

Castle – Level Concept

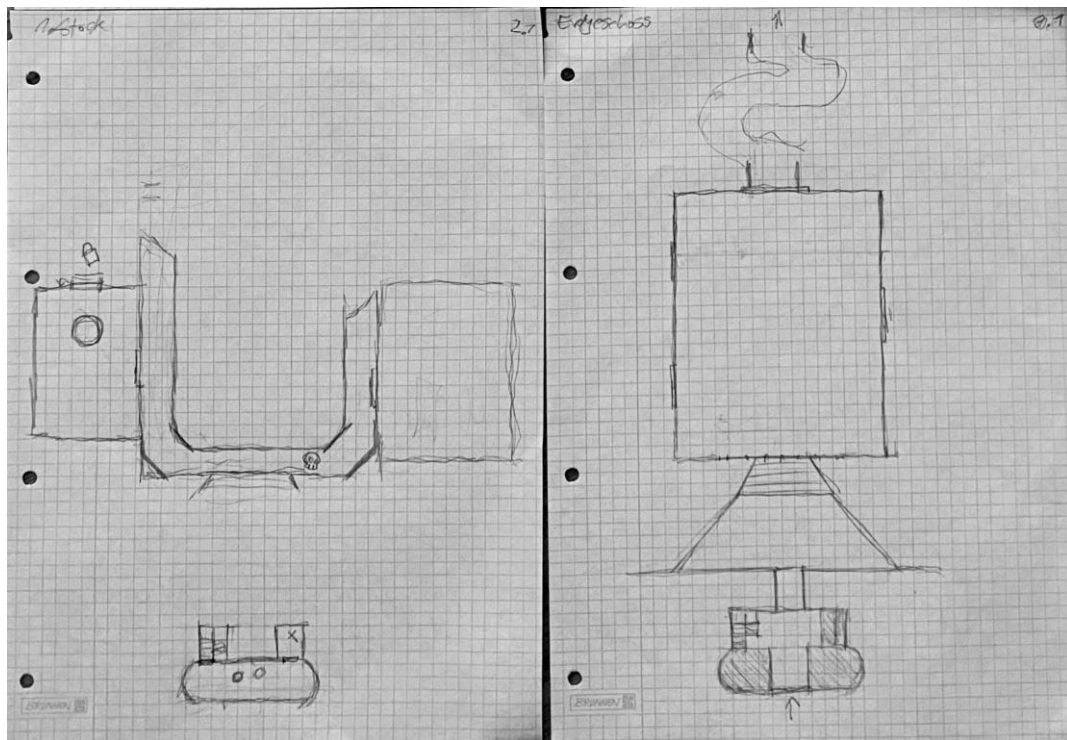
Level Idea:

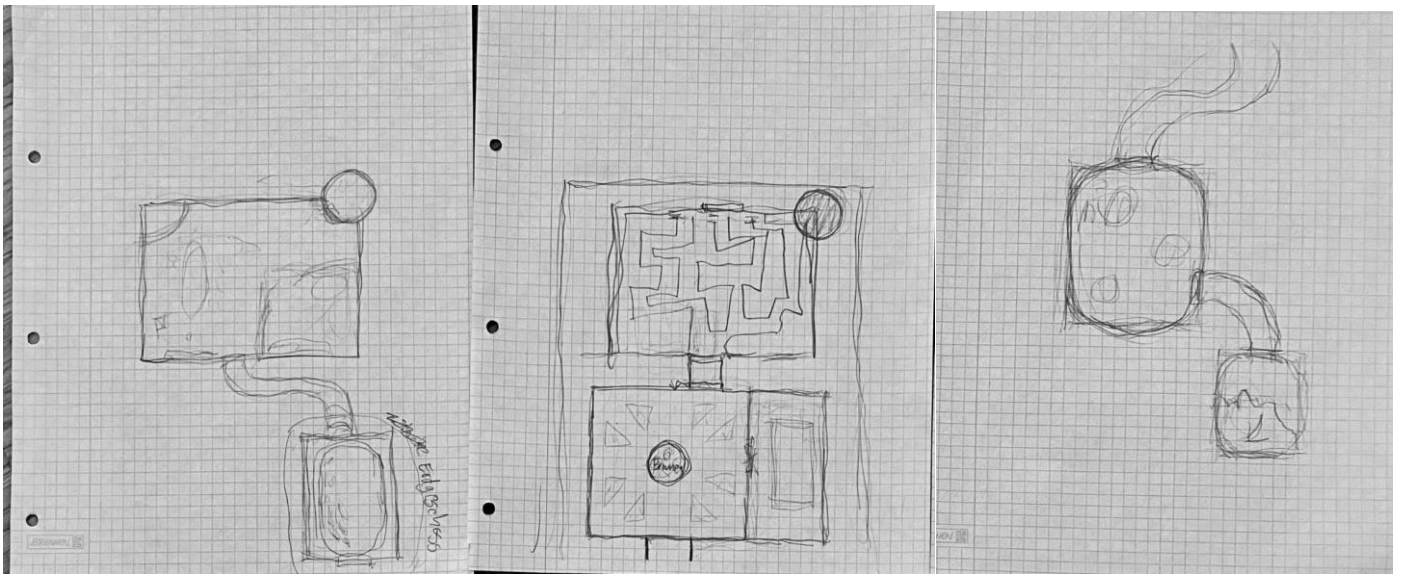
- Castle Area in the Themepark
- Player goes through different areas in the themepark and then goes back through the surveillance areas of the places they've visited before

