Asylum - Screenshots



The Asylum - Screenshots



The Asylum - Screenshots

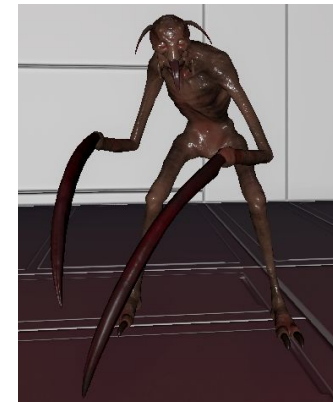


The Asylum - Screenshots



The Crew Cabins - Concept

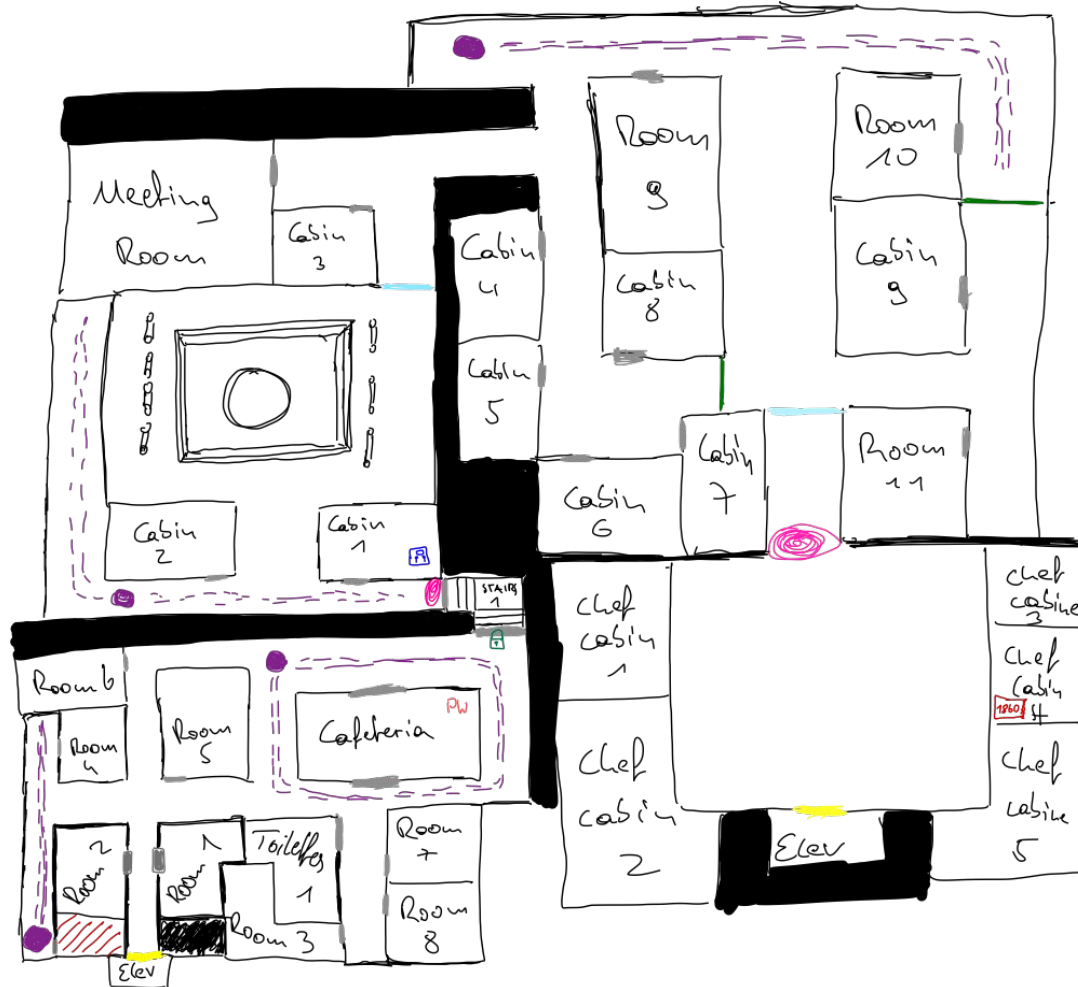
- Two atmospheres in contrast with three sequences
 - First sequence:
 - dark and destroyed
 - Community area
 - mostly open
 - Second sequence:
 - Pretty, bright and functioning
 - linear way through child leading the way
 - big area in the turbine
 - Third sequence:
 - dark and destroyed
 - crew cabins area
- Enemies:
 - Big crab
 - Small creatures



The Crew Cabins - Concept

- Story:
 - You search for the diary of the CEO's father
 - Second sequence is reached through time portal created by monsters
 - Notes give you information about the first encounter with monsters after the security breach
- Task: find the diary of the CEO's father to enter the pod to escape

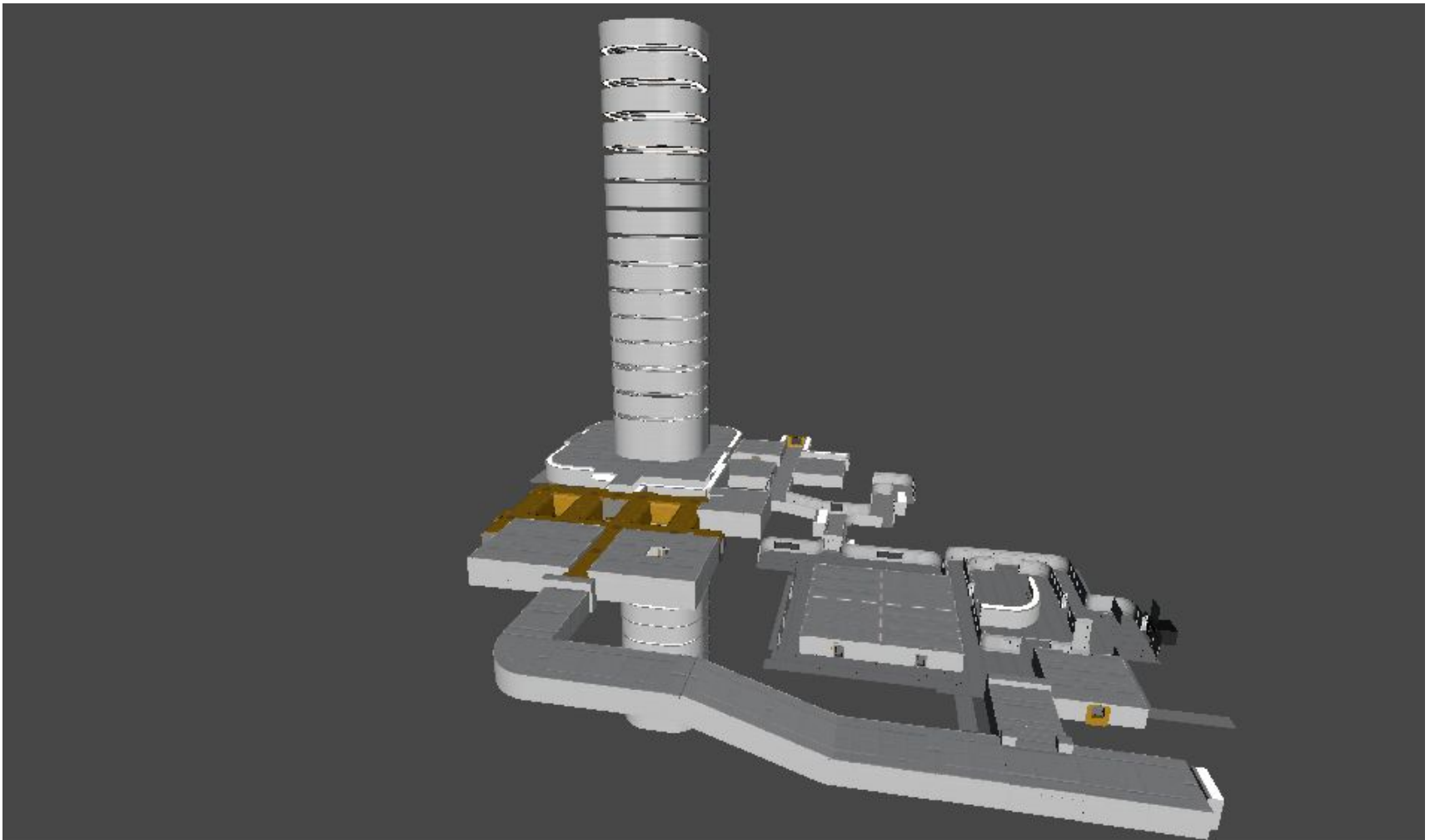
The Crew Cabins - 1st Iteration



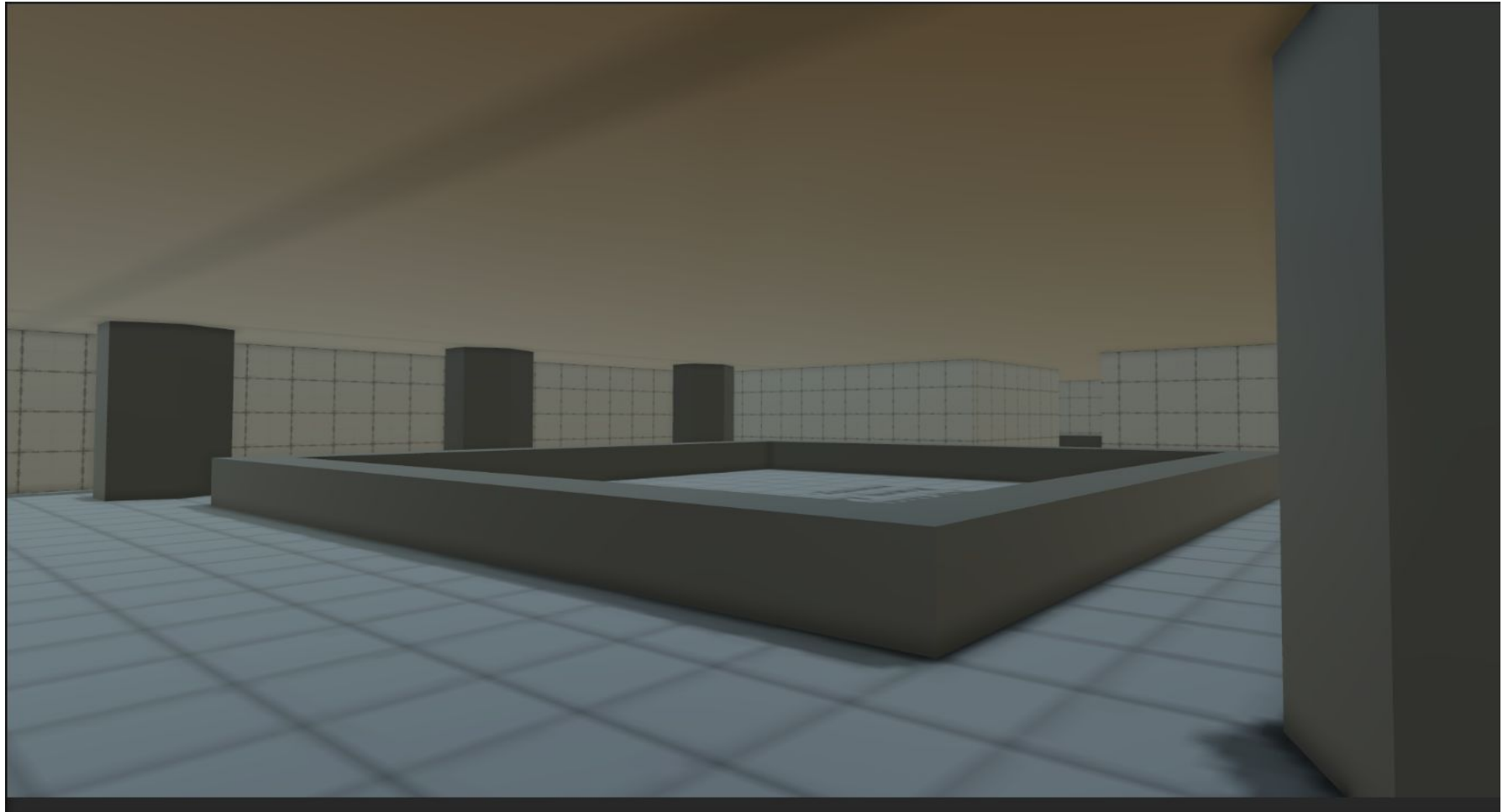
The Crew Cabins - 2nd Iteration



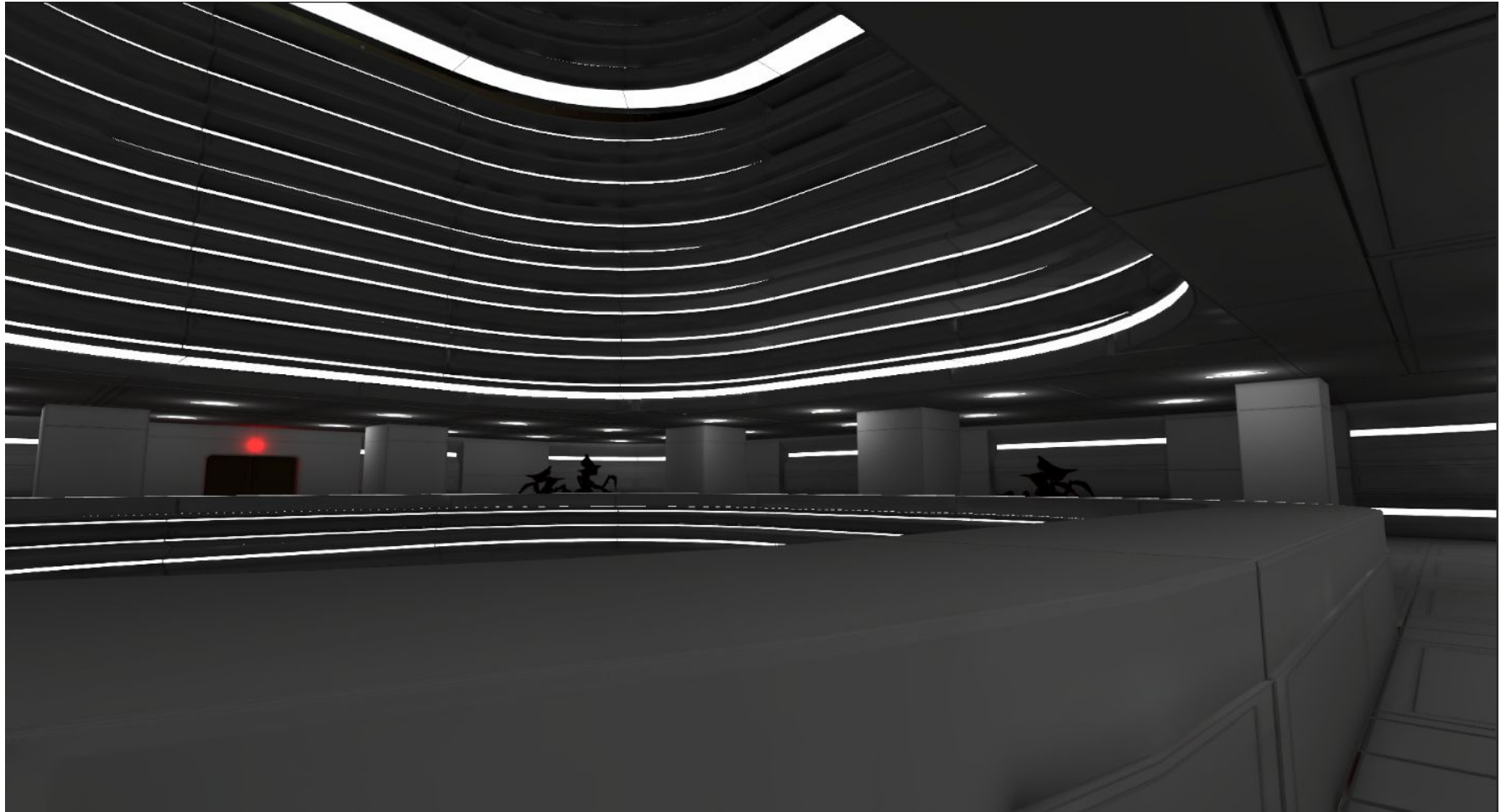
The Crew Cabins - Final Iteration



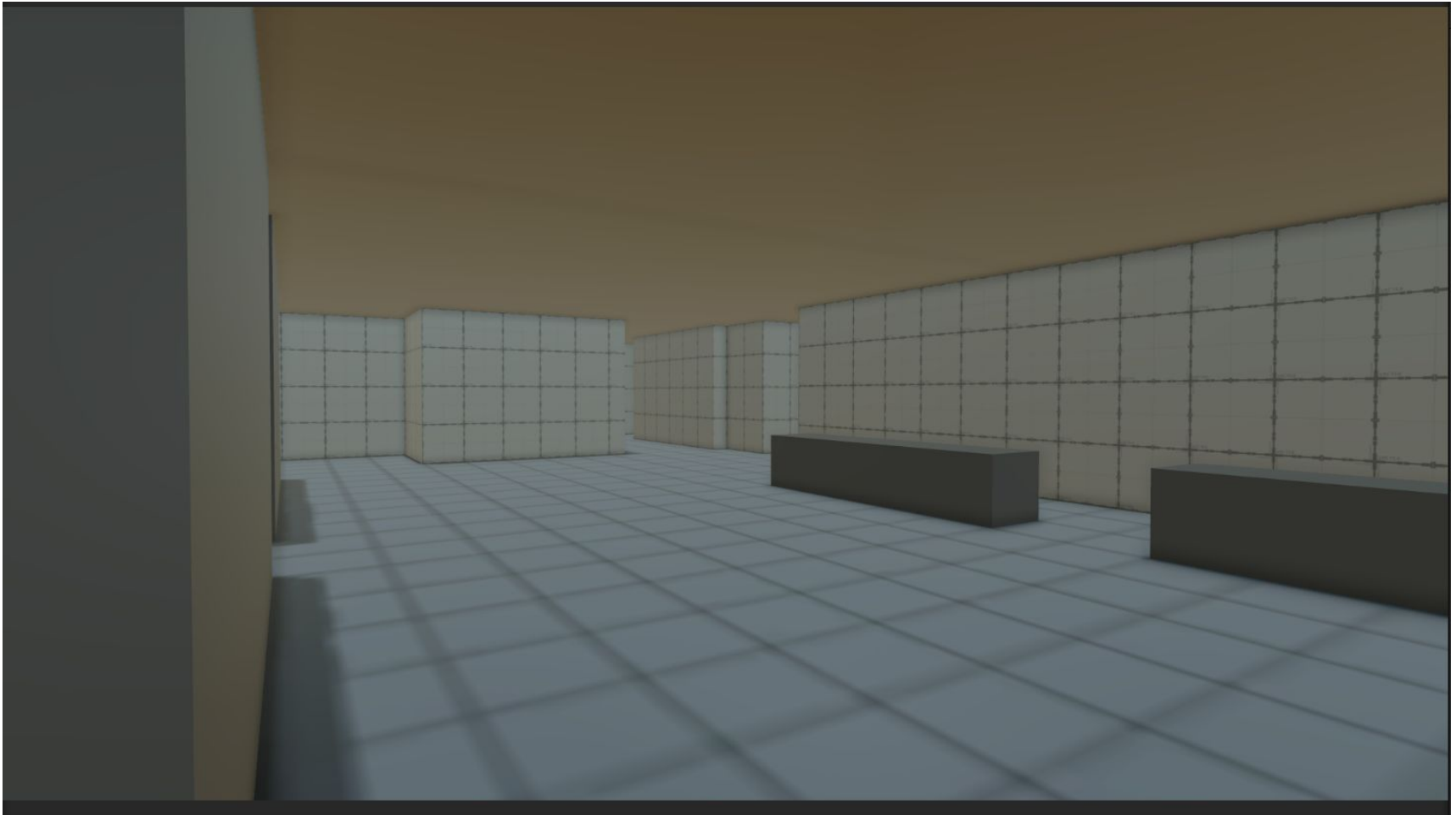
The Crew Cabins - Screenshots



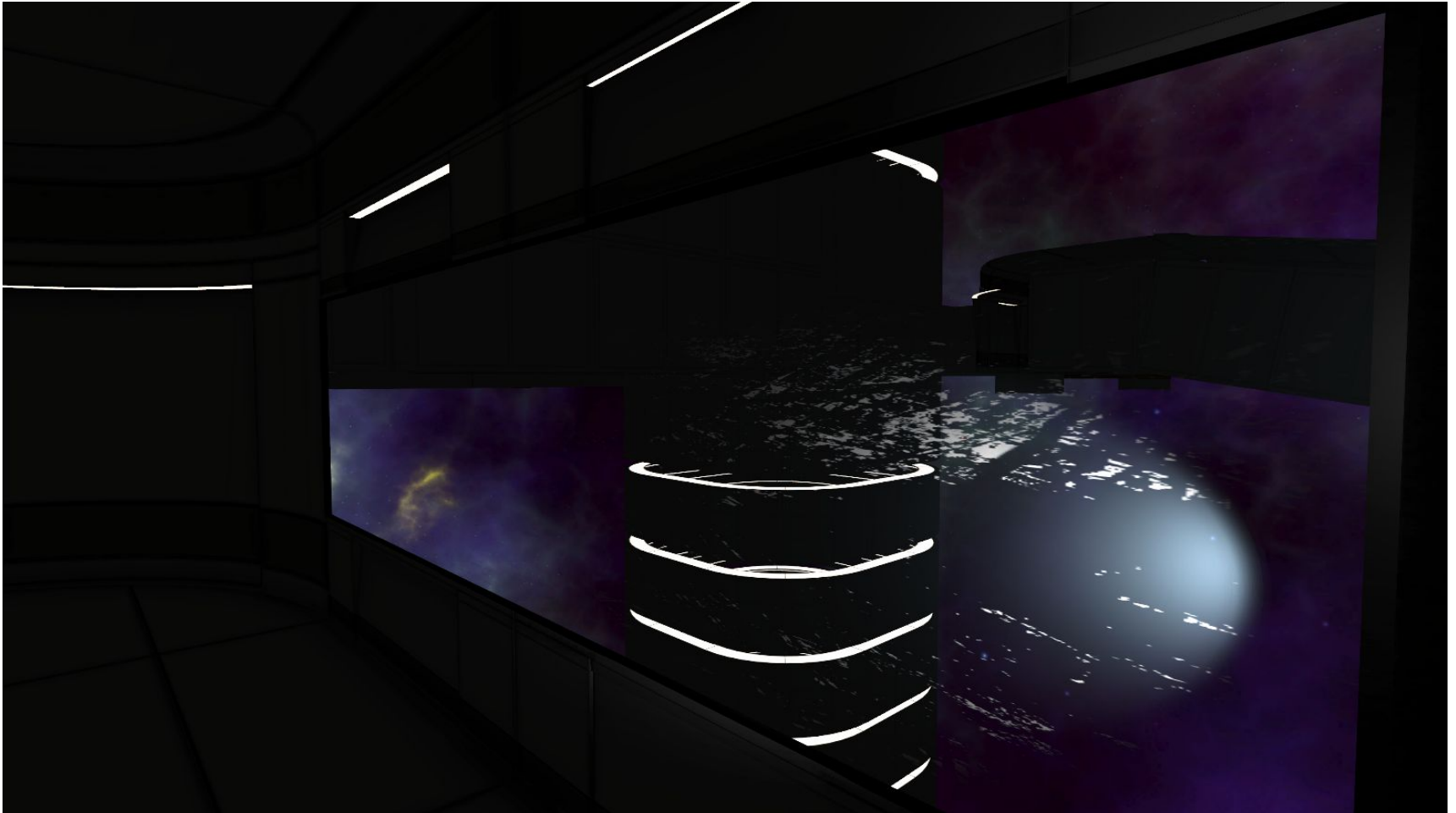
The Crew Cabins - Screenshots



The Crew Cabins - Screenshots



The Crew Cabins - Screenshots



Evaluation - Pizza Playtest

- Sewers: Good atmosphere, enemy problematic
- Laboratory: Very clean and open - insert enemies that chase you through long corridor
- Asylum: Player could not find the key, give hints after a certain amount of playtime
- Crew Cabins: make turbine room bigger and add height changes

Evaluation - Demo Day

- Positive Feedback
 - Constant fear of jumpscares
 - High tension due to sounds
 - Unique level design
- Negative Feedback
 - Sometimes notes and menu UI overlapped
 - Partly monotonous levels

Conclusion

- Future Work:
 - Add Voice-Over
 - Add good looking penthouse and both endings
 - More detail into level structure
 - Advanced enemy design and animations
- Takeaways:
 - Map iteration takes a lot of time on its own
 - Integration of multiple levels made by individuals may hold difficulties
 - Git may interfere with time management
 - Enemy AI can get messy in complex environments