

Assignment 3 - Level Concept

Sonntag, 18. Dezember 2022 10:33

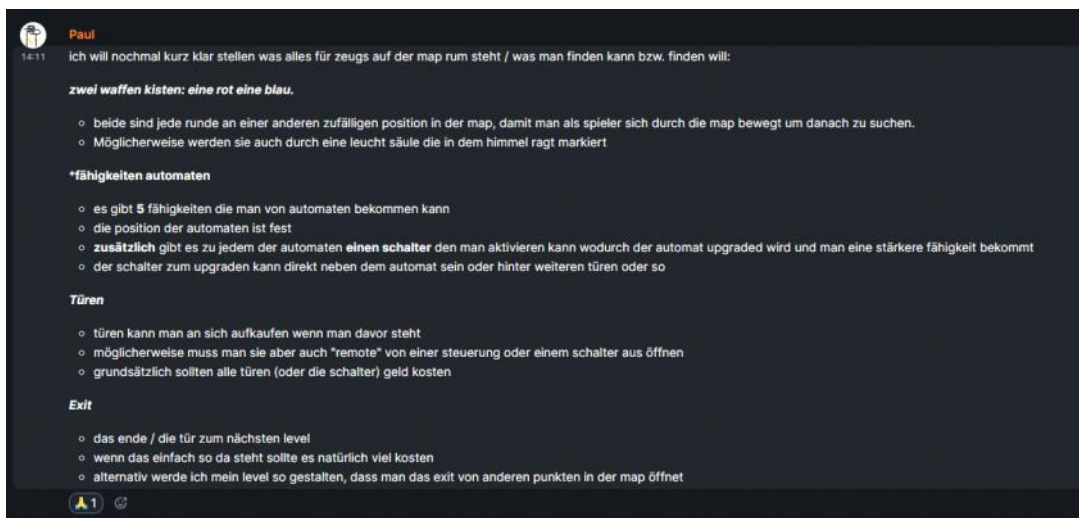
Game Concept:

- Horde-FPS
- Wave-based
- Enemies get stronger every wave
- Survive by shooting them and running away
- On death, enemies drop currency
- Buy upgrades with currency at special upgrade stations across the map

Game Theme / World Idea:

- Amusement park with medieval setting
- Thus mainly medieval buildings but maybe some modern technology (badly) hidden
- Some kind of monsters roam the park at night
- Player breaks into park at night...

Level Mechanics:



Level Idea:

- My Level is supposed to be the first (introduction) level
- Thus will introduce mechanics slowly (room by room, or rather in the first few rooms, then open up)
- What would be a good introduction level theme wise?
 - o Player breaks into amusement park at night
 - o -> through parking lodge
 - o -> first buyable door as big entrance arch-door with name of game/park written in glowing letters!

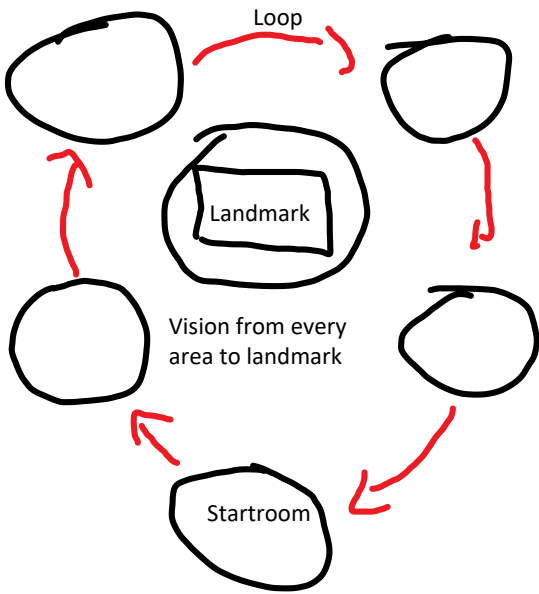
What I want in the level:

- Nice big entrance gate
- Level should come in full circle after unlocking all doors
 - o Last room -> drop down to first room
 - Big bridge above first room going to landmark in middle
- Big Landmark in the middle of the circle for easier orientation
- Different districts for easier orientation
- Five abilities -> five rooms -> five districts
 - o All have upgrade lever somewhere on map
 - One control-room with all levers within
- Additionally starting room -> additional district

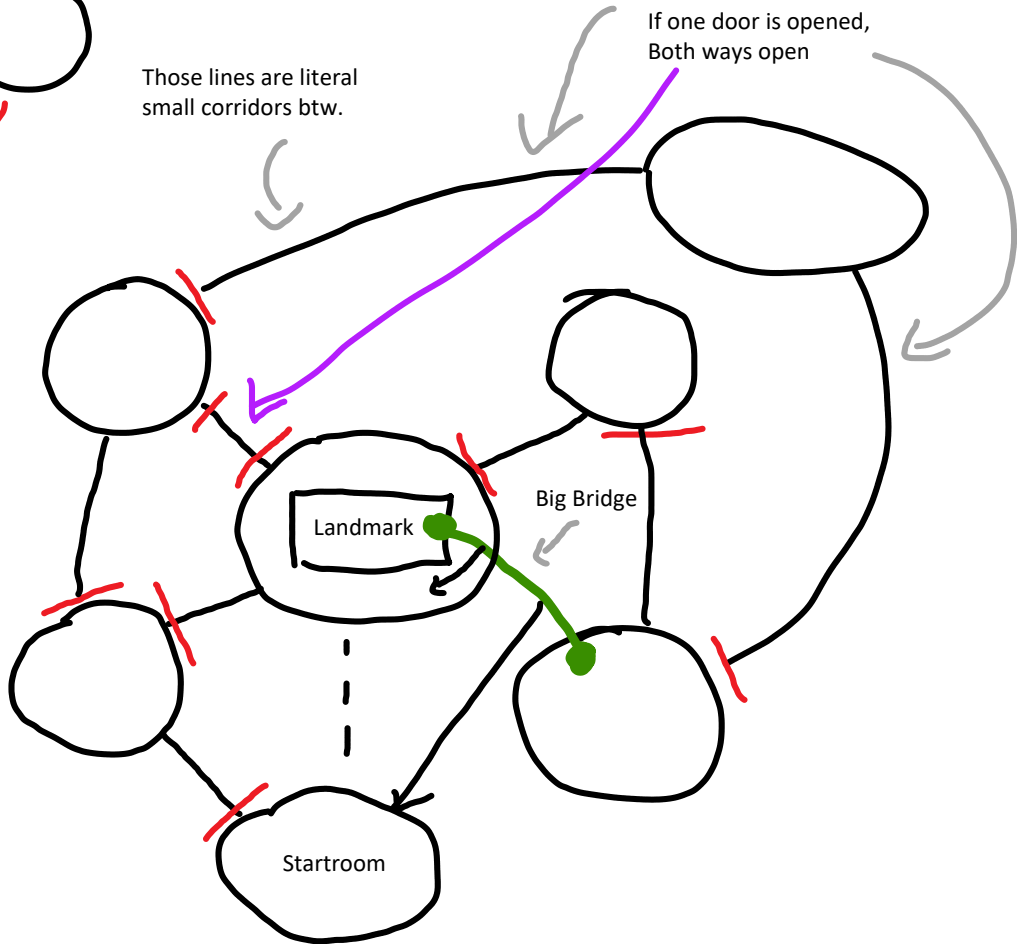
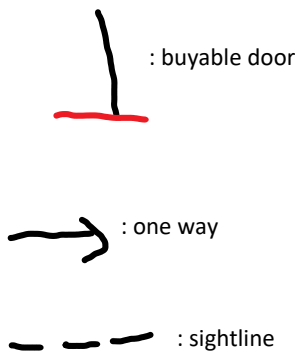
Rough Graph:



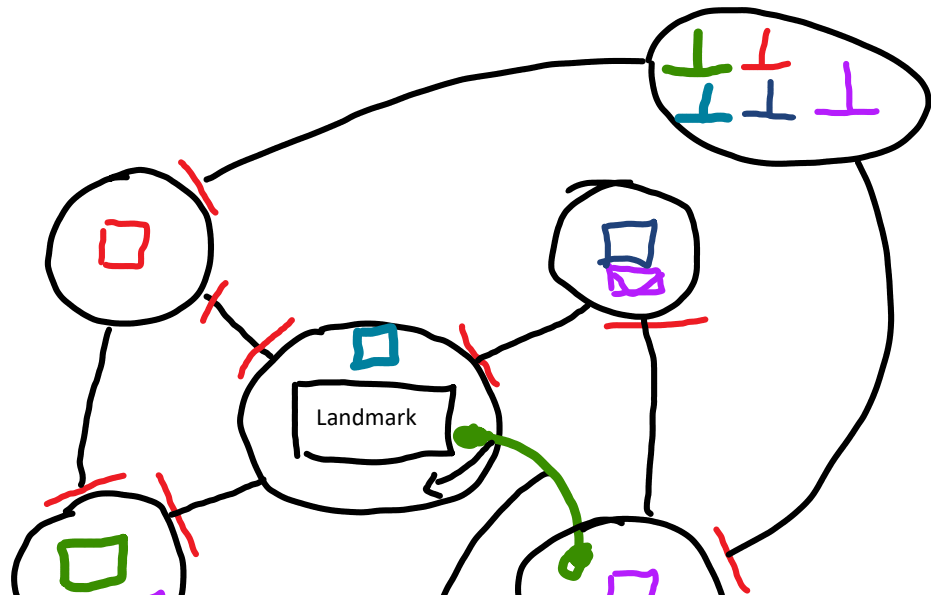
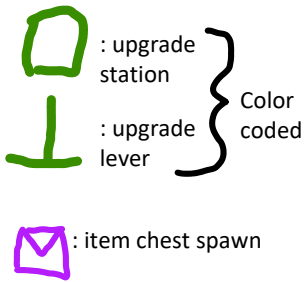
Rough Graph:

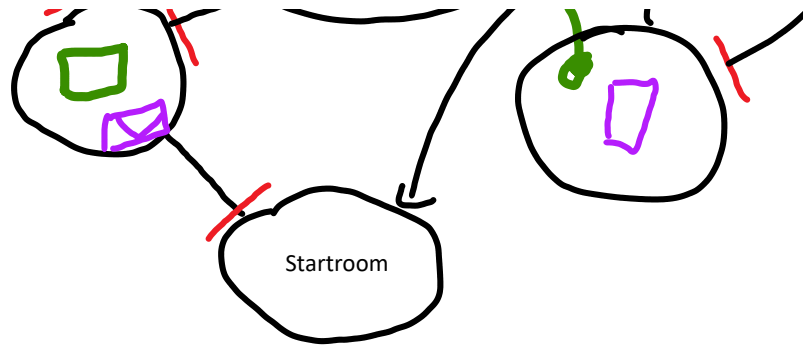


Connectivity Graph:



Usage Graph:



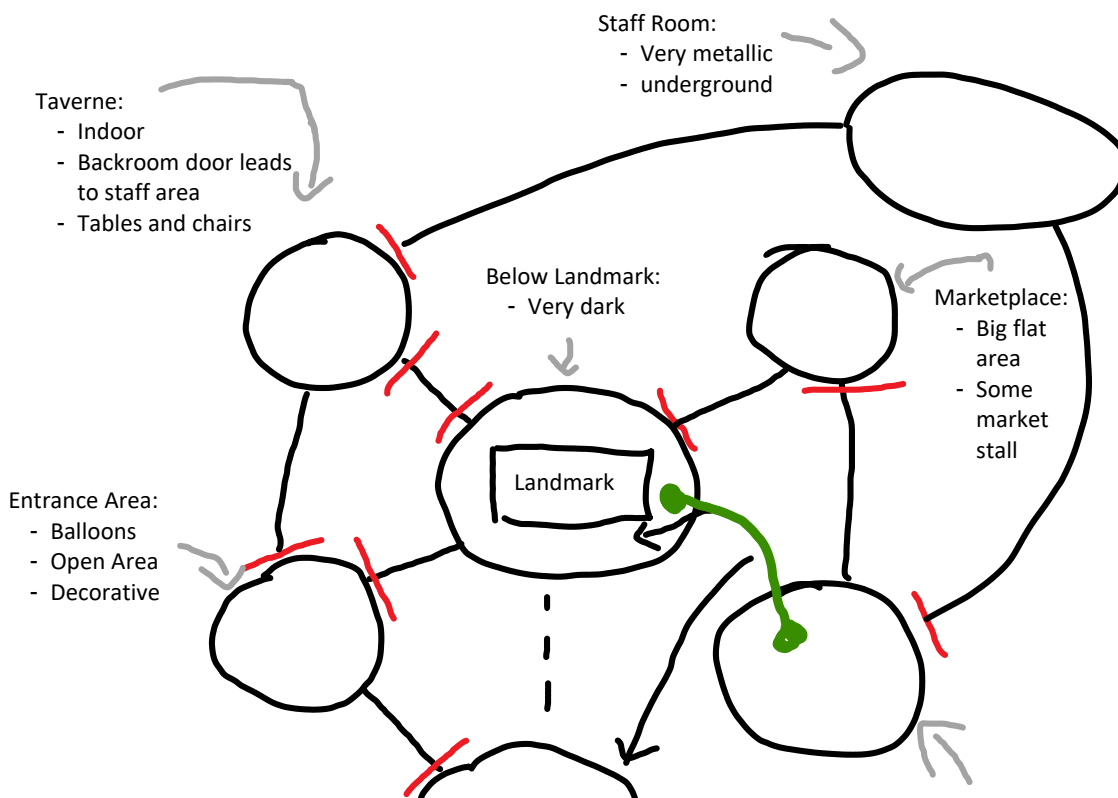


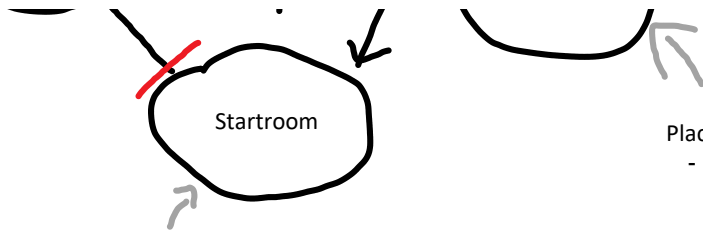
Moodboard:



Contrast of dark medieval and clean bright metallic technology

District Graph:



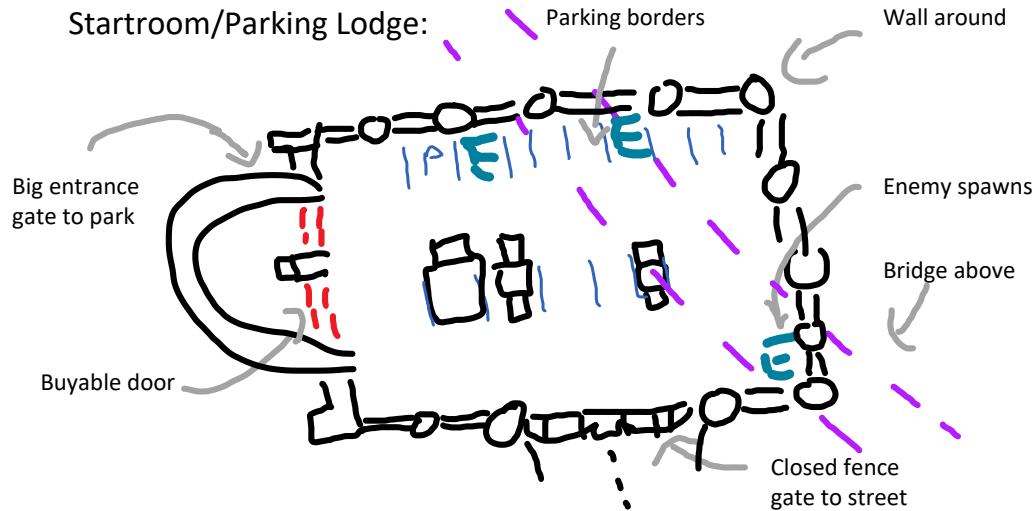


Place in Front of Bridge:
 - Usually guarded

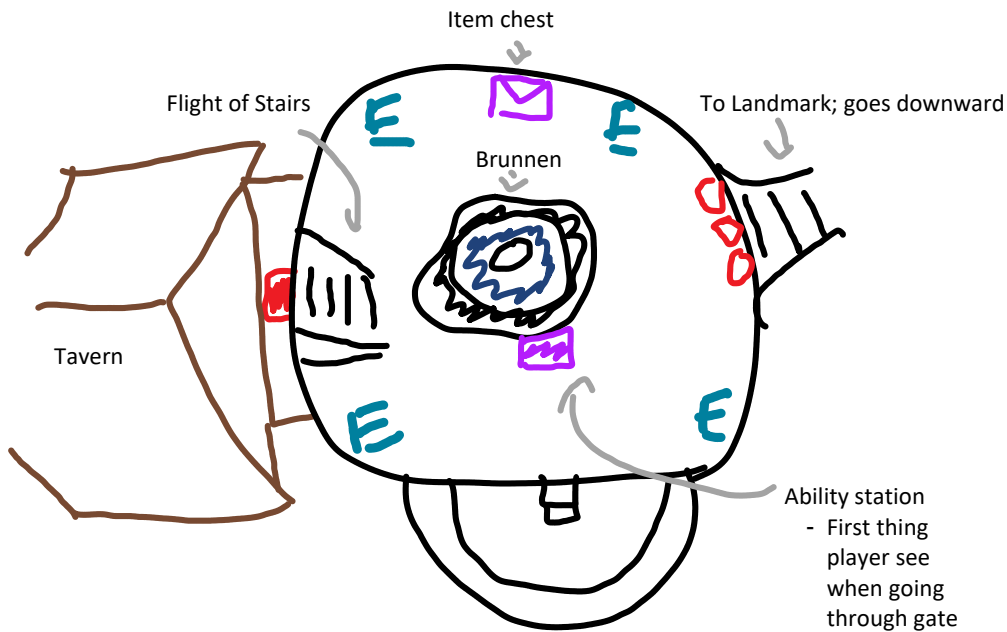
- Parking Lodge:
- Some cars
 - Closed gate from street to parking lodge
 - Light posts
 - Bridge to landmark above

Sketch for all rooms without being tied to metrics:

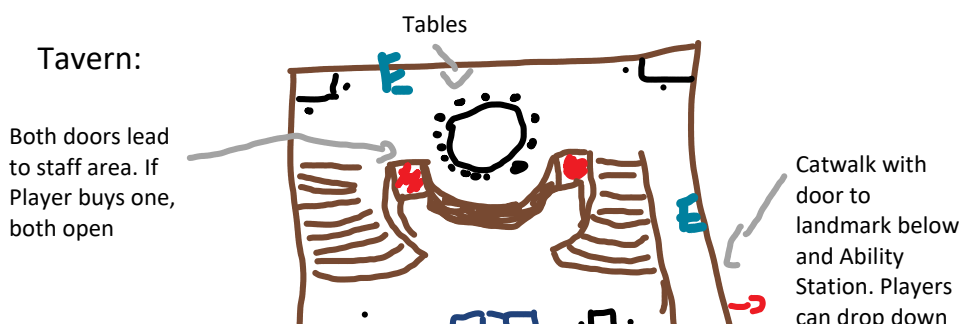
Startroom/Parking Lodge:



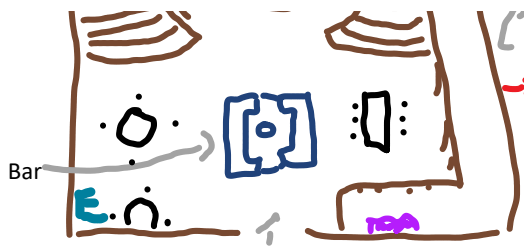
Entrance Area:



Tavern:



both open



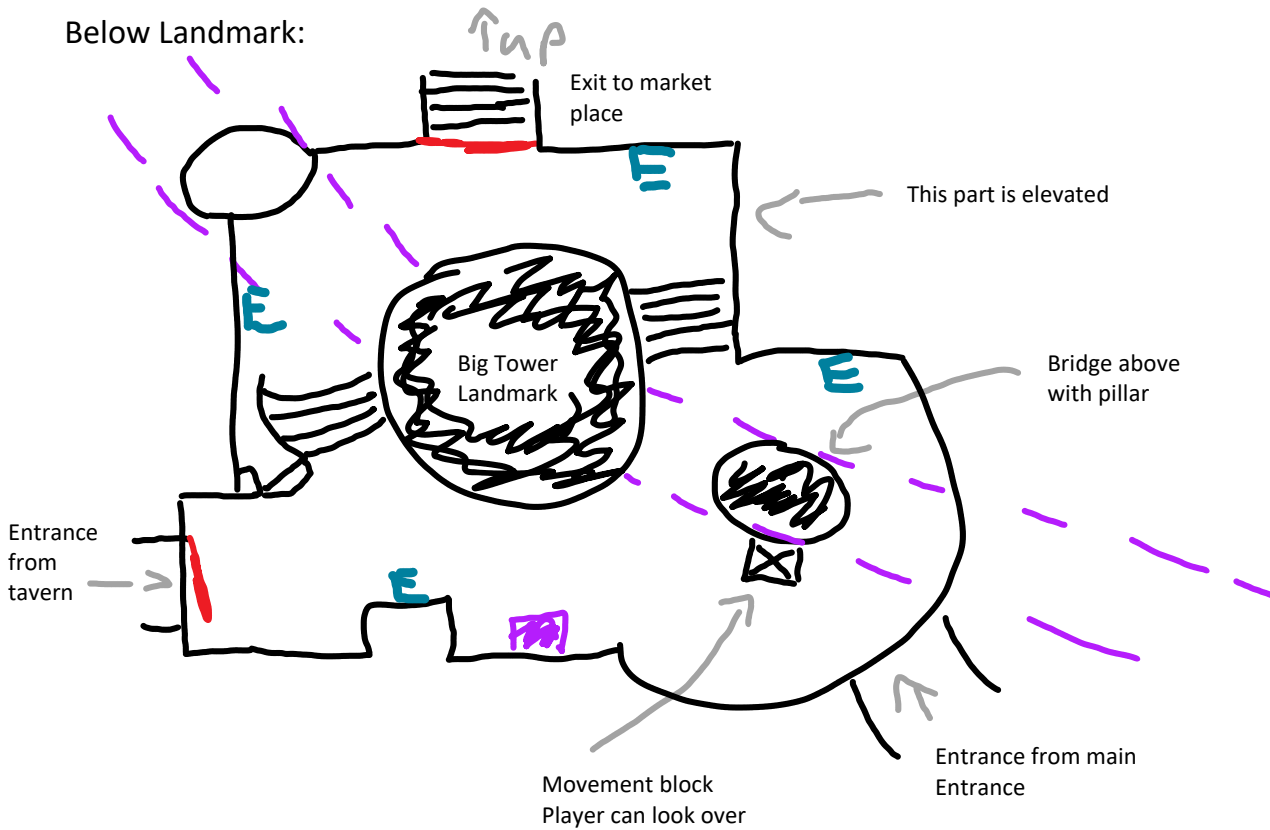
Landmark below and Ability Station. Players can drop down over railing

Entrance

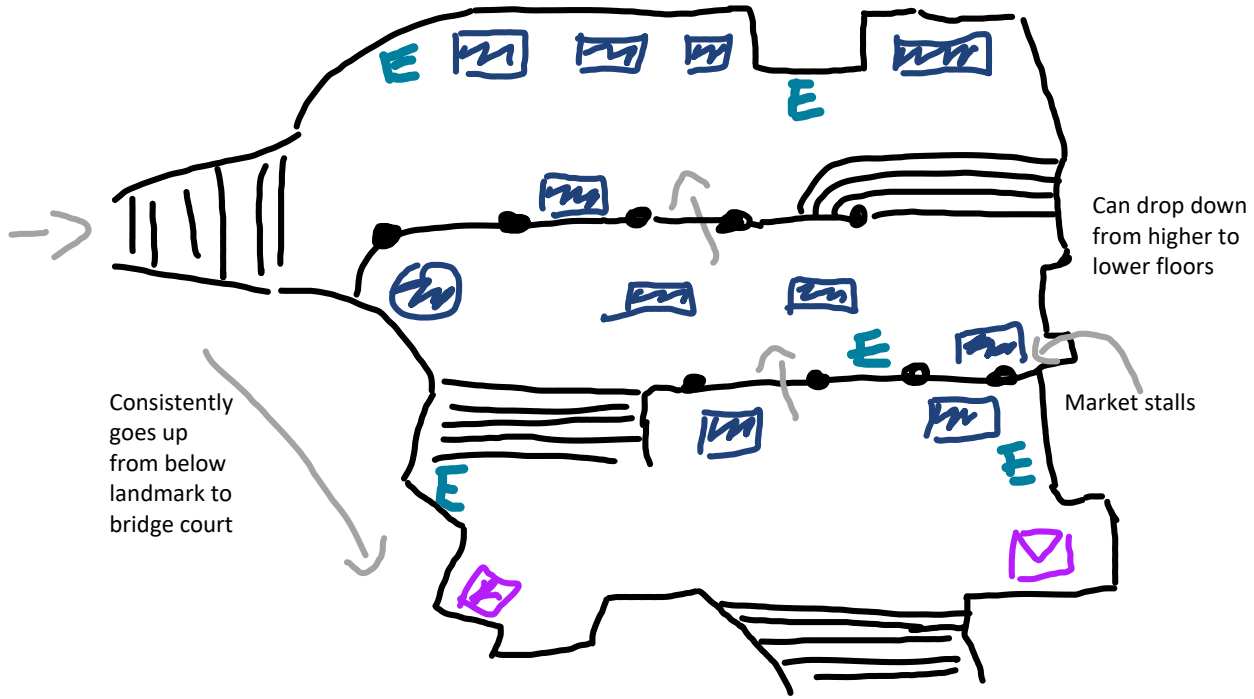
Staff Room:



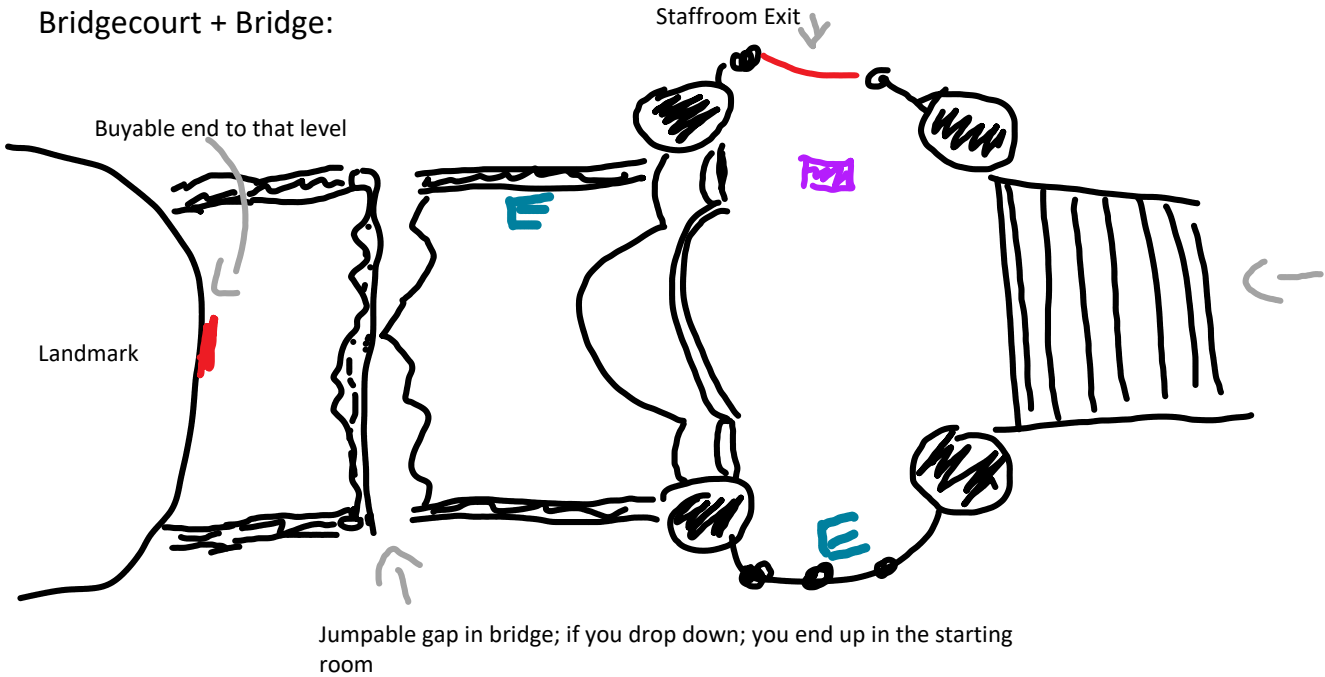
Below Landmark:



Marketplace:

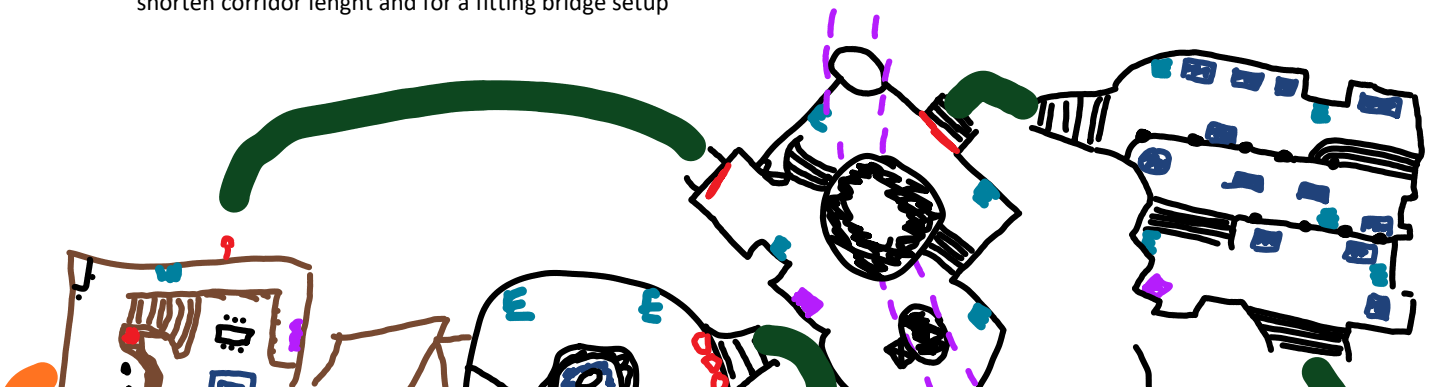


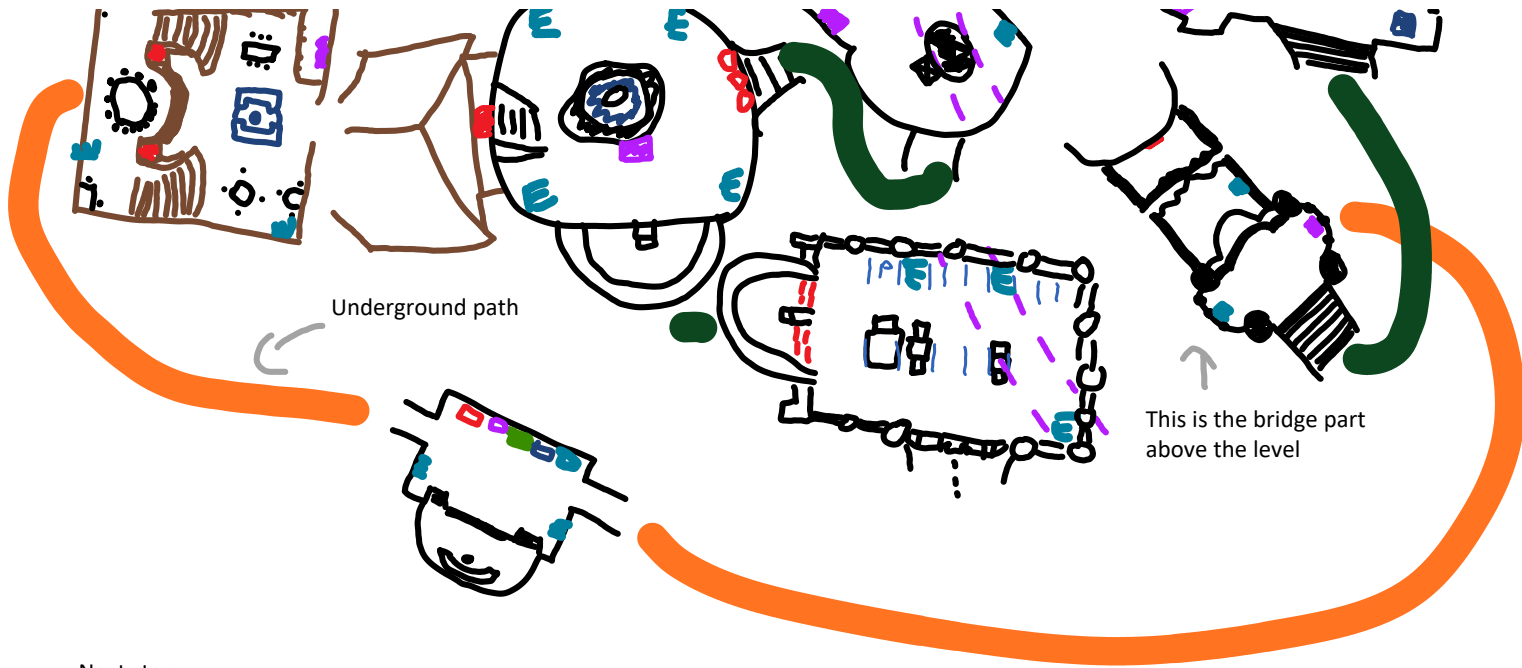
Bridgecourt + Bridge:



Complete Level Sketch:

Room connections need to be moved a bit to shorten corridor length and for a fitting bridge setup

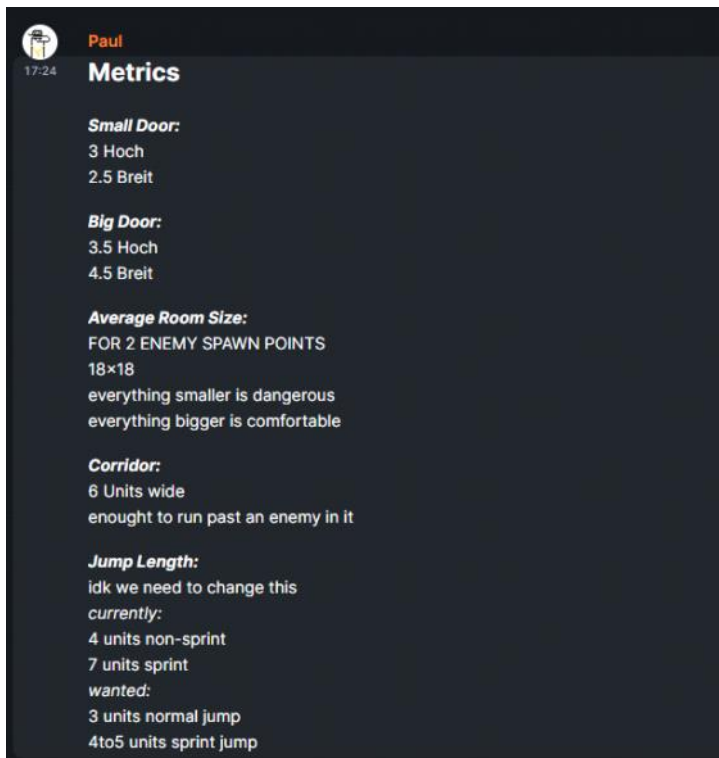




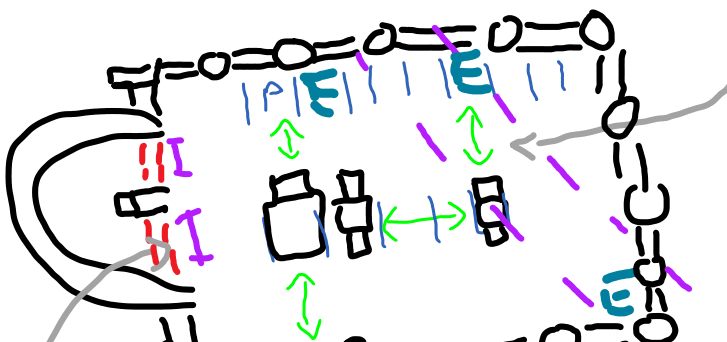
Next step:

- Make rough size blockouts for each area
- Arrange them three-dimensional

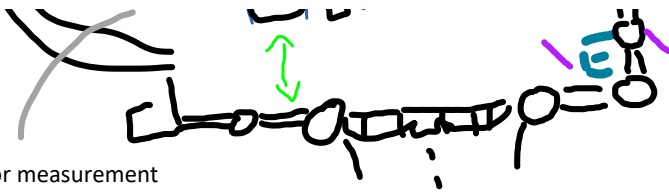
Metrics:



What sizes make sense?

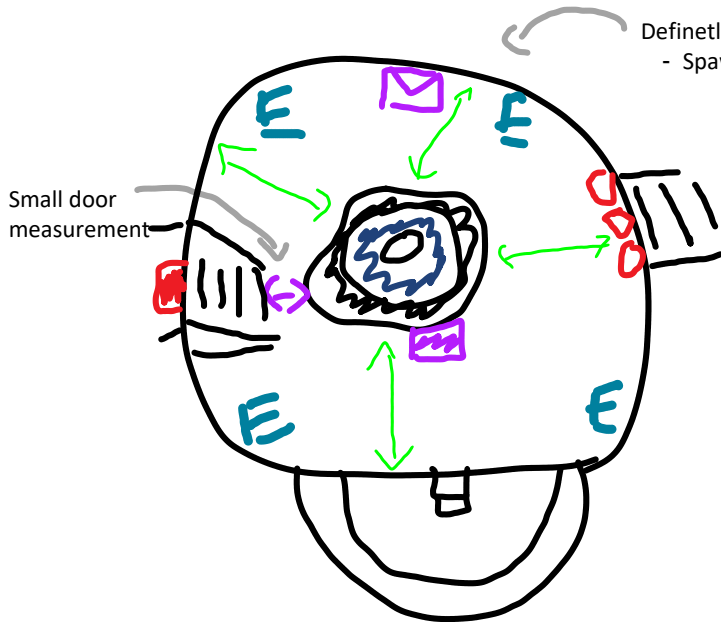


- Areas like this should be as wide as a corridor
- Maybe a tiny bit bigger
 - Shouldn't be too easy to survive in areas
 - o Not just one plane where you can kite/train the enemies in circles
 - Never too much space
- > thus total size top to bottom: $2 \cdot 6 + 2 \cdot \text{car length}$ (don't know yet how big a car is)



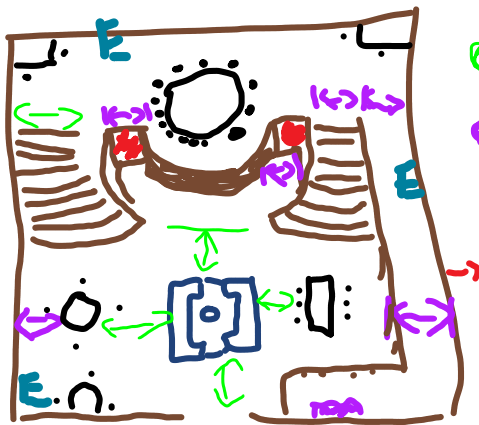
length (don't know yet how big a car is)

Big door measurement



Definetly bigger than corridors
- Spawner make it difficult to survive

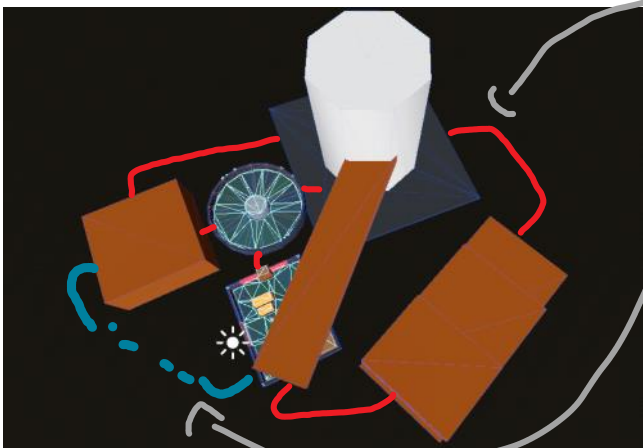
Small door measurement



Corridor measurement

Big door measurement

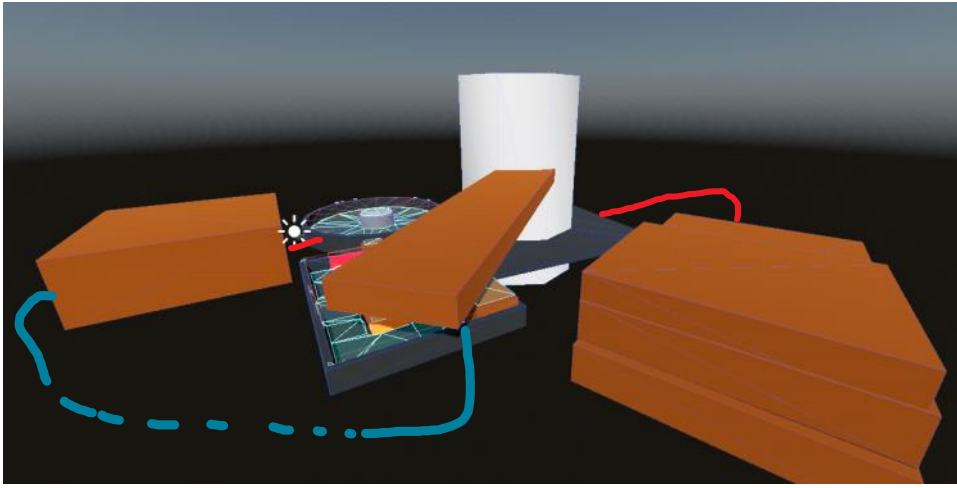
Rough 3D area orientation:



Corridors
(still need design)

The underground staff room is missing in this picture

Would be placed under everything



Tools built:

No-clip tool:

Godot doesn't offer scene view while in play mode
Thus no-clip tool to see what happens during play

Playtest-area:

Two rooms connected by one corridor
Size of rooms and corridor adjustable during play
To find out metrics

Cheat Module:

To cheat coins, make yourself invincible and skip rounds