Level Locations:

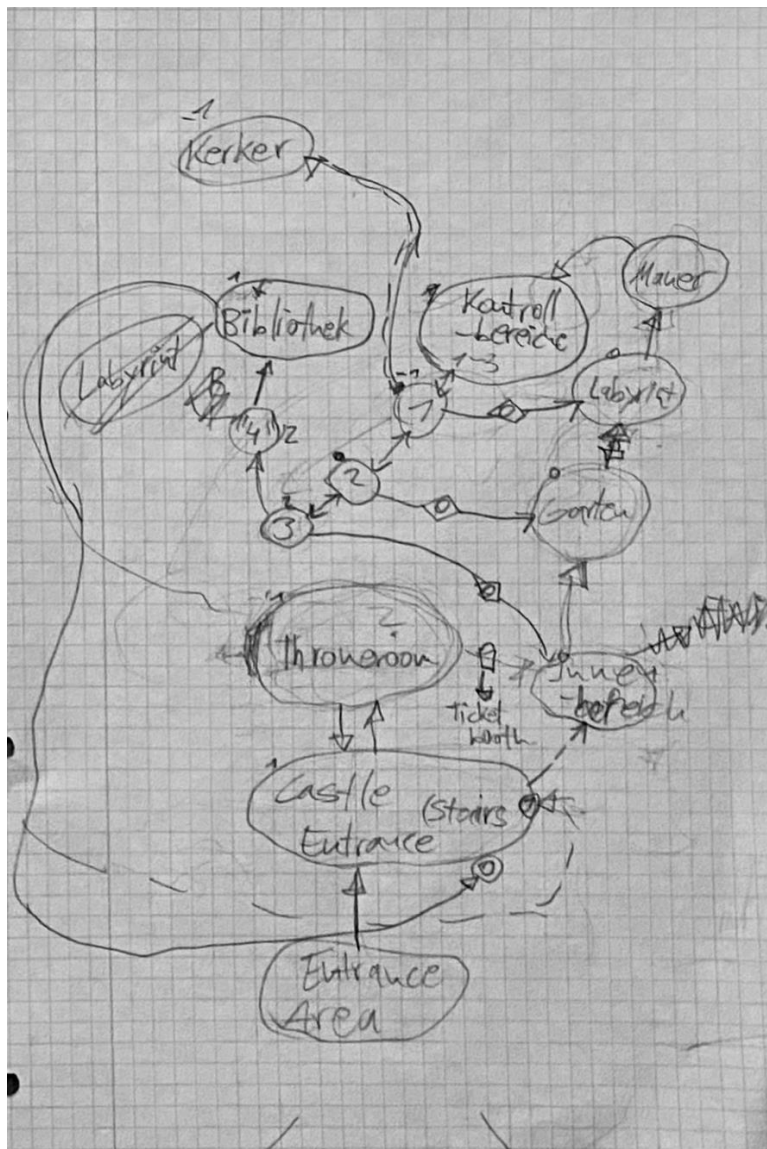
- Entrance Area
- Castle Inside
- Castle Garden
- Labyrinth
- Labyrinth Surveillance Area
- Garden Surveillance Area
- Castle Surveillance Area

Concept Sketches:

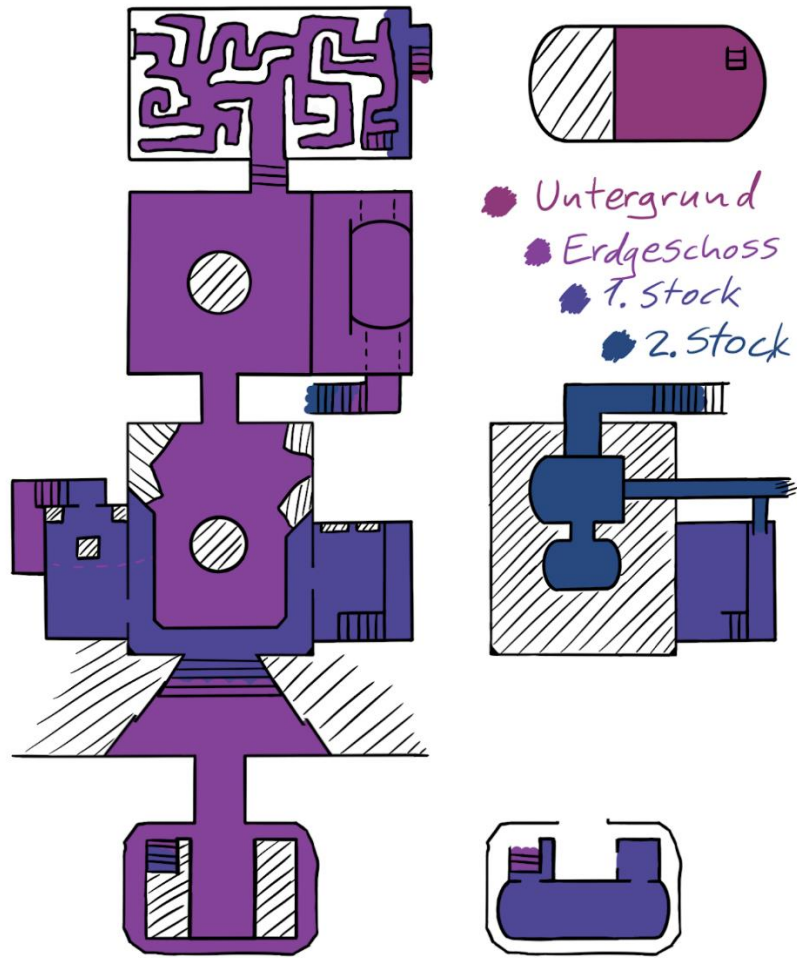




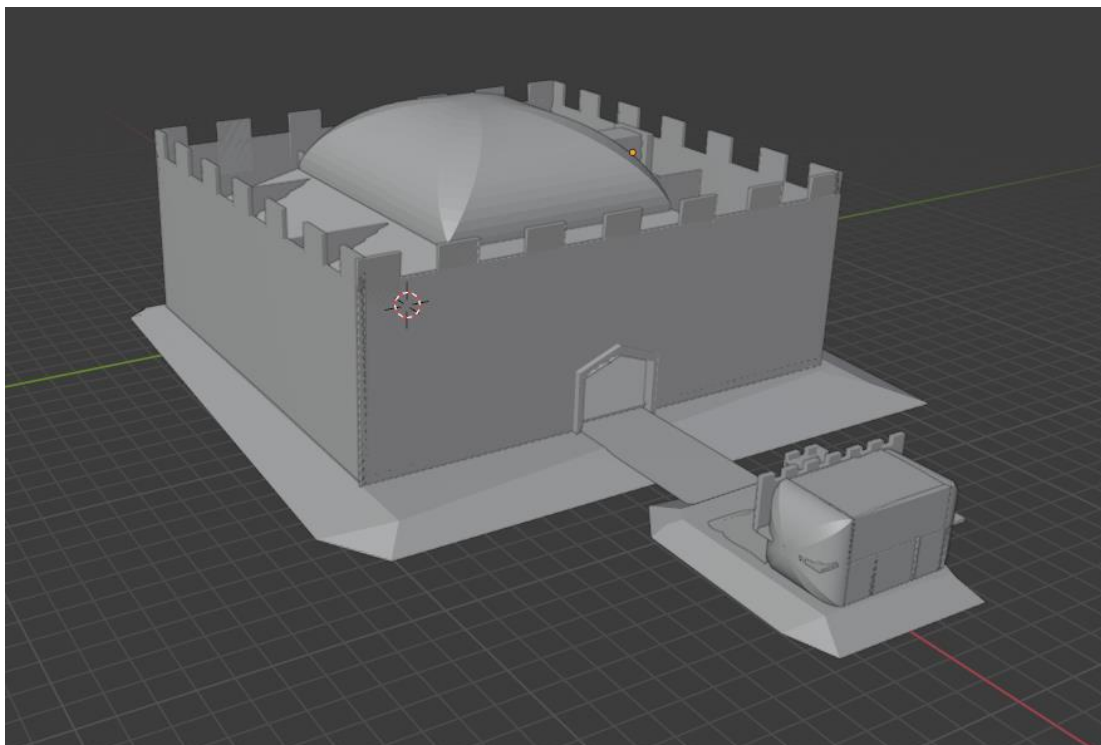
Level Molecule Diagram:

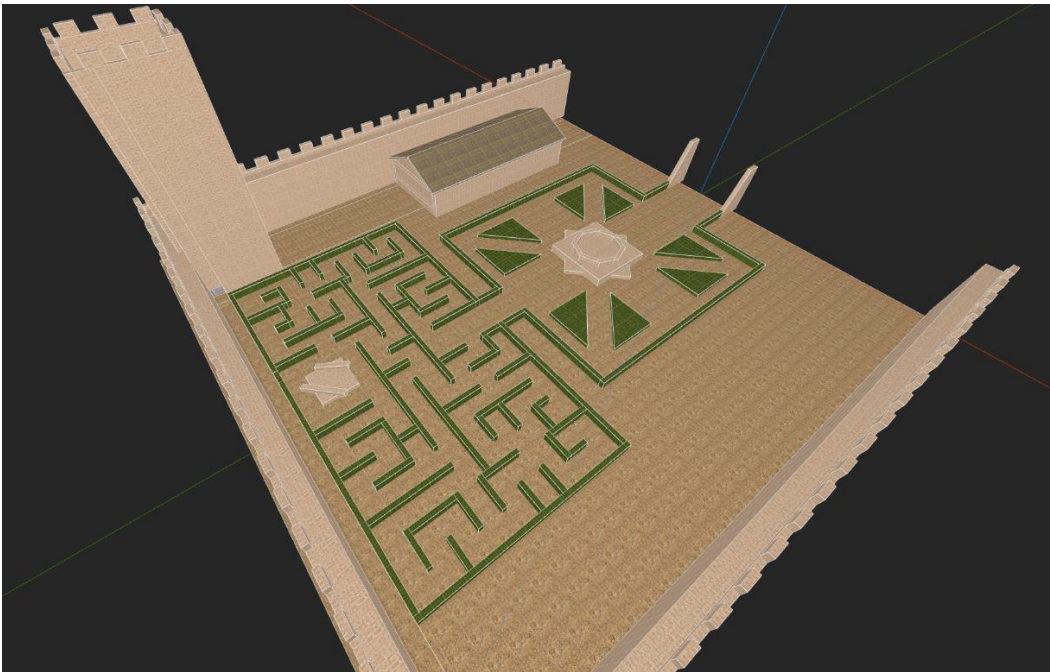
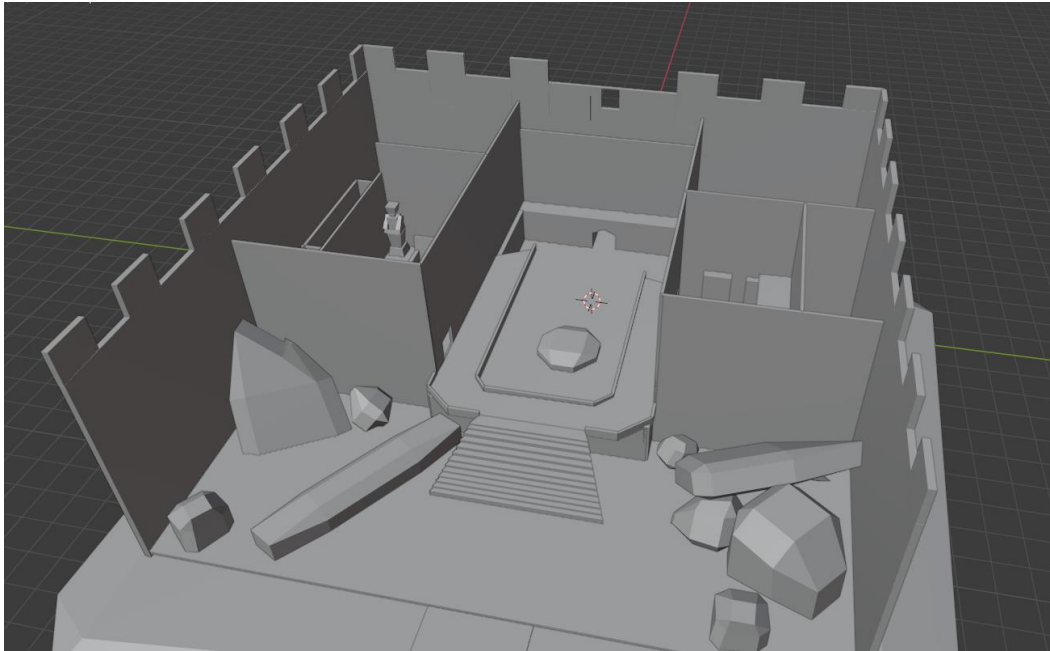


Final Level Layout:



Level Modeling Progress:





Finished Level Impressions:

